

THE FOLIO

Scott Taylor

1E/2E
COMPATIBLE

Artifacts of Adventure



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THE FOLIO

Artifacts of Adventure

by Scott Taylor

Artifacts of Adventure

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Artifacts of Adventure
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Dedication

I want to dedicate this book to the Art of the Genre fans who have supported my meanderings in fantasy these past seven years. They have made this possible, and although many of my initial supporters have fallen away as the years have passed, many of you have stayed true to the fantasy I produce, and that means everything to what I do.

I also want to give a direct shout out to Tom Dodson, who without his patronage for the artwork of my business, we would not have made it through the lean times that come with publishing, and also to my dear friend David Deitrick who inspired me to take on the Gun Kingdoms when all this first began. Thank you both so much for making my dream of publishing a reality.

Introduction

What you now hold in your hands is the overflow of my creative process. That isn't to say it's some cast off, instead, it could be considered some of my best work. I say this because if you've ever been working hard on something and then suddenly something else really cool pops into your mind, that is pretty much what makes up the adventures inside this mighty volume.

The adventures within are a culmination of years of working on two distinct genre of fantasy, what I would title 'magepunk' and also standard fantasy tropes from any non-distinct setting. The magepunk system is something I've been toying with for years as I wrote the Gun Kingdoms novels with fantasy and science fiction artist David Deitrick. I love adding the flavor of the old west and limited system guns into a magical setting, and several of the adventures within showcase my thoughts on the subject of incorporating such mechanics into standard D&D.

What remains in this book are solo adventures designed for low level characters that take players from the icy reaches of the far north to the fantasy space-lanes of more bizarre adventuring tropes. Also within these pages are my experiments into True Level modules, in which adventures are designed to take characters up a single level within the confines of a dungeon. So, in conclusion, I hope that you will find all kinds of inspiration for your tabletop gaming within these pages, as I certainly know I have over the past four years.

Scott Taylor

DQ#1

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COMPATIBLE

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INTRODUCTION TO THE GUN KINGDOMS TIMELINE!
A STEAMPUNK INSPIRED ADVENTURE FOR LEVELS 1-3

GK1 The Adventure Begins

New Monster: Final War Automaton (Sentry MIV)

Handbook NRGK1 The Gun Kingdoms Setting

THE
NAMELESS
REALMS®

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Digital Quarterly HANDBOOK



Folio Digital Quarterly #1

First of all, I'd like to thank everyone who was involved in making The Folio Digital Quarterly a reality. It's not very often that I get to take a personal pet project and move it into the realm of a public release, but in this case it happened. When artist David Dietrick and I first started working on how to develop the world of The Gun Kingdoms, I had no idea that it would turn into one of my all-time favorite periods of Nameless Realms history. Our initial thought was to set it on Mars, much like Frank Chadwick had done with Space: 1889, but as things began to expand it became clear that we were doing much more than a redux of a past classic. The Gun Kingdoms took on its own life, as did the characters, and suddenly the timeline exploded with possibilities.

I hope that you will take to what we've created as much as we did. This is certainly a labor of love, and there are certainly going to be growing pains as this setting expands over time and we continue to incorporate bits and pieces of both the 1E & 5E mechanics. So in conclusion, I wanted to say thanks again for your support of Art of the Genre and its projects. Without you, none of these great adventures would be possible!

Why steampunk? Well, I have to say that David's artwork has always inspired me to create things, be that work in a future setting like FASA's Battletech, or even an alternate past like GDW's Space: 1889. Still, having enjoyed old TSR's Boot Hill on more than one occasion, and reading Gary's notes on Sixguns & Sorcery in the AD&D DMG, I couldn't help but want to see a version of this genre played out in the Nameless Realms. But truly, instead of steampunk, this setting would be more appropriately called magepunk, as magic still lives within the setting. The Gun Kingdoms is a world in transition, one that once relied on magic but is now trying to move fully into mundane industrial might. This amalgamation is what makes the Gun Kingdoms so dynamic, and utilizing the elemental bound races born out of my work in both fiction and gaming, there are some really cool plots that can play out. Finally, I've got to admit there is some anime influence in this time period as well with shows like Akira Kurosawa's Samurai 7 lending a feel to the apocalyptic nature of the wastelands. So if you enjoy such things, then holster your weapon and get ready for a wild ride!

The Gun Kingdoms as a Setting

In the Nameless Realms I've managed to develop many different settings that I call 'Ages of Man'. They begin in primordial fantasy with the Age of Mists, move through high fantasy in the setting you'd find in Roslof Keep and Taux, and then move to apocalyptic fantasy, cyberpunk, and space opera, but amid all these lies my magepunk setting of The Gun Kingdoms nestled deep in the 11th Age of Man.

What are the Gun Kingdoms?

A half-dozen adjectives to describe them come to mind including brutal, deadly, superstitious, paranoid, lawless, and cruel to name a few. In essence, the Gun Kingdoms are pockets of military dictatorships run by former generals and admirals of the Final War who now control large swaths of land. Each now works to create a true nation-state from the ashes of the war by controlling population centers and trade routes. At the heart of these small empires you can find civilizations at the crossroads between failing magic and rising technology: a high society of merchants, tech tycoons, xenophobic clergy, and mercenary lords. Outside these stabilized zones are the Outbanks, smaller outposts linked to the cities by rail and airships, where a second class of up-and-coming privateers seeks to make fortunes as each empire expands. Beyond the Outbanks are the Hazards, a series of expansive wastelands tortured by years of cataclysmic war. If there is a true frontier, it lies within the Hazards, and only those with strong backs, quick wits, and icy nerves travel there. In the Hazards, the saying goes 'Fortune rides shotgun with Death', and those with magic are known to dwell far out of the reach of dictators' bounties.

History and the making of the Gun Kingdoms

The most critical precursor to The Gun Kingdoms timeline actually comes from the 6th Age, the Age of Splendors. It was in this time that immortals, spurred on by the use of high magic, tore a hole in the Elemental Plane of Shadow and allowed the Streambenders to ravage the world. In a last ditch effort to save as many people as they could, the various races of the world locked themselves into seven 'Shining Cities' that even the mightiest of the Streambenders couldn't breach. This had two irrevocable effects, the first being that those inside the cities were basically pressure cooked with elemental magic for a thousand years, forever changing their DNA structure, and second, those who were left outside the cities discovered that stripping themselves of elemental essence made them less attractive as prey for the Streambenders. After a millennia, the hole in the Elemental Plane of Shadow healed, and the Streambenders were forced to retreat to their own plane. When the Shining Cities opened, they found a ravaged world filled with pockets of hollow-eyed and magically devoid people that they called Samaya. Over the next age, the Enlightened—those who emerged from the Shining Cities—became an almost divine ruling class, but their numbers were small, and the Samayan populations skyrocketed after the Benders were no more. Eventually, the Samaya would rebel against the rulership of the Enlightened, destroying their Shining Cities and hunting them after a conflict called the Final War. However, to achieve this victory, the Samaya still had to utilize magic that had been taught to them by the Enlightened, and they mixed technology with magic in the process. When the Final War was over, the now

xenophobic Samaya turned on their own magically skilled soldiers, killing them in a final attempt to cleanse the world of magic once and for all. Still, some Samayan tome-mages and technomancers escaped the purge, fleeing into the wastelands where rumors of Enlightened still persisted. Magical relics and magepunk artifacts still exist away from the Samayan cities, and high bounties have been placed on the recovery of either. This is where The Gun Kingdoms timeline falls, and the challenge for players is walking between the worlds without getting killed by either side in the process.

Running in the Gun Kingdoms

I've created this timeline as a place of high adventure, and it should reflect overblown anime, dime store pulp classics, cutting-edge horror, and some Jules Verne, all set to a backdrop of a Spaghetti Western. If you can pull that off as a Gamemaster, then you've done your job. Also, two things that I've driven home in my fiction are fantastic transports and places—airships, overland boats, tunneling trains, and lost cities deep in the Hazard. I highly recommend starting your players with a ship of some kind, even if it is mundane, as they can likely add to it as any campaign moves forward, and that act of upgrading should endear them to the setting all the more.

For the purposes of this adventure, the Gamemaster will only be dealing with a single Gun Kingdom controlled by the Garin Clans. The kingdom comprises what was once the countries of Dragmarsh and the Hinterlands and currently holds the remnants of the Enlightened Shining City of Findalynn.

Fantasy Class Conversions

In The Gun Kingdoms setting, all non-magical classes are available to players including fighter (called soldier), barbarian (called wastelander), cavalier (who becomes cavalryman), thief, assassin, and monk (called pugilist). Rangers (called scouts) still exist but are denied any magical casting abilities. Clerics no longer exist, although priests of the Garin Orthodox Church hold sway in the Samayan faith, but they now use the paladin class and have no magical abilities. Magic-users [5E wizards] are called tome-mages and although they are rare, do exist, but certainly have bounties on their heads. Druids have withdrawn from the world, although rumors sometimes rise that they do still exist and are trying to heal the world. Any other magical classes would have to be brought in at the Gamemaster's discretion, but are not seen by me as being readily viable in this setting.

Fast Rules on the Enlightened

Okay, so the Enlightened are the 'problem' within this system, meaning, they are epically unbalanced in gameplay. For that reason, I'd suggest not allowing players to play them. However, if you've read The Gun Kingdoms or The Airship of Fools, you'll note that Skylla is a half-Wizard. Having a half-blood of any of the Nameless Realms races can add an interesting wrinkle, but you'll have to be sure that the players embrace someone with this power (and curse as they are constantly hunted). It is also fun for the players to have Enlightened allies, as they can be incredibly powerful and fun to utilize during climactic encounters. Still, it is up to you, but know that the Enlightened in the Gun Kingdoms are extremely rare, and won't normally

Note

If a ranger is somehow taught magic by an Enlightened or a tome-mage, it is possible for him to gain magical casting abilities, but this would put him on the bounty list. The same is true for clerics or paladins who worship the Nameless Realms Saints (outlawed as heresy and witchcraft by the Garin Orthodox Church) as that old world faith still provides magic to the faithful.

show themselves for what they are. Also, simply put, I designed the world so that people should really fear Wizard Enlightened, so keep that in mind.

Another special note, the Enlightened never use 'weapons of technology', instead they rely on the old ways: magic and blades. It is for this reason that magical weapons (especially bullets) are so rare, because after the Samaya purged their own tome-mages, stocks of magical weapons were used up. There are two caveats to this rule, the first being the Eldaryn (Enlightened) enjoy using pistols (as they developed gunpowder in the first place), and the second being halfbloods have no issues using tech weapons that they are able to empower. Keep that in mind.

Whatever the case, I'm going to lay the groundwork for quick-play of Enlightened below, and remember, they have changed since the days of the Nameless Realms Races supplement, their overt power much more pronounced.

There are two quick rules to adhere to when dealing with Enlightened characters or NPCs. Both deal directly with dice, either number or type, that Enlightened can use each round while drawing directly from their element.

Constitution and Elemental Magic

The ability to wield the elemental power is tied to the Enlightened's Constitution attribute. An Enlightened may

use her elemental dice a number of times a day equal to $\frac{1}{2}$ (rounded up) her Constitution score. If an Enlightened wants to use her elemental dice more than this, she must make a saving throw vs. spell **[DC 18 Constitution]** each time she 'direct channels' her element. If the saving throw is failed, she internalizes the energy and takes her elemental dice in damage.

Elemental Connection

Typically, Enlightened don't suffer negatives to their abilities as long as they aren't somehow opposed to their



element. Examples of direct opposition would be a jairuk (Medium Earth) on an airship, a human (Low Fire) on a boat, or an aspara (High Air) in a dungeon. If such a situation arises, then take the Enlightened character's die type down one category **[1d6 becoming 1d4]**. This can mean that a Low Affinity Enlightened may completely lose connection to her power. Also, if the connection is heavily compromised, like an Eldaryn in a submarine, the Gamemaster should not allow any elemental connection and consider the Enlightened to be stunned while in this situation.

Now, there are also times where the connection can be stronger, like an Eldaryn in a forge or an aspara in an airship. In these cases, the die type will increase by one type.

Half-Enlightened Characters

Characters with mixed Enlightened blood get a die type that is 1 lower than their Enlightened parent would get. Thus, if a half-aspara (High Air) character were being played, he would get 1d6 instead of 1d8. Skylla, for example, as a half-Wizard still gets 1d12, the next die type down from a d20. Also, if the half-Enlightened is from a Low Affinity [1d4], then she receives 1 point of elemental power per level (i.e., a 3rd level half-human would get 3 elemental power points—offense or defense—per Constitution point).

Offense Elemental Attacks

For game purposes here, I'm going to keep this simple and allow for direct single-target damage from the elemental dice. Thus, if a 7th level Enlightened Eldaryn (High Fire) decides to throw a flame blast at an enemy, he will get 7d8 in flame damage. Also, this damage can

First Rule

Enlightened Affinity is tied to die type, Low equals 1d4, Medium equals 1d6, High equals 1d8. This rule is uniform across the board on Enlightened races except when dealing with the race of Wizards who always get 1d20.

Second Rule

Enlightened level is tied to the number of dice they can use per round. Thus, a 5th level Enlightened character would have 5 dice to use as she chooses (offense or defense) each round.

Note:

A Wizard in or around water will add his character level to EACH d20 he rolls.

be added to a weapon, so the same Eldaryn can add the flame damage to a short sword and do 1d6+7d8 damage. Note: Elemental Dice cannot be split between offense and defense at this stage, so you must choose one or the other each round.

Defense Elemental Actions

Instead of using elemental dice for attack purposes, an Enlightened may surround herself with her element to ward off damaging attacks. Thus, a kin might erect earthen shield walls, an aspara might turn bullets aside with a wind blast, or a lowl might turn blows away with a heat shield. If an Enlightened chooses defense, at the beginning of the round roll her elemental dice, get a total, and then use that as temporary hit points for that round. Example: A 6th level kin rolls 6d8 and gets a total of 34,

so for the next round he is considered to have 34 more hit points (subtract damage from these first), but these will dissipate at the start of the next round.

Creating a Crew

In standard fantasy role-playing there are adventuring companies, and The Gun Kingdoms setting should be played no differently, save to say that in all likelihood the players will be part of a ship's crew. It might be that you want the players to have found a ship and started their own crew, or they might be new recruits to an already established crew that is utilized on 'away missions'. In the latter scenario, you can have a chain of command that the players can slowly work their way up through, one day perhaps commanding the ship on their own, but only time and your players will decide that. Whatever the case, it is my hope that you will take the crew option seriously, because most missions that happen in the Gun Kingdoms are work-for-hire shots, although certainly local legends might entice random exploration as well. One thing to keep in mind, nothing in the Hazard is easy, and just like in *Firefly* it is the job of the captain to keep his ship sailing and his crew together, so if you want to put a bit of Mal in there, be my guest as there was obviously a nasty war recently that had a whole lot of losers in it.

Sample Ship, the Sand-Tyger

When David and I first started the project of creating our novels, I came up with the idea of an experimental vessel that could go on both water and land. David enjoyed the notion and he soon started work on the designs of the Sand-Tyger. The ship, included in this adventure for purposes of possible ship ideas, was one of the latter

designs of the Final War, and although it didn't make it into full production, certain prototypes were made. Finds like this one can make for a great campaign starting point, and the smaller size of the ship will also keep the crew in close quarters while keeping your NPC inventory as a Gamemaster down as well.

Certainly another great option is an airship, but this might make missions a bit too easy to start with and make for less of an experience of navigating the Hazard. A ride in one is always a fun aside, but you might want to keep them out of your players' reach until higher level so that they can experience the dangers on the ground first.

Equipment

I'm not going to make a huge equipment list here, save to say that there are still standard 'adventure packs' that won't have changed too much from what you already find in the character resource materials for 1E & 5E. However, that isn't the case when talking about weapons, so I'm going to give you a sample of a few so that you can see how the mechanics work and then go to town either using them exclusively or making up your own similar versions.

Also in terms of converting cost from fantasy settings, all Gun Kingdoms costs are at a 1/1 rate from gold pieces to silver pieces, thus a 25 GP longsword in a fantasy setting would convert to a 25 SP longsword in the Gun Kingdoms. Gold has been stored away in the vaults of the new empires after the war, but there is a standardized bank that the armies used during the conflict called the War Bank, and War Bank Notes (bill currency) are utilized in most civilized areas including cities and even the Outbanks, but in the Hazard hard currency is typically needed.

Final War Arcana Rounds

During the great war that decided the fate of the Enlightened, the Samaya enchanters developed a number of enchanted rounds that could be used by their forces against the powerful magic of the enemy. Some of these rounds still exist today and can be found at a high price if they ever come on the open market. Arguably the most powerful of these are called 'The Eleven', which is the number for which they were designed, and they are known to destroy magic. Another special note, Arcana Rounds conform to ANY weapon, meaning they change caliber depending on how they are loaded. Costs for these rounds are not listed because it is a seller's market on a finite inventory.

A. The One: Simple Fire Burst magic, adds 2d6 fire damage to any shell

B. The Two: Low magic Ice Burst that adds 2d6 frost damage to any shell

C. The Three: A nasty little damage over time round that will cause 2d6 acid damage for 1d4 rounds

D. The Four: An upgraded 'One', this adds 5d6 fire damage to any shell

E. The Five: An upgraded 'Two' this adds 5d6 frost damage to any shell

F. The Six 'Sandman Round': Will knock out a target of 8 HD or less [4 HD are denied a saving throw] **[DC 15 Constitution]**

G. The Seven: Enchanted with damage over time, once hit, a target will bleed for 1d12 rounds at an additional 1d8 damage per round

H. The Eight: Enchanted with impacting magic, this round will knock a target prone unless a save versus spell is made **[DC 17 Dexterity]**

I. The Nine: Enchanted with disintegration magic, a target must make a saving throw versus spell or be vaporized **[DC 17 Constitution]**

J. The Ten 'Screamer': A sonic damage round that causes 5d6 damage to a 20x20 foot area around where it hits.

K. The Eleven or 'The Null': This is an Anti-Magic Shell round. If carried, the possessor is immune to incoming magical spells, and if the bullet hits an enemy, he becomes incapable to use magic until the round is removed.



Pistols

Sage-Mourn Fynn Revolver: Reminiscent of the Earth's Colt Peacemaker, this is the weapon of choice by the bulk of desperados who travel the Hazard.

Cost: 250 SP Dam: 1d8 3 lb. Rate of Fire: 3/1

[Cost: 250 SP Dam: 1d8 3 lb. Piercing,

Ammunition [6] (range 20/60), loading, special]

Saint Erik's Break: With a single high caliber slug, this weapon can be utilized as either a scatter-gun or a heavy pistol. Loading is problematic, but most people agree that one shot is often all you need with it, especially if you are loading Arcana Rounds.

Cost: 500 SP Dam: 2d8 12 lb. Rate of Fire: 1/1

[Cost: 500 SP Dam: 2d8 12 lb. Piercing,

Ammunition [1] (range 40/80), loading, special]

Fynn-Mark Naval Carbine: Utilized by several world navies during the Final War, this tough carbine holds a good-sized clip of ammo and also can be utilized as a blade weapon in hand-to-hand combat [for blade damage use hand axe].

Cost: 500 SP Dam: 1d10 8 lb. Rate of Fire: 2/1

[Cost: 500 SP Dam: 1d10 8 lb. Piercing,

Ammunition [5] (range 30/70), loading, special]

Tress-Panther MII: This five-shot bolt action rifle was the bread and butter of the Samayan forces worldwide. It is probably the most common weapon in the world at this point in time.

Cost: 500 SP Dam: 1d12 11 lb. Rate of Fire: 1/1

[Cost: 500 SP Dam: 1d12 11 lb. Piercing,

Ammunition [5] (range 40/120), loading, special]

Tress-Panther MV Lever: An increased ammo capacity and quicker cocking mechanism sets the MV apart from its older cousin the MII. Some folks say that a man in the Hazard won't live long unless he has one of these on his saddle.

Cost: 750 SP Dam: 1d12 12 lb. Rate of Fire: 2/1

[Cost: 750 SP Dam: 1d12 12 lb. Piercing,

Ammunition [7] (range 40/120), loading, special]

Shining Seven Nail Caster: One of the few new-age weapons employed by Enlightened, this is more a magically driven crossbow than a gun. Still, it can be deadly, silent, and if enchanted, reusable, which is unlike bullets fired from guns.

Cost: 750 SP Dam: 2d8 12 lb. Rate of Fire: 1/1

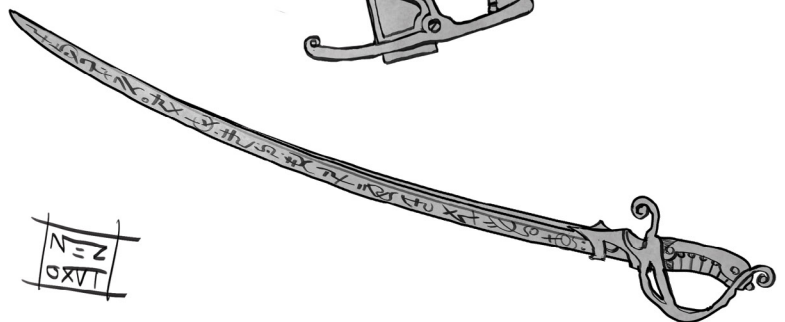
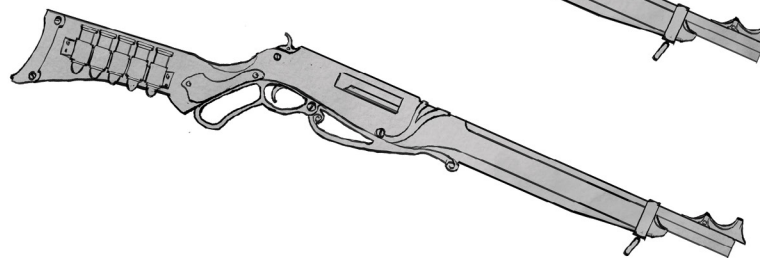
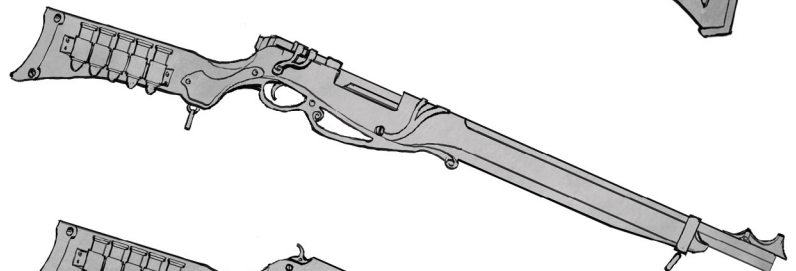
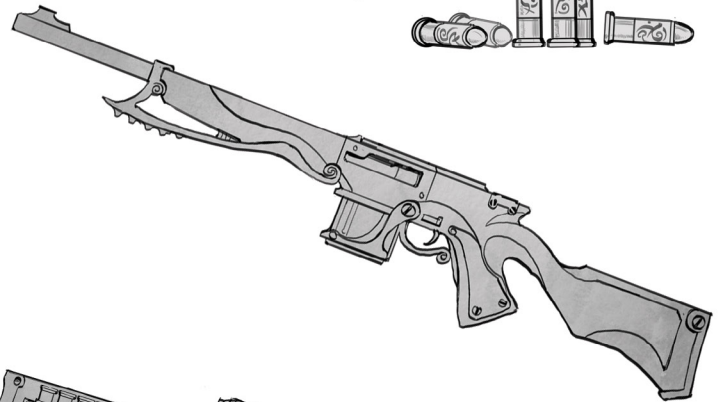
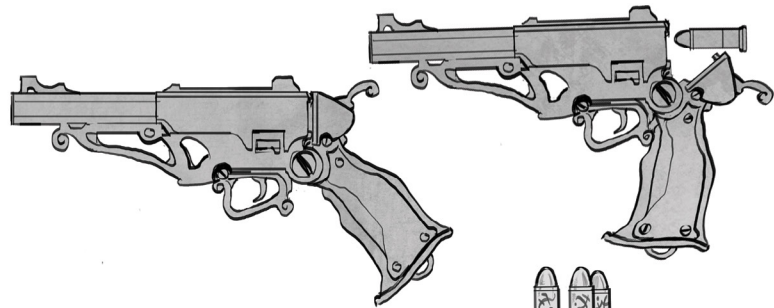
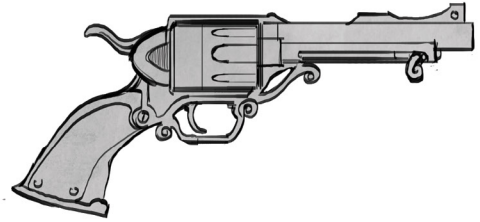
[Cost: 750 SP Dam: 2d8 12 lb. Piercing,

Ammunition [1] (range 20/60), loading, special]

Arcana-Lathe Sky Cavalry Sabre: Air marines were known to carry enchanted sabres on many of the larger vessels during the Final War. Although few and far between, these weapons are still highly prized due to durability and hitting power, especially on fragile airships where bullets can be problematic.

Cost: 1,750 SP Dam: 1d8+1 3 lb. Enchantment: +1 (or higher)

[Cost: 1,750 SP Dam: 1d8+1 3 lb. Finesse, Enchantment +1 (or higher)]



New Monster

Final War Automaton (Sentry MIV)

Neutral

Armor Class: 2 (Elemental Hardening + Chain Armor)

HD: 8+8

Move: 9"

No. of Attacks: 4

Damage/Attack: 1-8/1-8 (Guns) plus 1d8/1d6 (Blades)

Special Attacks: None

Special Defenses: Immunity to Charm & Sleep

Magic Resistance: Standard

Intelligence: Very

Size: M

Psionic Ability: NIL

% in lair: 20%

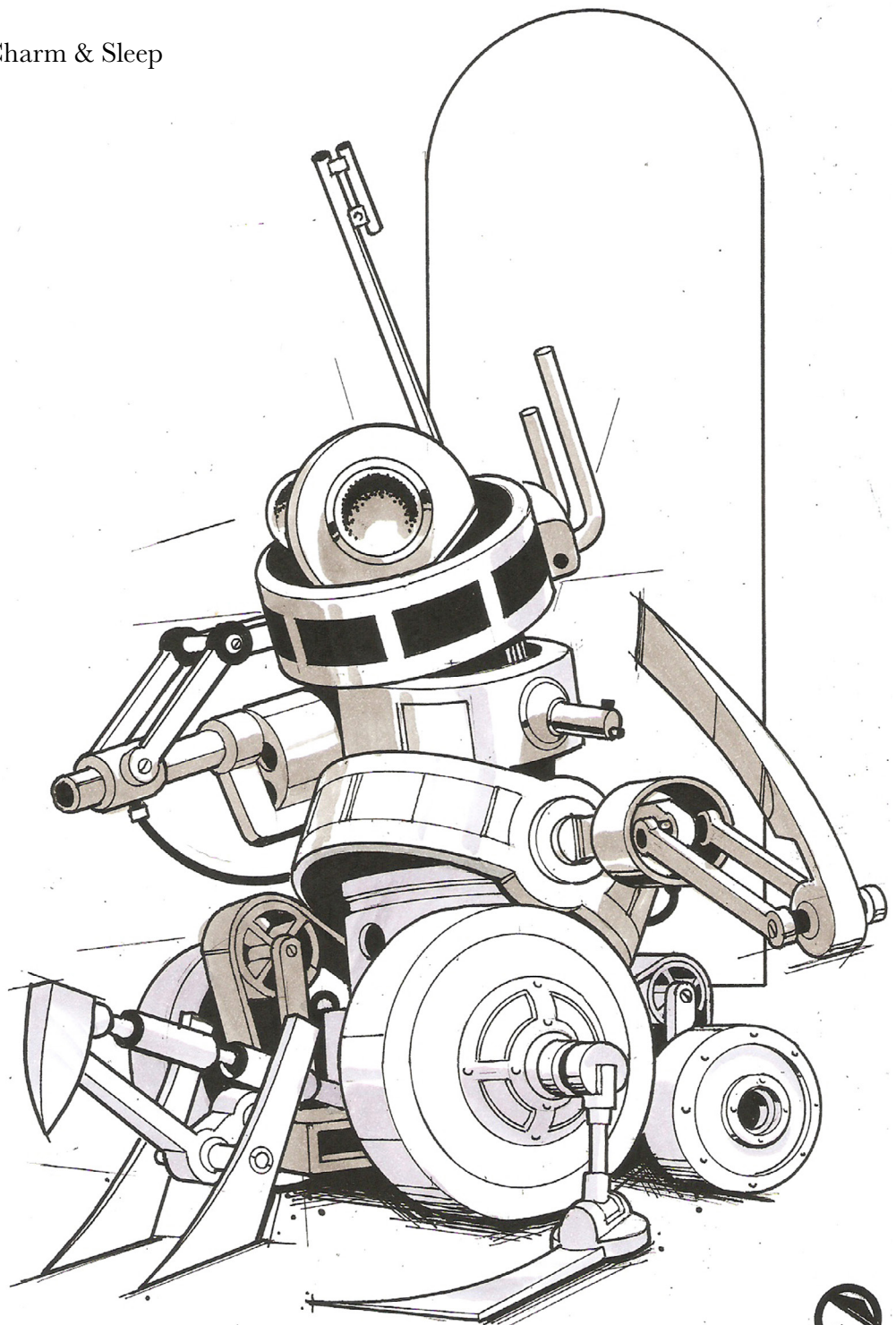
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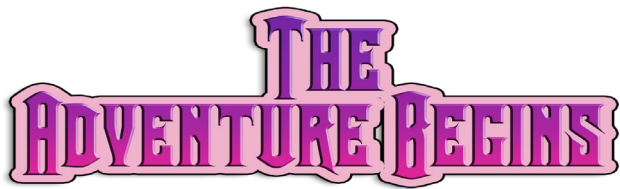
curved blades, these guard robots can be easily modified for specific tasks and with more refined weapon systems.

The lifespan of each automaton is wrapped up in its elemental core, but if placed in 'reserve mode' the energy reservoir of a MIV can seemingly last up to a century or more.

[Final War Automaton (Sentry MIV): [AC 18, Speed 30 ft, HD 8d12+16, HP 64, #Attack: 4, Hit +6, Damage Guns 8 (1D8+4) and Blade 10 (1d8+6), Multiattack, Immunity (Charm & Sleep)]

During the Final War, a vast amount of enchanted automatons were created to battle the Enlightened to help weaken the elemental power they possessed. The most effective and mass produced of these were the Mark IV Sentry units. Coming in at just under seven feet in height, and armed with two guns and two





Players' Intro

One thing I've always found more difficult to conceptualize than pure fantasy combat is what I call bullet combat. It has always seemed more abstract when a player gets hit with a sword, as though perhaps the blow is deflected a bit rather than delivering a dismembering slice, which only wears down on the total hit points. This never seemed the case to me when a player gets shot, because essentially a bullet hits the target! Now, having aged inside the hobby, I more readily see bullet combat as a Hollywood action film. You know what I'm talking about, when someone like John McClane is in the Nakatomi Plaza getting bullets fired at him in mass numbers, but he always ducks out of the way just in time. Well, that is how I now see bullet combat—bullets aren't always actually hitting the target—sometimes you just take a flesh wound or dive around as the 'action' wears down your total hit points. This theatrical vision should be applied to combat in the Gun Kingdoms, where a critical might mean you've actually got a bullet in your ass, but otherwise, until you go down to negatives, you probably just have bits of prop blood and some dirt on you.

All 'grey blocks' are for 5E conversions in this section.

Adventure Breakdown

I've broken this adventure down into four distinct parts, and each will provide action for the players while getting them immersed in the setting, attached to the

main narrative, and used to the combat. Like the Taux Trilogy, The Gun Kingdoms will rely heavily on 'the story' and how the characters fit inside it. It should also be noted that this will be the first part of an ongoing storyline, and it will run much like a quick tournament module, so keep that in mind.

Ship

Remember, Gun Kingdoms adventures are always based around a ship and a crew, so be sure to have all the details of the players' ship and crew in place before you begin. One suggestion would be to utilize the map included in this module and have another advanced prototype of the Sand-Tyger for use by the players.

Suggested Adventure Arc

The primary conflict within the Gun Kingdoms setting rests in the relationships between the Samaya and the remaining Enlightened, so I'd suggest running an adventure with an 'Ahab' type captain looking to destroy Enlightened whenever possible. His xenophobic insanity (he blames Enlightened for all evils in the world) should be played out readily so that when the final encounter happens, the players must make a decision about who they will side with—either becoming Enlightened hunters or friends to a dying race.

Part One: The Port

What better place to start an adventure than in a port, the place where many great journeys begin. In Part One, the party will be hired to transport a relic to Taux, but must first thwart an attempt to waylay their ship before they can even leave. This scenario should be played as a dark meeting followed by an ambush, and finally a flight to a waiting ship.

‘Smoke coiled like writhing serpents around the heads of those moving through the dusky interior of the bar. As you moved farther back into the dive, rummy eyes, gap-toothed and gold-capped snarls, and froth-soaked beards decorated the tables and stools; a reflexive brush of your hand on the pistol against your hip inspired a bit of gun-metal bravery. At the back, behind a half-closed red velvet curtain sat a man in a top hat, a monocle hanging from a chain around his vested and jacketed neck.’

This man is Parm Relva, a trader of contraband within the Port of Findalynn and neighborhood of Shay’s Circle. He has a relic that he’s already sold to a powerful steel tycoon in Taux, but he needs a ship to deliver it across the Halo. During this meeting, the party should negotiate their fee (between 3,000 & 5,000 SP) and acquire the relic.

If a character is currently in charge of negotiations, they must make an opposed Charisma check with Relva **[CHA 15]**. If they succeed, they can get the full 5,000 for

the mission, if they fail, they get 3,000. If an NPC captain does the talking, the ship will get 4,000 for the mission.

Once the negotiations are done, Relva will hand over the relic, a black-metal revolver marked with orichalcum runes. It’s known as ‘The Reaper’s Six’, and is said to have a dozen enchantments upon it and was once carried by Cronyn Knox, the first rogue general of the Samayan uprising. Its value is an enigma. It should be worthless—magical artifacts such as this are to be destroyed as is required by all governments. But as contraband, its value is... well, a lot! Also, a negative concerning the weapon, it only fires Arcana Rounds, so that certainly makes using it problematic for the owner. This tidbit of information will be explained to the party in case anyone has any ideas about it being prudent to just take the weapon (that and it has another powerful owner now, one who would gladly place stout bounties on the heads of the crew and the captain who didn’t deliver it).



Reaper's Six

This weapon is considered to be enchanted to a +4 level and is known to double the applicable damage of any Arcana Round placed into it. Rumors persist of other powers as well, but none have been confirmed as of yet.

Dam: 1d8+4 3lb. Rate of Fire: 3/1

[Dam: 1d8+4 3 lb. Piercing, Ammunition [6] (range 20/60), loading, special]

The party will be able to leave the bar unmolested with the package in hand. However, a successful search [1 in 6] **[Passive Wisdom 14]** will note that they pick up a tail halfway back to the ship. Within another block's travel, figures will appear and request the package. Assuming the captain and first mate are with the party, you can have them 'deal' with perceived stronger enemies while the lower level party members tangle with the standard pirates, who will be hard enough. Use your judgement to determine the number of pirates that engage the party.

(Variable #) Pirates [AC 7, HD 5, HP 30, #AT 3/2, D 1-6 (Short Sword) or 1-8 (Pistol)]

TREASURE

25 SP PER PIRATE

(Variable #) Pirates [AC 12, HD 5d8+5, HP 25, Initiative +3, #AT 2, Hit +4, Dam Short Sword 5 (1d6+2) or Pistol 6 (1d8+2), Pack Tactics (Pirates are at advantage if attacking with allies within 5 feet.)]

Part Two:

The Crossing of the Halo and the Traitor

The second part of the adventure is all narrative driven, and the Gamemaster should keep that in mind, allowing the players to explore the ship, interact with crew, and settle into the setting.

1.

The Players' Places

The largest role-playing opportunity for this adventure falls in the time spent on the ship as it makes its way on a long voyage over the Halo from Findalynn to Taux. This trip will take upwards of a week, and it is here that you as a Gamemaster will have the opportunity to provide personality to the crew, especially the captain. If you are running this module as 'Enlightened Friendly', then you should showcase the captain's cruelty, his anger, his obsession, perhaps even having him get drunk, finger the relic revolver, and talk about killing Enlightened with it and his hope that it still has some 'death left in it'. His command crew should be no better, with the first mate an extreme loyalist to the captain and the quartermaster sporting a necklace of finger bones that he claims are from Enlightened victims.

2.

Merfolk Sighting

During the third day of the journey a spotter (perhaps a character) will spot a pod of dolphins to the ship's port side. As they watch, several merfolk will appear to be playing in the waves with the pod. If this is brought to the captain's attention, he will order the ship's guns to be used on the pod, killing both dolphins and merfolk in the process. It should be seen as a murderous act of carnage and will likely 'shake' much of the crew. A wounded young merman will be netted and brought aboard, who the captain will place a boot on before sending a round from his pistol into the creature's head. Once dead, the captain will hang the body off the port pontoon as a trophy.

3.

The Traitor Takes Shape

The day after the merfolk incident, a member of the crew, a sickly young woman by the name of Sabrina, takes one of the ship's steam launches in the night. Once an alarm is raised, it will be discovered that not only has she taken the merman's body (or at the very least cut it loose to fall beneath the waves), but also managed to steal the Reaper's Six. To this point, the players should have interacted with her and found her to be both introspective and kind, although obviously suffering from some withering sickness or consumption. Utilizing the magical effects of the ship's weather eye, the captain locates the launch (by its smoke cloud on the horizon) and gives chase. Hours later, amid a shoal of heavy clouds and mist, an island rises up from the choppy waves, one not on any map the captain has at his disposal.

Part Three: The Out Islands

During the early Ages of Man, a conclave of Wizards took shelter among a small collection of islands deep in the Halo. Here, they practiced their magic, slowly mastering aspects of it before age finally began to wear them down. Seeing that there was still so much to learn, they turned to necromancy to preserve their life forces, thus becoming the Lich Lords who terrorized the coastal reaches of the Nameless Realms for millennia. With the coming of the Benders, the Lich Lords were destroyed, but their mysterious islands remained, and in the Final War the Samayan nation-state of Opal used the islands as a waystation until some latent magic froze their garrison. Now, the islands lay abandoned, but the Enlightened, Sabrina, has chosen them as a place to hide the Reaper's

Six so that it will not again fall into the hands of a Samaya willing to use it against her people.

The captain looks to scout the island in a small dirigible, but to do so he has to construct and inflate it on the deck of the ship. Not wanting to waste time, he intends to send an away team after Sabrina on foot, and this should be the player characters, their mission being to track Sabrina and send up a flare once they've found her.

1.

The Fallen Dock

A frothy spray of white-capped waves laps against a stone pier stretching far out into the depths of the bay. Along its length, docking births, rusted metal crates, and a weathered sign of a fallen Samayan nation-state stands against the cold wind.

A ship, be it air or water, can tie-off here and debark an away team. The launch stolen by the traitor rests down by the dock near the shore. Anyone approaching the shore will find a layer of frozen liquid, as if blue horefrost blankets everything including the launch.

2.

Wayward Temple

Your boots crunch against the icy ground, frosted mountains looming overhead as the small settlement lies quiet and entombed. Ahead, a stone temple set with two dark entry pillars and no door gives hollow greeting to anyone stepping off the pier.

The temple was once used as a company command HQ, debris from a naval staff placement littering the inside under a layer of ice. Two ice mephits now inhabit the temple, choosing to attack those entering with frost magic from the stone rafters.

2 Ice Mephits [AC 4, HD 6, HP 24, #AT 1, D 1–4 (Claw) or 1–6+2 (Ice Ball)]

TREASURE

NONE

2 Ice Mephits [AC 16 (3/4 Cover), HD 6d6, HP 21, Initiative +1, #AT 1, Hit +3, Dam Claw 3 (1d4+1), Frost Breath 5 (2d4) (Recharge 3–6), Death Burst (DC 10 Dex or take 4 (1d8) frost from death explosion)]

3.

The Merman's Screams

A large wooden building, leaning heavily to the right, is covered with ice before you. Its second level has long ago collapsed, and an iced-over sign hangs frozen in mid dangle from a single chain. Upon further investigation, the words 'Merman's Scream' and the image of a tortured merman can be found on the sign.

Within the open common room, still seated around a dark hearth, a half-dozen men in crimson coats are seated as though trying to warm their hands by an absent fire. These are remnants of the marine force killed almost instantly by the horefrost that swept the town decades ago. Their bodies have been turned into ice-zombies, and once warm-blooded creatures come close, they will rise, the ice falling away from them as they draw blades from sheathes at their sides.

6 Ice Zombies [AC 7, HD 3, HP 12, #AT 1, D 1–6 (Slam)]

TREASURE

4 SP EACH

6 Ice Zombies [AC 12 (Ice), HD 3d8+9, HP 22, Initiative -2, #AT 1, Hit +3, Dam Slam 4 (1d6+1)]

4.

Shipwright's House

A great rusted anchor lies frozen outside the door to this lonely structure. Shattered storm shutters and broken windows are covered in long icicles, and a ruined door lies broken at the threshold.

This is the former home of the settlement's shipwright and later the office of the garrison commander, but now is a hollow and frozen building. However, a small and extremely heavy safe still rests in the back of the building behind a frozen desk. It is covered with ice that must be cleared before any type of opening can be attempted. As it is a combination lock, a Pick Locks roll will be at -40% [DC 22]. It is steel, and has appropriate hardness with a HP total of 500 to break it [1/2 of all damage will be deflected back on to any weapon used against it, destroying the weapon very quickly].

Inside, however, are 7 Arcana Rounds and a bag with 320 gold coins (worth 3,200 silver on the open market). Rounds include: 3 'Ones', 2 'Fives', 1 'Six', and 1 'Nine'.

5. Warehouse

The roof of this massive building has long ago collapsed making the inside a huge mound of wood, slate, and ice.

This was a warehouse for stolen goods meant for the Lich Lords, but it is empty now save for a small remorhaz that has taken up residence. If the party investigates the ruin, the remorhaz will rise up and attack, however, it will not leave its lair, so fleeing is possible.

1 Young Remorhaz [AC 0, HD 7, HP 36, #AT 1, D 6–36 (Bite)]

TREASURE

NONE

1 Young Remorhaz [AC 14, HD 7d10+21, HP 56, Initiative +3, #AT 1, Hit +6, Dam Bite 20 (3d10+4) + Heat 7 (2d6), Heated Body (7 (2d6) within 5 feet)]

6. Slave Pens

A long run of twelve iron cages, likely meant for prisoners, lies frozen to the north of the warehouse.

The cages are now empty, but the traitor has left a surprise for anyone searching them, having summoned a small fire elemental that will attack upon sight. However, as it is so cold and icy, the creature's natural defenses have been weakened and mundane attacks will hurt it.

1 Fire Elemental [AC 2, HD 8, HP 48, #AT 1, D 3–24 (Slam)]

TREASURE

NONE

7. Sporting Pits

A large forty by forty pit has been dug fifteen feet into the rock, the bottom now covered in a layer of ice. Walls breaking it into four separate pits that have weakened and bent over time. A small set of stone bleachers overlook three sides, and two stairs lead down into the pit from the south.

Out Island raiders used to entertain themselves by casting slaves into this pit, but now it simply stands as a dark testament to what that island once was.



Part Four:

The Mountain Ruin

Once the players have cleared the town, they will find only one route out leading away through the encircling cliffs. Tracks in the snow indicate that Sabrina must have come this way, and they should be inclined to follow her as no sign from the ship has yet been made to recall them.

At the top of the route, an entrance to what appears to be a man-made cave appears, but as yet there has been no physical sighting of Sabrina.

1. Lord's Entry

Beyond the frosted rock of the cliff, a single entry lies within a slight recess. There, a set of double doors emblazoned with twin skulls lie open, the sign of footfalls in the disturbed snow leading within.

This is the entry to the domain of one of the long forgotten Lich Lords. Although gone now, the lord's domain still holds vestiges of magic. Once inside, you can read the following:

Two dark basalt pillars rest on either side of the entry, a single metal door beyond. Light snow whips around the room casting little wisps, like elementals, into the air.

The door is closed but not locked, as the magic that once sealed it was sucked away long ago in the Bender invasions.

2. Skinning Stands

A large twenty-by-twenty chamber opens up around you, half a dozen brass stands around it that look like they would be used for stretching hides.

This was the skinning room of the Lich Lord where he would prepare fresh skin for his aging body. Eventually it was abandoned when he achieved Demi-Lich status, but the horrors of his earlier trials still rest here.

3. Book Binding Area

Several old tables and some kind of press apparatus decorate this room along with three large shelving units. No books remain here, but several crisp and dry sheets of leather rest on one table.

The Lich Lord bound his own books in ages past, and this was his bindery. Beneath one table a snow serpent resides and will attack anyone investigating the room. Also, and probably vitally important at this point, the serpent is coiled around 4 bottles of healing potions which still hold power.

1 Snow Serpent [AC 6, HD 10, HP 40, #AT 1, D 1–10 (Bite) + 3–30 (Constriction)]

TREASURE

4 POTIONS OF EXTRA HEALING [GREATER HEALING]

1 Snow Serpent [AC 14, HD 10d8+10, HP 50, Initiative +2, #AT 1, Hit +6, Dam Bite 7 (1d10+2), Constriction (STR DC 15 or take 17 (3d10+2))]

4. Viewing Pool

A thin layer of ice rings a deep blue pool at the center of this large chamber. Above, a polished disc of silvered glass reflects the surface while also casting an odd light around the room.

This was the divination and remote viewing room of the Lich Lord. It still holds traces of magic, although not enough for long distance viewing. If a person with magical abilities enters the chamber, they will note that the water's surface does reflect the outside world, but little more than the town, pier, and ship.

5. Spell Component Storage

The smell of old spices and strange oils still fills this chamber as shelves remain stacked with thousands of vials, jars, and boxes.

The spell component chamber has a spell still laid into it that keeps components fresh, and a magic-user can find various items here to help with spell creation. Taking random vials and such from the chamber and later selling them can glean a person upwards of 1,000 silver on the open market of a large city.

6. Enchanting & Summoning Chamber

A crackling of energy sets the hairs on the back of your neck on end as a thousand odd runes, glyphs, and engravings in this massive room shimmer with energy.

This is the most magical of all rooms within the Lich Lord's domain, but even this magic has been siphoned away during the reign of the Benders. Now, only residue remains along with strips of precious metals left in some of the arcana. However, anyone trying to steal precious metals will enact the chamber's final spell—the summoning of a corrupted horror.

1 Undead Corrupted Horror [AC 7, HD 10, HP 60, #AT 2, D 1–10 (Slam)]

TREASURE

NONE

1 Undead Corrupted Horror [AC 13, HD 10d8+10, HP 50, Initiative +1, #AT 2, Hit +6, Dam Slam 9 (1d10+4)]



7.

Hanging Room

A series of long frost-coated chains and hooks hang from the ceiling of this otherwise non-descript chamber.

Although the Lich Lord didn't have to sleep, he did meditate often, and in so doing enjoyed hanging his body from chains, slowly swaying as he drifted into semi-consciousness.

8.

Throne Chamber

A high-backed throne dominates the north end of this chamber. It is made of stone and seems highly uncomfortable, yet high enough to certainly look down on anyone entering the room.

Although the Lich Lord had few visitors, he did hold court here with his reavers.

Now empty, the chamber has nothing of value save two secret doors, one on the east and one on the west walls respectively. Standard chances for finding the doors applies **[DC 15 Perception]**.

9.

Skull Chamber

Beyond the stone door a twenty-foot-square chamber is covered with alcoves housing hundreds of skulls. Each stare out at you with lifeless sockets.

A successful search [1 in 6] **[DC 17]** will note that one skull has a 'twinkle' inside. This is the giant diamond (25,000 SP worth) that once housed the Demi-Lich but was destroyed during the Bender invasions.

10.

Exit Stair

A long stair leading upward moves deeper into the mountain.

This is the rear exit to the Lich Lord's lair and leads to a special water pool from which much of his power was restored on a daily basis. The stair moves nearly half a mile into the mountain before opening up into chamber 11.

11.

Waterfall Chamber

A massive cave grotto opens before you, light shimmering from a hole in the vault above where water cascades down into a huge pool below. A single winding stone stair descends to the pool, and at the water's edge near a warmly glowing lantern is a small woman with coppery hair and red eyes. The Reaper's Six is in her hand, and the runes on it catch the light of the lantern as she turns toward you.

This is Sabrina in her natural form as she is an Eldaryn (who are known to shape shift). Although still at odds with the presence of so much water, she has recovered slightly since she is no longer at sea. It is her hope that she can convince the players to see reason in what she's doing, leaning on the captain's cruelty and any good relationships

built with the players during the crossing. Once the players have seen her, you can read the following:

‘I’m sorry to have dragged you to this place my friends, it was never my wish but the captain seems to be harder to evade than I previously thought. Yes, I am Sabrina, although you now see me in my natural form. I’m Enlightened, what your people would call an Eldaryn, a fire spirit, and I’ve come here to cast this dread weapon into this ancient Wizard’s wellspring so that it might be taken from the world beyond the reach of those who would use its power against my people.’

Before more than a cursory question by the players can be fielded, the light from the opening above the falls is blotted out. The captain and his command crew have come, along with two other relics from the Final War, MKIV Automatons. The two machines will drop down onto the shore between Sabrina and the players, and the captain and his crew will begin the slow descent downward (taking three rounds to reach the pool but being able to fire guns in round two).

It is now the time when the players must make a decision, protect Sabrina and turn mutineers against the captain, or make short work of her with the assistance of the MKIVs. If they decide to help Sabrina, and if they have recovered the Arcana Rounds in the town safe, she can be convinced to throw the players the Reaper’s Six so that it can be utilized in the battle. Otherwise, combat will be standard and the players will be very hard-pressed to defeat the captain.

(2) 1st Mate & Quartermaster [AC 5, HD 7+7, HP 42, #AT 2, D 1–8 (Heavy Sabre) or 1–8 (Pistol)]

TREASURE

40 SP EACH

(2) 1st Mate & Quartermaster [AC 15, HD 7d10+7, HP 42, Initiative +3, #AT 2, Hit +5, Dam Heavy Sabre 6 (1d8+2) or Pistol 6 (1d8+2)]

1 Captain [AC 5, HD 10+10, HP 70, #AT 3 (+4 to hit), D 1–8+5/1–8+2 (2 sabre/1 pistol)]

TREASURE

ARCANE-LATHE SKY CAVALRY SABRE +2, 14 SP

1 Captain [AC 15, HD 10d8+20, HP 65, Initiative +5, #AT 3, Hit +7, Dam Scimitar 8 (1d8+4), Pistol 7 (1d8+5), Multiattack (2 scimitars/1 pistol), Parry (+2 AC against one attack)]

3 Final War Automatons (Sentry MIV) [AC 2, HD 8+8, HP 48, #AT 4 (+2 to hit), D 1–8/1–8 (Guns) plus 1d8/1d6 (Blades)]

TREASURE

NONE

3 Final War Automatons (Sentry MIV): [AC 18, Speed 30 ft, HD 8d12+16, HP 64, #Attack: 4, Hit +6, Damage Guns 8 (1d8+4) and Blade 10 (1d8+6), Multiattack, Immunity (Charm & Sleep)]

Sabrina [AC 5, HD 8+16, HP 64, #AT 2 (+5 to hit), D 1–8+3, Constitution 16, Elemental Dice 8d8]

TREASURE

GRAVIS-SEX ELDARYN REPEATER [2d8 DAMAGE]

Sabrina [AC 15, HD 8d10+24, HP 64, Initiative +5, #AT 2, Hit +7, Dam Pistol 13 (2d8+5), Multiattack, Elemental Dice 8d8]

If the players are victorious, and Sabrina lives, she will ask that the Reaper's Six be returned to her so that she can cast it into the Wizard's wellspring. If she died during the assault, you can have her give the players a last plea to do the deed for her before she expires **[bleeding out]**.

Final Resolution

If the battle did go in the players' favor, they now have a decision to make. The captain, first mate, and

quartermaster are dead, so the ship might technically be 'taken' by the players upon their return, claiming it as their prize and providing the remaining crew with whatever story they wish to tell. Should Sabrina live, she will thank the players for their honor toward her people, but she will not return to the ship, instead providing the players with a rune-covered lighter that she says will be recognized among her people should they ever meet more of them. She will then take the dirigible (assuming it is intact) and bid farewell.

Without their cargo, the players must now make a choice of destination, but in all likelihood it would be wise to avoid both Findalynn and Taux for some time, thus prompting a new course for the South and old Aflyr and Mahe, the City of Jade.

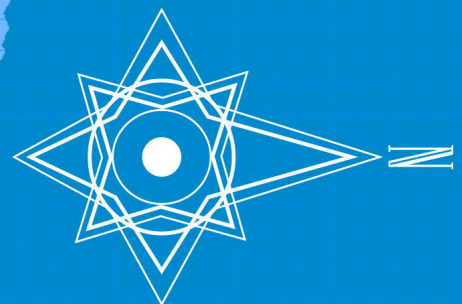
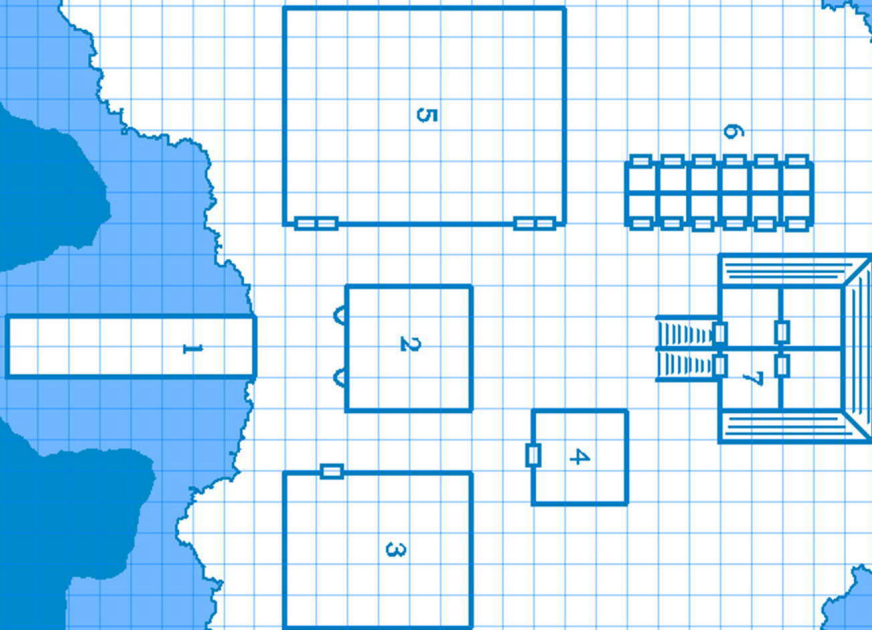




THE ADVENTURE BEERS



GUN KINGDOMS ADVENTURE



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THE
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Digital Quarterly HANDBOOK

Folio Digital Quarterly #2

Well, as unlikely as it seemed, we managed to do another Gun Kingdoms, and I have to think that it is because I just can't let the setting go. I was playing a session once and a group of renegade Enlightened were trying to pass as Samaya and needed to get across a bridge that was heavily guarded. One player was an Aspara, and was being perfectly whimsical in the role, having gotten obsessed with a bowler hat as part of the A.D.D. that his character had. Meanwhile, his human partner was trying desperately to not only focus the Aspara on the task at hand, but also deal with the town sheriff who was questioning them. At some point during the discussion, the human was so flustered by his partner's lack of focus he had to make a saving throw or lose his cool, which would result in his spark coming alive for all to see. Well, he rolled a natural 1 and everyone at the table lost it, imagining a kind of nuclear explosion because not only was the character frustrated, but so was the player. It is that kind of action and role-play that makes the Gun Kingdoms so special to me. If you can set the frontier tone alongside the struggle for survival of two distinct races, then you should find stories like the above giving your players memories that last a lifetime.

Scott Taylor

The Gun Kingdoms as a Setting

In this particular adventure, the players will get their first taste of air travel in the Gun Kingdoms, and we will also see the heroes moving across the Halo Ocean and encountering some of the old legends of the world, including a run-in with the infamous White Ship. As the Gamemaster, you'll need to keep up the feel of high pulp and western adventure, and I suggest taking a page from 20,000 Leagues Under the Sea and having a sense of these strange ships and their captains as men apart from society. The world in which the air sailors still travel is a shrinking one, where each death is knowledge lost that will likely never be regained. There should be a sadness about that that penetrates all things in the Gun Kingdoms setting. The era of magic is coming to an end, and with it will go the skyships. Keep that in mind.

Air Sailing

This is an old tradition in the Nameless Realms, and one that dates back many eras of men when ships were lifted into the skies by high magic. In the Gun Kingdoms, however, such magic no longer exists and ships are instead lifted skyward by utilizing gas collected from sky whales and refined into a non-combustible and lighter-than-air lift. Still, the very basis for airships that were born during the centuries before the Final War depended on magecraft, and thus a great number of airships still operating in the skies of the world have need of magically adept services to keep them running. This in turn has made the act of air sailing something of a heresy in most countries as ships, their crews, and their captains are being forced farther and farther to the fringes of society. New developments in air sailing utilizing no magic (like early 20th century

zeppelins) is now coming into vogue, but these ships are ponderous, fragile, and relate very little to the Final War airships that still share their skies.

Sky Sailors Code

There is an unwritten code of conduct that runs deeply through the ranks of all those who travel through the sky. This code is something that keeps men and woman alive, and even pirates are known to adhere to it with stringent rigidity, although some of their rules might be modified a bit from the standard. Many reference a 'sky journey' which is to say walking a plank and falling to earth from the ship. Below are ten examples of the workings of the code, but all codes vary from ship to ship.

Running Ship-to-Ship Combat

Although travel and ship-to-ship combat aren't something readily addressed in this adventure, they are nonetheless mechanics that should be taken into account. My suggestion here is that unless you have a rules set you've run and enjoyed over the years concerning such combat, you simply utilize small arms combat with the ships being little more than 'floating dungeons' that have little to no impact on the game at all. This is especially true of air combat in which ships aren't as particularly sturdy as oceangoing vessels and massive damage is frowned upon by combatants in a kind of 'honor among air sailors', because if your ship goes down, the results are far more catastrophic than simply floating on the surface of the ocean. This air sailor creed is something that could readily be incorporated into the campaign as a training or warning by the air sailors to the heroes as they take their first flight. Otherwise, I'd suggest some high flying (no pun intended) feats employed in air combat, with swinging on

1. Every man is to keep to thy own board, and thievery among members of the crew will be punishable by a sky journey.

2. No person is to game at cards or dice for money while aboard a ship.

3. No weapon is to be discharged, with intent, into the buoyancy cells of any ship.

4. To keep their piece, pistols, and cutlass clean and fit for service.

5. A flag of truce or parley is to be honored.

6. To desert the ship or quarters in battle is punishable by a sky journey.

7. No striking one another on board, but every man's quarrels to be ended on shore, at sword and pistol.

8. Any ship seen as crippled or in jeopardy of falling from the sky is to be attended as expediently as allowed by the weather and battle conditions.

9. (Pirate) The captain and quartermaster to receive two shares of a prize; the master, boatswain, and gunner, one and a half shares; and other officers one and quarter.

10. (Pirate) Every man has a vote in affairs of pillage, has equal title to the fresh provisions or strong liquors at any time seized, and may use them at pleasure, unless a scarcity makes it necessary for the good of all to vote a retrenchment.

New Equipment

Reaper Scatter Pistol

Loading a single shot-filled slug, this scatter-gun is heavily employed by air sailors because of its inability to penetrate structures while still effectively damaging flesh.

Cost: 500 SP

Dam: 2d8 12 lb. Rate of Fire: 1/1

[Cost: 500 SP Dam: 2d8 12 lb. Piercing, Ammunition [1] (range 40/80), loading, special]

Tether System Grapple Gun

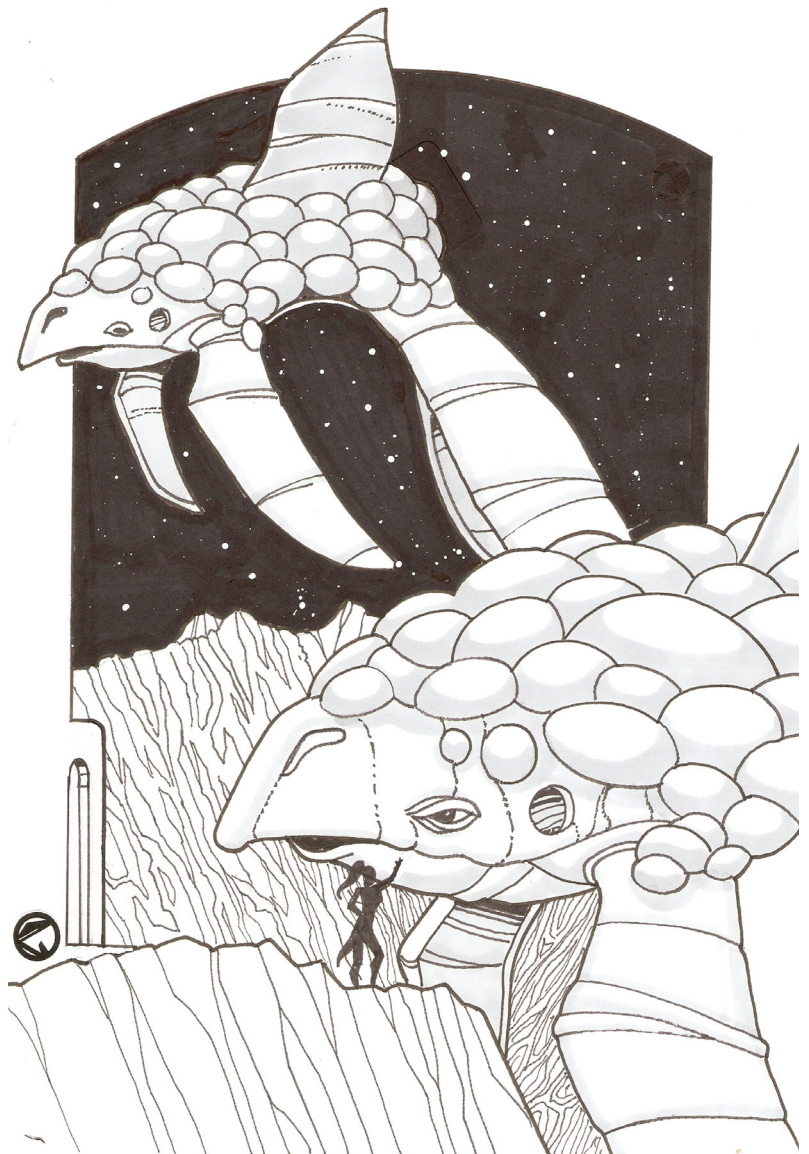
Meant for use in boarding, this isn't an effective weapon, but can fire a rope attached to a small barbed spear up to 150 feet. If shot into a person, the results can be messy.

Cost: 500 SP

Dam: 2d10 18 lb. Rate of Fire:

Every 3 rounds

[Cost: 500 SP Dam: 2d10 18 lb. Piercing, Ammunition [5] (range 30/70), loading, special] Enchantment +1 (or higher)]



ropes for boarding, and blade-to-blade combat that doesn't threaten to puncture lift bladders on the ships.

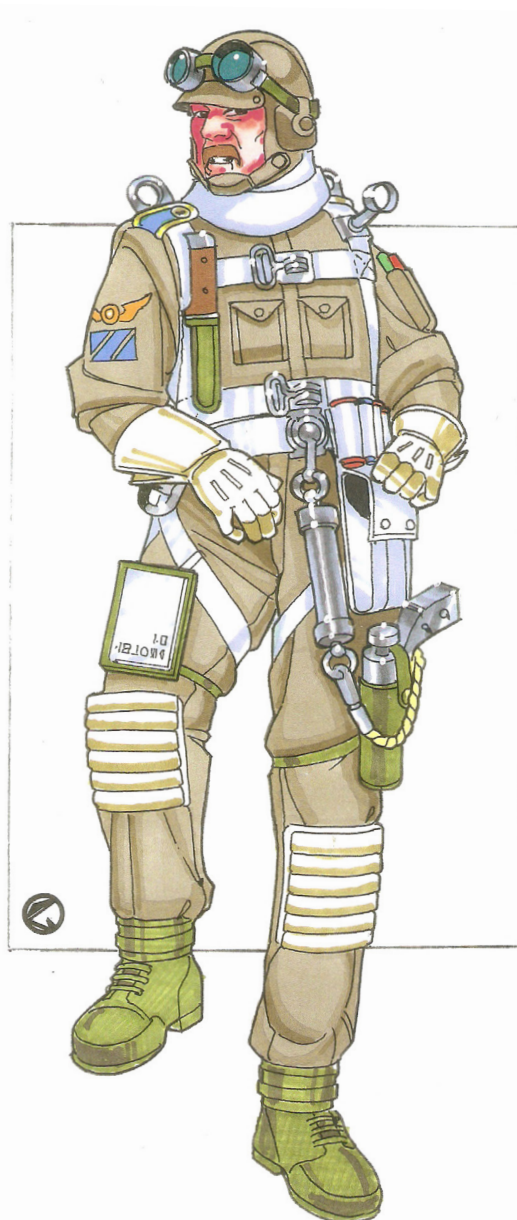
Druids & the Enlightened

Druids are an amalgamation of elemental energy in the Nameless Realms. While the distinct elemental races have been intermingling since the dawn of time, there are occasions where two separate races produce offspring. In the bulk of these cases, one elemental spark will go dormant and the more powerful of the union will manifest in the child. However, there are those times when a child is born with multiple elemental magics. Such gifted progeny are considered Druids, those who are born with a dual nature and can control multiple aspects of the elemental wheel. The greatest Druid in the world, Belmarilian the Watcher, is said to have been the child of two Druids, both with conflicting elements, and yet was born with the ability to harness all four elements drawn from his parents. His power was so great that when the Streambenders came to the Nameless Realms, he was able to thwart their advances utilizing his power over all elements, including the essence of Shadow from which they were born. In so doing, he maintained his home in the great forest of the Strangler's Deep, calling to him magical creatures and other Druids during the thousand year occupation by the Benders. Thus, he and his people were never housed within the Shining Cities and therefore cannot be considered Enlightened. However, such a distinction is not seen by the Samaya, who fear all magic, and therefore the life of a Druid is in the same jeopardy at their hands as those of a standard Enlightened.

Mechanically, Druids receive equal benefits in their dice pools for BOTH sides of their elemental heritage

as an Enlightened. Thus a 7th level Druid who has Earth and Fire heritage would gain access to dice from both sides as though he was 7th Earth Enlightened and 7th Fire Enlightened. The dice type is still determined by the high, medium, or low nature of the parent's connection to the element.

In this particular adventure, you'll be dealing with a child born with dual elements, and the promise of finding a home within the secret covens of the Druids is the key to the heroes' success. Although not meant to fight, the girl, Sonya, is considered a 4th level Druid with the elements of Air (High) and Water (Low).



New Monster

Air Pirate

Lawful Evil

Armor Class: 6 or 4 (Dexterity & Leather)

HD: 4+4

Hit Points: 30

Move: 9"

No. of Attacks: 1*

Damage/Attack: 1d8 (Gun) or 1d6 (Blade)

Special Attacks: Elemental Residue (2–12 points of extra elemental damage 1/day)

Special Defenses: Sky Legs (+2 to strike and Dexterity checks while airborne)

Magic Resistance: Standard

Intelligence: Very

Size: M

Psionic Ability: NIL

% in lair: 20%

Treasure Type: L, M

[Air Pirate: [AC 14, Speed 30 ft., HD 4d10+8, HP 28, #Attack: 1*, Hit +6, Damage Gun 4 (1d8) and Blade 10 (1d6+2), Sky Legs (+2 hit and all athletics rolls when on an airship), Elemental Residue (Can add 2d6 damage to an attack 1/day)]

*Attacks vary depending on weapon type where guns are concerned.

Air Pirates have been in 'business' since the dawn of the sky era nearly a century before the Final War. Many are descended from coupling

of Samaya and Enlightened who became outcasts and then bred down through the years with other Samaya until most vestiges of their elemental spark are no more. Still, many have residual powers that can manifest during combat, and stronger air pirates have been known to have an even greater array of power stemming from their elemental heritage.

Skilled at combat in the sky, all air pirates receive bonuses for being in their element, especially during combat situations. They also adhere to a strong code of conduct and will very rarely deviate from it.

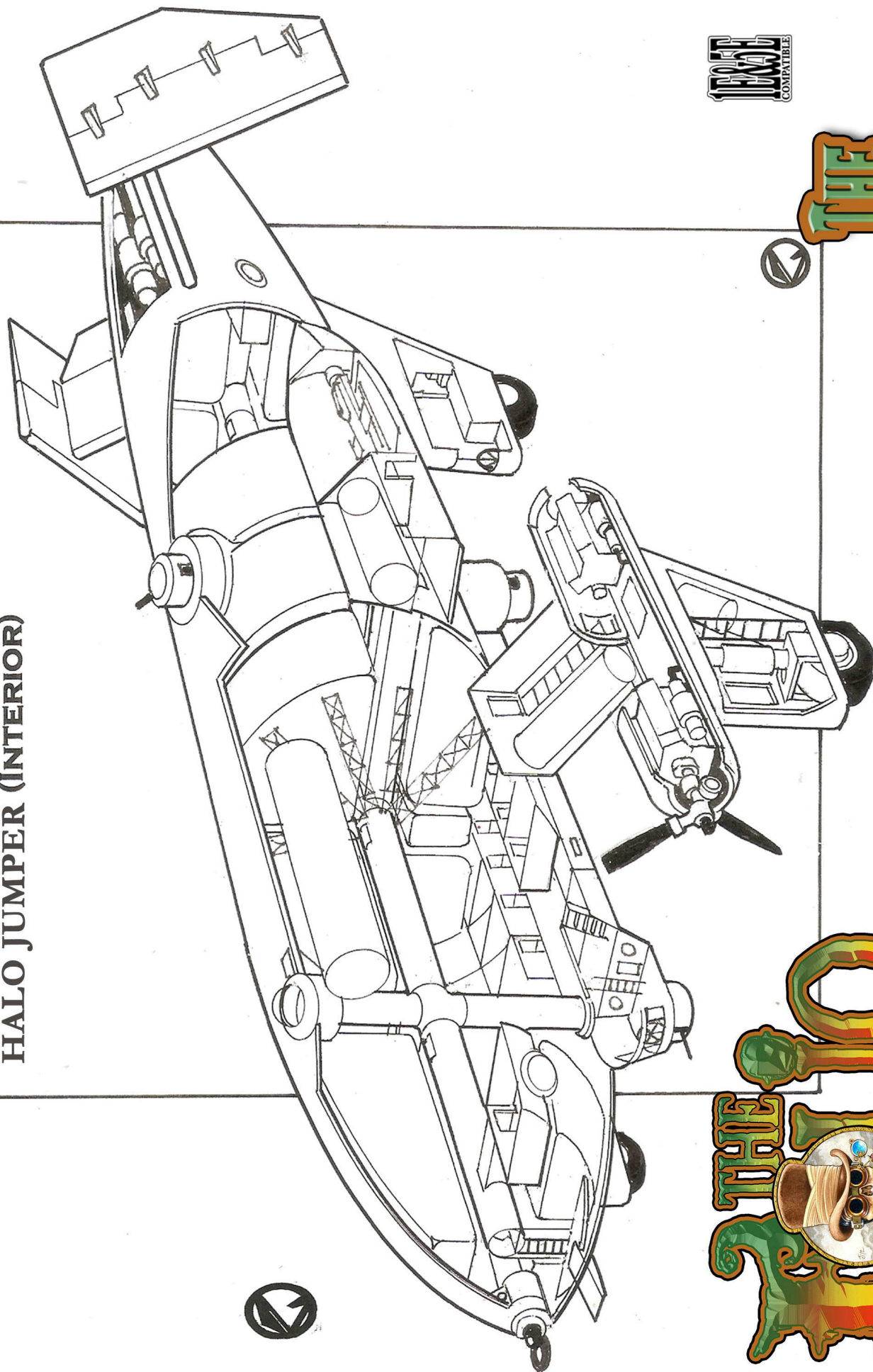


DQ#2

LEGO
COMPATIBLE

THE
BRIDGEMAN

HALO JUMPER (INTERIOR)





Players' Intro

Again, as the Gamemaster it is your responsibility to incorporate the concept of bullets within a fantasy mechanic such as D&D. I will fall back once again to the action movie principle of lots of flying bullets that never seem to hit or hinder the main character. The same principle should be used for running guns in the Gun Kingdoms setting. Although characters are 'taking damage' from bullets, they should not be considered to have hot lead filling their bodies, but instead they are just getting worn down by being part of the action as bullets fly past, so keep that in mind.

Also, I think it is important to deliver a concept of the magically gifted when dealing with sky sailors and air pirates. These men and woman should be seen as something other than standard Samaya (which they are), and each should have an unexplainable quality that sets them apart from the norm, especially when considering the job they do in the skies above the Nameless Realms.

All 'grey blocks' are for 5E conversions in this section.

Adventure Breakdown

This adventure is broken into 4 parts, and revolves around the seeming delivery of a girl born with the powers of a Druid. Her safety will fall to the captain of the ship as the powers that be (a secret cabal of Enlightened) look to

have her delivered to a specific location above the waters of the Halo Ocean. To achieve this, the heroes must take their ship to an illegal airship station located far off the coast of Findalynn and gain passage on a rogue airship. Once in flight, they will have to deal with air pirates and legendary flying creatures before finally coming to the location they've been given, which is a floating citadel of long forgotten Aspara (high air Enlightened) magical origin. Unbeknownst to the heroes, however, their mission has been compromised by the captain of the airship and more pirates await them inside the safe house in the sky.

Ships

Two ships will be required over the course of this adventure, the sailing vessel used to get the heroes to the air station and the skyship used to get them to the floating safe house. If the players have played both DQ1 and DQ1.5, then hopefully they will have their own version of the Sand Tyger prototype ship, and thus will have the first leg of the journey taken care of. However, if they are without a ship, they will need to acquire passage in some way to get them, and their young charge, to the air station. Once there, they will meet with Barnum Tate, the captain of the Halo Jumper, a Final War scout class airship that he has converted to cargo and passenger transit. A map of that particular ship can be found within.

Suggested Adventure Arc

The thread that runs through this adventure revolves around the players' relationship with the Druid girl Sonya. She is a feral child, roughly eleven years old and just blossoming into her tween years, which makes her emotional and erratic. There is no trust within her of any Samaya, but you should be sure to have her 'attach'

herself to one of the heroes because of some incident in her past where she was saved by someone who reminds her of the hero in question. She will follow the character closely throughout the adventure, and it is the duty of the Gamemaster to create and foster a bond between the two. Without it, the desire to see this entire adventure through is going to be very hard considering the level of challenge.

Part One: The Druid Child

Life as a freebooter is never an easy one on the Halo, and the heroes have hit a run of very lean times since their last mission went sideways. One can only go so far as their reputation, and many in the ports of the Western Halo whisper that the members of their particular crew are ‘Enlightened lovers’, which doesn’t help matters where commerce is concerned. Still, there are those in the world who prefer a certain ‘leaning of alliances’ toward the Enlightened cause, and for that reason the heroes have caught the eye of a patron looking to move a very specific type of cargo.

‘Two offers for the ship have already been turned away, but slip fees at the Port of Findalynn weigh heavily on the empty bank account of all those involved. Without an influx of funds, the third offer might prove to be impossible to deny, but a note has come at last concerning a possible cargo, and so you travel once again into the heart of the city and the darkness that lies there.’

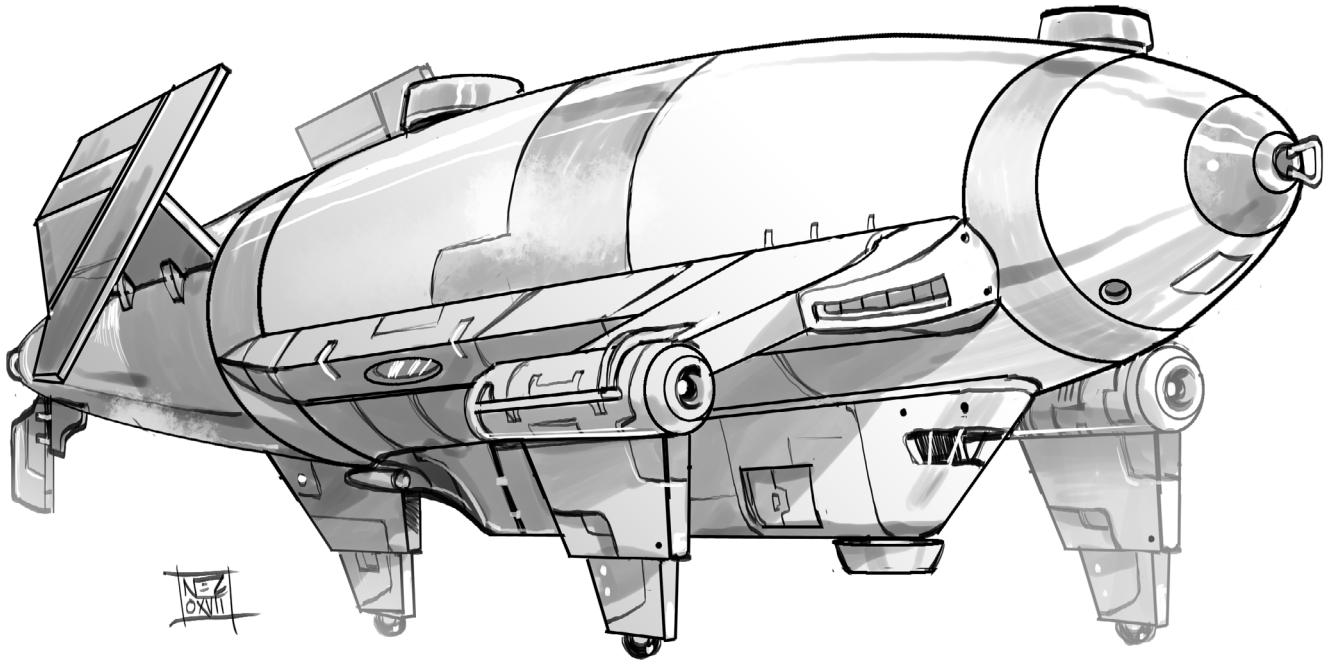
The heroes find themselves in Shay’s Circle, the most notorious den of iniquity in all of Findalynn. Their fixer, Parm Relva, has another mission for them, should they wish to accept it. As always, a negotiation will take place which pits Relva’s Charisma (CHA 15) against that of

the negotiating hero. Successfully defeating Relva in the negotiation will provide the crew members with a full 10,000 SP, and a failed roll will force them to settle for 8,000, which is still a hearty sum, especially for their current situation. Once the price is agreed on, Relva will have a girl of perhaps twelve years brought out from a back room. She is blonde and has a feral quality about her that is exacerbated by one green eye and one blue. He will introduce her as Sonya, and provide you with a set of coordinates, the first two of which mark a location in longitude and latitude, but the third seems to indicate a height. If pressed about it, Relva will simply point skyward and say, ‘Not all ships are made for the sea.’

Sonya is to be taken to these coordinates in less than two weeks. At the end of the conversation, Relva is approached by a woman who whispers in his ear, and he excuses himself, saying he has other pressing business to attend. At this point, members of the crew can make Wisdom checks **[DC 14]** to remember the location of an illegal air station located several days off the coast to the south of the city. From there, it should be likely that the heroes can dock their ship and find air passage to the coordinates given to them by Relva.

Part Two: The Crossing

Fog greets the ship upon its exit from Findalynn harbor, and lights from the port quickly disappear as whispered warnings by sailors on the dock concerning the weather still ring in the ears of the crew.



1. White Ship Fog

Just before morning after the first day of travel southeast, sentries on the ship's deck will report a sighting. Anyone rushing to the deck will have a 2 in 6 [DC 16 Perception] of seeing a massive structure drifting through the fog to the north of the ship. Some will insist it is an island, others a floating city, but the older members of the crew will make Amanda's Cross and whisper that it is the White Ship, come to take the living to the Isle of the Dead.

Ten minutes after they lose sight of the structure, figures will appear within the fog on the ship's deck, their dull eyes and pale skin setting the hairs on the back of the neck at attention.

(# varies) White Ship Zombies [AC 8, HD 3+1, HP 20, #AT 1, D 1–8 (sword)]

TREASURE

EACH ZOMBIE HAS TWO BLACK PEARLS FOR EYES WORTH 30 SP EACH.

(# varies) White Ship Zombies [AC 12, HD 3d10+6, HP 21, #AT 1, Initiative +1, Hit +4, Dam Sword 5 (1d8+1)]

2. Tidal Air Station

Three days into the journey southeast of Findalynn Harbor the fog breaks, and the sun blazes down on calm seas. Amid the azure beauty, a rocky set of eight small islands, each no bigger than a large oceangoing vessel, jut up from the breaking waves and are connected to each other by long

bridges. Three towers of stone and steel have been constructed on them, and at two of the towers airships pull against tether lines.

This is Farway Station, a former military supply station during the Final War now converted into one of the last air docks in the northwest of the Halo. A single sea dock lies empty and can accept the heroes' ship. Above it, an old warehouse stands, and attached to it a barracks that has been converted into a bar with the words 'Raven's House' painted on the side. As the ship docks, one of the airships takes flight, its great engines humming as it lays in a course to the south.

Within the bar, a dozen men and woman mingle, mostly drinking quietly or playing games of chance.

A single musician plays a sad melody on a harmonica, and a portly bartender with an ink-vine scar along his forehead greets you as you enter.

The only air captain here is a thin rake of a man with bald pate and long yellow whiskers named Seb the Tallow. He runs the ship, Tallow's Pride, which sits in air dock above. He will negotiate with the party (Charisma 13) a price for travel of 2,000 SP for a journey to the coordinates in question. If he's successful, he'll get the 2,000, if not, the party can talk him down to 1,500 SP. He said it will only take two days to get to the destination, and that his weather-teller has called for clear skies along that stretch for the next four days. Once all prices are settled, the heroes can leave their ship and crew behind and take to the old elevator that leads to the airship above. Small cabins will be provided, as well as a tour of the ship's main deck, but most of the ship is listed as 'off limits' to the passengers for safety sake. The crew are a dark lot, and eye the party with

suspicion, but give no disservice. Tallow will offer to dine with the party members at sunset in the captain's cabin if they so choose.

Part Three: Taking to the Air

1. Air Raid

During the morning after their first night in flight, as the sun rises red and the horizon is painted shades of crimson, an alarm is raised by the ship. Another vessel, this one recognizable as the airship that left the station before the crew made the deal to travel, has come in 'dark' behind the ship and is looking to board.

The crew will be asked to repel boarders, and within moments sounds of combat can be heard on the lower decks.

(# varies) Air Pirate [AC 4, HD 4+4, HP 30, #AT 1*, D 1–8 (Pistol) or 1–6 (blade), *Attacks vary with weapon type, Sky Legs, Elemental Residue (2–12 extra damage 1/day)]

TREASURE

17 SILVER PIECES BETWEEN THEM

(# varies) Air Pirate: [AC 14, Speed 30 ft., HD 4d10+8, HP 28, #Attack: 1*, Initiative +3, Hit +6, Damage Gun 4 (1d8) and Blade 10 (1d6+2), *Number of attacks varies with weapon, Sky Legs



(+2 hit and all athletics rolls when on an airship), Elemental Residue (Can add 2d6 damage to an attack 1/day)]

The full impact of this attack is up to the Gamemaster, but it should be repelled by the sailing prowess of Captain Seb and the fighting skills of his crew. You should vary the number of pirates for whatever effect you need to give the heroes experience fighting these enemies and also show the power of Sonya, if you so choose.

2. Roc Attack

After the decks have been cleared and the pirate menace is out of the way, the ship returns to relative normality with the crew doing repairs. Several hours later there is a scream from the top of the ship, and a shadow passes over the rail near one of the heroes.

A 2 in 6 [DC 15 Perception] will reveal a large eagle swooping away from the ship with a sailor in its talons. Before action can be taken, another huge raptor appears and takes a swipe at the ship's superstructure, prompting the captain to call for battle stations.

1 Roc [AC 4, HD 18, HP 108, #AT 2 or 1, D 3–18 (2 Talons Attacks) 4–24 (1 Bite Attack)]

TREASURE

NONE

1 Roc [AC 15, HD 16d20+80, HP 248, #AT 2, Initiative +5, Hit +13, Dam Beak 27 (4d8+9) Talon 23 (4d6+9), Multiattack, Grapple (escape DC 19) on talon strike]

Part Four: Citadel in the Clouds

As the coordinates draw near, spotters on the ship signal a shadow in the distance. As the ship draws closer, a strange structure made of wood and glass can be seen floating in the sky. It is angular and almost looks to be made of triangular sections bound together by passages. A single door opening directly to the sky is located on one point of the structure, and the captain brings the ship in close so that a boarding plank can be extended.

1. Runed Entry

The surface of the door is a smooth mahogany set with a scrolling pattern that depicts vines and subtle runes along the panel. It is slightly ajar, and

the wind from the airship's engines blows it open to reveal a long chamber, forty feet at its widest angled point and ninety feet in length. Natural furnishings, all of wood and woven grass, decorate the interior as a single sheet of glass more than eight feet wide and six feet tall provides light to the chamber. Two sets of double doors, one on the north wall and one on the west, are the only visible exits to the room.

There is nothing in the room of particular value, and the highly Spartan nature of it doesn't seem overly warm or inviting to the characters. The huge glass window is spotted with dirt and grime but still provides ample light and the ability to see great vistas in the horizon.

2. Meditation Chamber

The doors open to reveal a roughly fifty-by-forty-foot chamber with another large eight-foot window and a set of double doors in the northern wall. Flowering vines slither up the walls and breach the ceiling in places.

This is a room of sky meditation and has little value save that the flowers produce a calming fragrance, and the tranquil view from the window sheds a pure golden light about the room.

3. First Ambush

The double doors open to reveal a dark room that is roughly twenty feet wide and sixty feet long with an angular recessed alcove near the middle that remains deep in shadow. As you enter, a flare of light bursts from the shadow as a match is lit, the fire illuminating the grim faces of 5 armed men, the leader lighting a cigar clenched in his teeth.

The five men are air pirates, sent here in advance once the coordinates were first seen by Captain Seb. They have weapons drawn and will fire first and ask questions later, hoping to kill the party and secure the girl.

5 Air Pirates [AC 4, HD 4+4, HP 30, #AT 1*, D 1–8 (Pistol) or 1–6 (blade), *Attacks vary with weapon type, Sky Legs, Elemental Residue (2–12 extra damage 1/day)]

TREASURE

17 SILVER PIECES BETWEEN THEM

5 Air Pirates: [AC 14, Speed 30 ft., HD 4d10+8, HP 28, #Attack: 1*, Initiative +3, Hit +6, Damage Gun 4 (1d8) and Blade 10 (1d6+2), *Number of attacks varies with weapon, Sky Legs (+2 hit and all athletics rolls when on an airship), Elemental Residue (Can add 2d6 damage to an attack 1/day)]

4. Hall of Pigments

The doors open to another chamber with a single large window and two sets of double doors, one to the north and one to the west. A cacophony of color has been bound into the grains of the wood in this room, giving it an otherworldly feel, and several woven pallets lay on the floor.

The chamber is empty other than the pallets.

5. The Aerie

The roof of this large chamber twists in an odd natural shape like a wave, and within its design a direct opening to the sky is visible. A single set of double doors are set into the north wall, and the floor of the chamber is covered in large brown feathers.

This is the chamber of the griffon, the beast having taken flight when the air pirates arrived, but will return once the young Druid enters its home. It will not attack the heroes, but will approach the girl once it lands, seemingly offering her a ride as it kneels before her. She will choose to go with it, saying her goodbyes before it takes flight. Just before the griffon lifts off, it will pull a small locket from its claws and toss it to the leader of the party. Getting Sonya to this chamber is the completion of the contract, and where she goes from here will be beyond the heroes' knowledge.

For getting Sonya to this point, the heroes should receive an experience bonus (up to the Gamemaster). The locket is

magical, and acts as a protective ward for all allies within 15', providing everyone in the radius a +2 bonus to armor class. It is also a sacred symbol of the Druidic Order, and can provide safe passage in most Enlightened enclaves remaining in the world.

6. Second Ambush

This large hexagonal chamber has a single window and a set of double doors in the northern wall. A low bed, desk, and some pillows have been placed in a makeshift pile before the ajar northern doors, and a rifle lays haphazardly to the east of the pile with a smear of blood next to it.

The pirates were preparing another ambush for the party in this room when a scout peering through the doors into chamber 7 awoke the lurker there. The creature quickly killed the pirates and now waits beyond the doors for other intruders.

7. The Sky Garden

A slight rise, perhaps a foot, marks the verge to this chamber. Dirt covers the floor and the sounds of flowing water splashing into a pool can be heard. Around the entry, flowering vines grow. Beyond, two large windows provide light to the forested chamber, and several small trees, many heavy with fruit, decorate the interior.

As the heroes move inside, they will find the bodies of five dead air pirates. All look to have been beaten

to death or strangled. During the investigation, a roper will attack using surprise if possible 4 in 6 chance **[DC 17 Perception]**.

1 Roper [AC 0, HD 11, HP 66, #AT 6, D 5–20, Poison Strands (save vs. poison or lose 50% of STR for 1–3 rounds)]

TREASURE

20 GEMS INSIDE ITS GIZZARD WORTH 50 SP EACH

1 Roper [AC 20, HD 11d10+33, HP 93, #AT 5, Hit +7, Dam Tendril (Escape DC 15), Bite 22 (4d8+4), Multiattack (4 Tendrils, 1 Bite), Reel (pulls a grappled victim up to 25 feet for a bite)]

8. Storage Room

Within this small angular chamber, a single window provides light to dozens of dried hanging plants and preserved fruits. A functional beehive buzzes here, with access to the sky from a hole organically grown in a knot in the northeastern wall. Two tables dominate the central portion of the room, and hold four gourds that smell of fermented spirits, all heavy with liquid.

TREASURE

EACH GOURD HOLDS ENOUGH LIQUID FOR 3 DOSES OF POTION OF EXTRA HEALING **[GREATER HEALING]**.

Final Resolution

Once delivery of Sonya to the griffon takes place, the party members can freely exit the building. However, when they approach room 1 for the second time, Seb and eight members of his twelve-man crew are waiting with weapons drawn. Seb will step forward, saying:

I'm sorry, my friends, but this is where the sky and the sea must part ways. I'd hoped it wouldn't come to this, but you've proved more resilient than I first calculated, so I must personally collect the bounties on your heads for collusion with the Enlightened' (or 'harboring an Enlightened' if any of the players are playing one).

A fight will then ensue, and if things are going poorly for Seb, he will attempt to escape back to his ship, thus marooning the heroes at the sky house. If Seb is killed, the heroes can force the remaining crew to take them back to the air station, or if he is captured, he will bargain for his life by offering to return them to the air station as well as providing them with access to his treasury housed there of 10,000 SP. If pressed about the bounty, Seb will indicate that a standing bounty of 10,000 SP for an Enlightened head or 1,000 SP for each known Enlightened sympathizer is available in Findalynn's Samaya Expansion Office.

8 Air Pirates [AC 4, HD 4+4, HP 30, #AT 1*, D 1–8 (Pistol) or 1–6 (blade), *Attacks vary with weapon type, Sky Legs, Elemental Residue (2–12 extra damage 1/day)]

TREASURE

30 SILVER PIECES BETWEEN THEM

8 Air Pirates: [AC 14, Speed 30 ft., HD 4d10+8, HP 28, #Attack: 1*, Initiative +3, Hit +6, Damage Gun 4 (1d8) and Blade 10 (1d6+2), *Number of attacks varies with weapon, Sky Legs (+2 hit and all athletics rolls when on an airship), Elemental Residue (Can add 2d6 damage to an attack 1/day)]

Seb the Tallow [AC 3, HD 8+8, HP 76, #AT 1*, D 2–8 (Pistol) or 1–6 (blade),

*Attacks vary with weapon type, Sky Legs, Elemental Residue (Greater) (3–18 extra damage 1/day)]

TREASURE

RING OF PROTECTION +1, REAPER SCATTER PISTOL (AREA EFFECT)

Seb the Tallow [AC 17, Speed 30 ft., HD 8d10+16, HP 56, #Attack: 1*, Initiative +5, Hit +8, Damage Gun 8 (2d8) and Blade 10 (1d6+2), *Number of attacks varies with weapon, Sky Legs (+2 hit and all athletics rolls when on an airship), Elemental Residue (Greater) (Can add 3d6 damage to an attack 1/day)]

Should the heroes wish to commandeer the ship, that is their prerogative, but the Gamemaster should be prepared to adjust the campaign accordingly from a land based setting to an air based setting.

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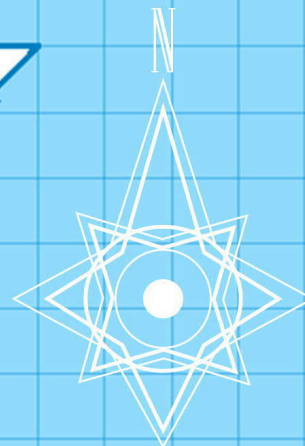
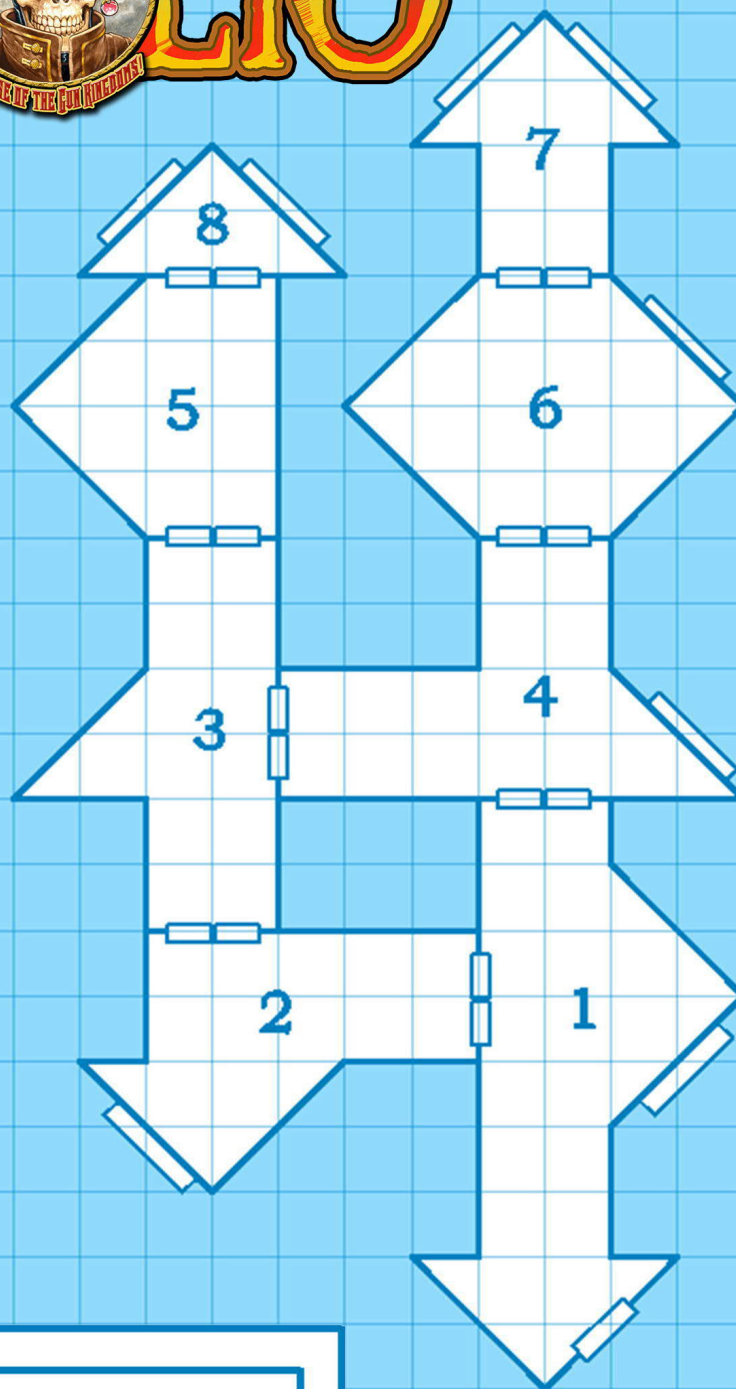
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DQ#3

1E&5E
COMPATIBLE

FOR THE UNCHARTED



INTRODUCTION TO THE NAMELESS
REALMS NORTHERN KINGDOMS
AND WINTER-SETTING ADVENTURES
NEAR THE INFAMOUS ICE WALL

UN1 Frost Lords of the Frozen Hall

New Monsters: Ice Goblins & Frost Ogres

Gazetteer: NRUN1 Settlements of the Uncharted North

THE
NAMELESS
REALMS

SURVIVAL GUIDE

NRUN1 Settlements of the Uncharted North

Northern Settlements

Northern campaigns have always held a kind of intrigue for me, be it the expansionistic and raiding cultures of the Vikings, to the more fantastic settings where white dragons rule and all manner of beasts roam the North. In the Nameless Realms, I developed a 'top of the world' type setting that runs for thousands of miles along multiple nations, the only true binding factor being that of the mysterious Ice Wall (developed in 1988, thank you very much George R.R. Martin), but my wall is more mystical and has been known to collect the souls of those who die in the Nameless Realms before eventually allowing them to pass on. Some say that if you are a high enough level adventurer, you can pass through the wall into the Outer Planes to be with your god, but whatever the case, the old saying '***No one returns from Ice Wall***' is something that remains true in the bulk of cases.

Still, there are various riches to be had in the North, including precious metals, furs, oil, and elven and dragon glass. Include with these a sense of freedom away from the lords and kings of the South, and the North can become very appealing to those who seek fame and fortune on their own course. Settlements themselves tend to be the same, with southern parts of the North populated by stone and log houses, while the more remote regions consist of mostly cave dwellings and ice block houses. Sled teams and other winter beasts are a good means of travel, and fortification typically revolves around ditches and wooden palisades.

The North is also home to humanoids and fell creatures, things that can find a foothold in the lawless wastes while also making a living. Ogres, orcs, hobgoblins, and the like are known to travel the frozen tundra while sometimes gathering in raiding parties. Larger and more lethal creatures like frost giants and white dragons can also be found, assuming you are foolish enough to go looking for them.

For the purposes of this adventure, I've taken the time to draw some of my favorite new creatures from the new Folio of Fiendish Monsters that have been used at my table since my high school days.

I hope you enjoy what I've created and, when using a Northern campaign, always remember to make things harsh, dirty, and with a strong feeling of 'might makes right'.

Dealing with the Cold

I'm going to say the inside temperature (due to it being an unnatural cave, the existence of magical cold creatures, and the glacier that has breached it) will be around 20 degrees. That said, such a temperature will cause discomfort, but as from the old Wilderness Survival Guide, it has no negative effect on ability scores. If for some reason a character is unprotected (like Red Sonja for example), then at 20 degrees, a Constitution check (at +2) **[DC 12 Constitution]** is required every few hours (up to the DM), and if failed, the character takes 2 points of damage. If the character is stationary, like sleeping or resting, they will take an additional 3 points of damage. A fully protected character (in winter gear) takes no damage.

New Monsters

These are all the new monsters that I've included in this adventure. Those stats found below are in AD&D format, but if you are looking for 5th Edition stats, you can find them with the creature in the adventure itself.

Ogre: Frost

Neutral Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 2

HD: 10+10

Move: 12"

No. of Attacks: 2

Damage/Attack: 2-16 (Claw)

Special Attacks: White Out

Special Defense: Charming Countenance

Magic Resistance: Nil

Intelligence: Standard

Size: L (9')

Psionic Ability: NIL

% in lair: 60%

Treasure Type: C, M

Climate Zone: A

Experience: 2,000+14/hp



History

There are many myths and tales of frost ogres in the North. In one, the Tundarian race sprang from a union of frost ogres and human females; in others, more monstrous things came of strange unions of white dragons, yeti, frost giants, and humanoids. Whatever the case, the frost ogre isn't something to be taken lightly as it is intelligent, sometimes beautiful, and incredibly dangerous.

Nature

Although solitary, the frost ogre travels the edges of human civilization, watching as humans leave their mates so that it can slip into settlements and mate with the females to help propagate its species. It attacks with its mighty clawed hands and can fly into a battle rage when provoked. When it is faced with an encounter with a female it deems worthy, it can also use a type of charm ability to win her to its bed. Traders in the North sometimes land the white-blond hair of a frost ogre and make clothing from it. If a character wears frost ogre hair, they are considered to have a +1 Charisma effect.

Special Abilities

White Out

When the frost ogre is taken below half its hit points, it flies into a rage that raises its armor class to 5 but also provides it with an extra attack and +2 to hit and damage.

Charming Countenance

When around a female human, elf, or even dwarf, the frost ogre can use a powerful Charm ability (as spell) to win her to its side. This effect fades immediately if the ogre attacks any of the female's allies.

Frost Skeletons

Chaotic Evil

Frequency: Very Rare

No. Appearing: 1–10

Armor Class: 3

HD: 2

Move: 12"

No. of Attacks: 1

Damage/Attack: 1–6 (Claw) or by weapon

Special Attacks: Shard Explosion

Special Defense: ½ damage from slashing weapons, and ¼ damage from piercing

Magic Resistance: Nil

Intelligence: Low

Size: M (5')

Psionic Ability: NIL

% in lair: 10%

Treasure Type: A,J

Climate Zone: A

Experience: 80+3/hp



History

The dead fill the North, bodies frozen after raids, wars, animal attacks, and punishing storms. Sometimes those bodies rise from the snow, a witching purpose filling their hollow eyes and a frosty energy propelling them forward to prey on the living. Some say winter witches raise the frost skeletons; others whisper of corrupt druids or even

white dragon necromancers, but whatever the case, these deadly constructs do sometimes wander out of the tundra to attack villages without remorse.

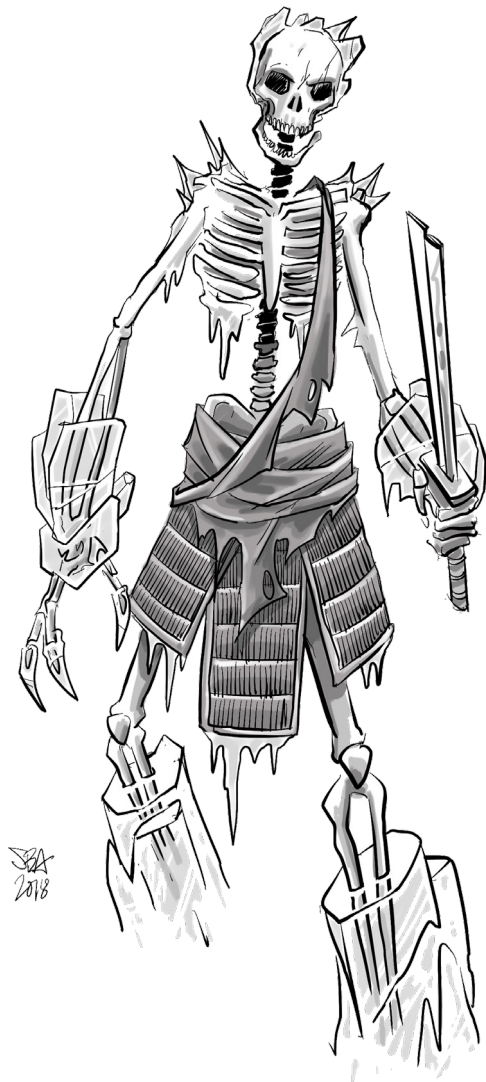
Nature

Typically, frost skeletons attack with their ice-bound fingers that act as claws although they sometimes have weapons from their former lives. The same principles as standard skeletons apply when dealing with damage values against them, but their most notorious ability is to ‘detonate’ with necrotic ice energy when they reach zero hit points.

Special Abilities

Shard Explosion

Whenever a frost skeleton hits zero hit points, it explodes, causing 1–4 points of damage to all targets within 10’.



Goblin Roses

Chaotic Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 4

HD: 8

Move: 12"

No. of Attacks: 1

Damage/Attack: 1–6 (Thorn Slam) + 1–6 (Blood Drain)

Special Attacks: Thorn Whip

Special Defense: 2–12 Goblin Guards

Magic Resistance: Nil

Intelligence: Low

Size: L (12')

Psionic Ability: Nil

% in lair: 40%

Treasure Type: I

Climate Zone: Varies

Experience: 1,000+12/hp (include goblins' hp here)

History

What insane botanist mage first created the goblin rose is lost to the annals of time, but there is little doubt they lost their mind in doing so. This incredibly

beautiful rose bush is a blood drinker, meaning it has limited mobility with its branches (not actually mobile via its roots) and will trap vermin, small animals, and the like within its thorny branches to create its odd 'fruit'. That fruit is a large green globe, about the size of a basketball, and when it ripens, it splits open, revealing a live goblin inside. Although small (even for goblins), the little creature is fully grown and will begin working on a burrow beneath the plant, preparing it for other members of its kind. Once the burrow is complete, the goblin (now hopefully with more of its kind birthed by the bush) will begin bringing bigger prey to the bush, feeding it more blood. As this happens, the bush grows to the size of a small house and can then begin killing larger prey, including men, along with the help of its goblin progeny.

Nature

Small goblin roses are of no true threat to humanity, but the larger versions will have up to 12 goblin servants in its root systems that will defend it, as well as a nasty ability to 'whip' targets with its thorny branches and also drain blood. Perhaps the most intriguing thing about the plant is that its roses are astoundingly beautiful, and their scent is so sublime that, once distilled, they can be utilized for love potions and Charisma enhancing perfumes. Each flower on the bush (and there will be between 10–40) is worth 10 GP to an apothecary or potion master.

Special Abilities

Thorn Whip

An enraged bush can 'whip' its branches at attackers, throwing iron-like thorns in a 15' radius around itself. The thorns will do 3–12 points to anyone in range.



Goblin: Ice

Lawful Evil

Frequency: Very Rare

No. Appearing: 1-10

Armor Class: 6

HD: 2+2

Move: 12"

No. of Attacks: 1

Damage/Attack: 1-6 (Ice Dagger)

**Special Attacks: Surprise on 3 in 6
in winter environments**

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: S (3')

Psionic Ability: Nil

% in lair: 50%

Treasure Type: A,J

Climate Zone: A

Experience: 95+3/hp



History

Many are the legends concerning these white-skinned and blue-eyed goblins of the far North. Some insist they were creations of elemental wizards; others insist they sprang from the blood of the Ice Wall dragons along the northern fringes of the world. Whatever the case, they have made a name for themselves among the scattered human populations of the far Northern territories. Ranging in size to no more than three feet, they typically go without clothing although sometimes will don white furs or cloaks when the temperatures drop too low for even their tastes.

Nature

Typically fighting in bands of eight, these predatory hunters enjoy waiting for ambush opportunities before they attack. They are known to mostly employ weapons of ice, namely daggers, but have also employed ice javelins.

The secret of the creation of these items is only known by the goblins, and something in their innate nature allows the weapons to function without melting or shattering. (However, any metal armor worn gains a +2 to its defensive value when dealing with these weapons.)

Special Abilities

Cold Blood

The most dangerous aspect of the ice goblin is their frost-touched blood. A bit like anti-freeze, the blue blood is known to gush and spurt from the goblin when it is injured, and anyone making a successful melee attack against an ice goblin will receive 1 HP of damage per strike from the corrosive freezing liquid.

Hobgoblin: Ice Raiders

Lawful Evil

Frequency: Very Rare

No. Appearing: 1-8

Armor Class: 4

HD: 5+5

Move: 12"

No. of Attacks: 3/2

Damage/Attack: 1-10 (Ripper Saw)

Special Attacks: Northern Feet

Special Defense: None

Magic Resistance: Nil

Intelligence: Standard

Size: M (6')

Psionic Ability: Nil

% in lair: 40%

Treasure Type: C, M

Climate Zone: A

Experience: 450+6/hp

History

These robust hobgoblin tribes travel the remote byways of the North, sometimes working as coastal pirates, and oftentimes building their settlements on floating ice sheets. They are powerful fighters and are feared by human tribes for their excellent battle tactics, especially in raids.

Nature

Proficient with a massive saw used for cutting blocks of ice and repurposed into a weapon, these hobgoblins can rend flesh and ships with equal purpose. They are also adept at moving on ice and snow, which gives them their Northern Feet ability. Lastly, they are great tactical group fighters, preferring small raiding parties of no more than 10 members. If attacking with such a force, each hobgoblin gains an AC bonus of 2 (making their effective armor class AC 2).

Special Abilities

Northern Feet

If attacking while on ice or snow, the hobgoblin is considered +1 to hit and damage.



Winter Witch

Lawful Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 7

HD: 8

Move: 12"

No. of Attacks: 1

Damage/Attack: 1-4 (Dagger)

Special Attacks: Frost Magic, Charm

Special Defense: None

Magic Resistance: 35%

Intelligence: High

Size: M (6')

Psionic Ability: Nil

% in lair: 60%

Treasure Type: H

Climate Zone: A

Experience: 1,300+12/hp

History

Witches are a known commodity throughout many fantasy worlds, and so are the stories of their notorious and evil natures. In the northern climates, high above the frost line, such tales are no different. Winter witches are said to be seducers of young hunters, necromancers of the frozen dead, and sexual consorts to all manner of humanoid beasts that walk the snows.

Nature

Typically represented as human or elven females of extreme beauty, winter witches are solitary creatures who practice their magical arts as dedicated by their icy gods and goddesses (usually elemental lords). They have the power to control raw elemental magic, using it as they

see fit, and are not bound by standard spells like magic-users, or given divine miracles like a cleric. They are also

magically resistant to most spells and have a powerful charming nature they can employ to lure victims into their beds before turning them into all manner of horrible northern frost spirits.

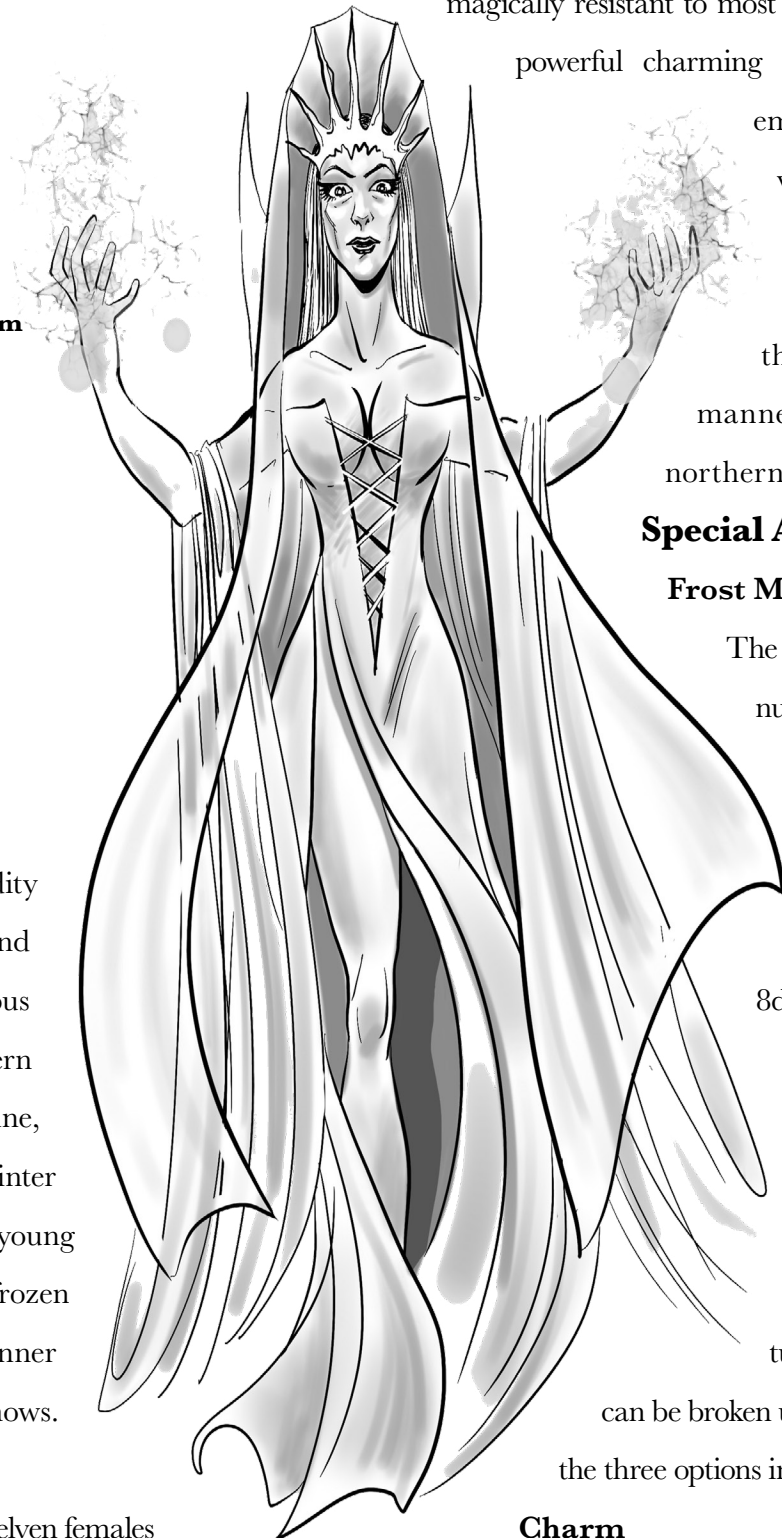
Special Abilities

Frost Magic

The witch gets a number of d6s as she has in hit dice to use on offensive spells (like 8d6 ice missiles) or in healing (8d6 ice regeneration) or summoning (up to 8d6 in the undead) per turn. This power can be broken up between any of the three options in a single turn.

Charm

The witch can utilize a powerful Charm ability (as spell) to win her male servants to her side. This effect fades immediately if the witch attacks any of the charmed individual's allies.



FROST LORDS OF THE FROZEN HALL

An adventure for 6–8 characters, levels 3–5

INTRODUCTION

This adventure provides roughly six (6) 3rd level characters (or higher) with everything they need to delve into an abandoned hall.

IMAGINE THE POSSIBILITIES

Within the course of this adventure, the characters will basically be taking on four ‘steps’ to defeat the dungeon. The first, and easiest, will be the frost skeletons that guard the entrance to the dungeon, then comes either the ice goblins or the hobgoblin ice raiders, depending on which way they ‘turn’, and finally they should come to the hobgoblin lord.

Remember, this adventure is set in the ultimate cold environment, so keep the players aware of how cold it is. Have them see their character’s breath, maybe delay an initiative because a sword freezes in a scabbard, or have a magic-user make a saving throw versus petrification **[DC 15 Constitution]** or miscast a spell because their fingers are too cold. All these things can keep the level of roleplay going and make the adventure seem more ‘real’ as they move through the dungeon.

Once you have established the ‘why’ of the party coming here, and also exactly where ‘here’ is located, you can move the characters over the tundra to get them into

position to enter the dungeon, and keep in mind, a lurking glacier will be close by.

BEFORE ENTRY

You walk down an incline into a kind of stone shoot, the walls having been covered in frost and ice long ago, making the entire structure seem like an ice cavern. Farther in, the bright light of the polar sun on snow gives way to murky darkness, and the crack of ice can be heard as your footfalls echo into the interior...

THE FROZEN HALL

1. ARROW ENTRIES

(Read only if entering the room, not the hall beyond)

A single small door opens into these cold rooms. The walls are stone and covered with frost, while a single small opening has been chiseled out of the wall to provide an arrow shot into the entry beyond.

Inside each of these alcoves, there are two frost skeletons (four total). They are constantly on watch and each will fire two arrows per round (1–6 damage) at anyone who enters the shaft. If the party enters the room in which they wait, they will drop their bows and attack with their icy claws, getting a single attack each round.

The hobgoblins and other members of the lair do not use this entrance, leaving it to the vigilant skeletons. They, instead, enter via the glacial flow into Room 16A.

2 Frost Skeletons [AC 3, HD 2, HP 10, #AT 1, D (1–6) (Claw), Shard Explosion, ½ damage from slashing and ¼ damage from piercing. (EXP: 120 each)]

TREASURE

SEVERAL PIECES OF COPPER ARE FROZEN ONTO THEIR ICY BONES (17 IN TOTAL BETWEEN THE 4).

2 Frost Skeletons [AC 16, HD 2d10+2, HP 12, Initiative +2, #AT 1, Hit +3, Dam Claw 5 (1d6+2), Vulnerability: Fire & Bludgeoning, Damage Resistance ($\frac{1}{2}$ damage from slashing and piercing weapons), Shard Explosion (when reduced to zero hit points, it explodes with necrotic 2 (1d4) and frost 2 (1d4) in a 10' area)]

STR: 14 (+2) INT: 9 (-1) WIS: 8 (-1)

CON: 12 (+1) DEX: 13 (+1) CHA: 6 (-2)

CR: 1 EXP: 200

Type: Medium Undead

2.

STATION BARRACKS

This room hosts a small stove in the southwest corner and a table in the northeast. A few animal skins have been thrown on the floor, and stone pegs have been driven into the wall where heavy animal cloaks now hang. Along a frost-covered corridor to the east, a single small wooden door can be seen.

Another 8 frost skeletons lurk around this chamber, some with broken swords and axes, but most simply having their long claws. No matter the weapon, they do the same 1–6 damage.

8 Frost Skeletons [AC 3, HD 2, HP 10, #AT 1, D (1–6) (Claw), Shard Explosion, $\frac{1}{2}$ damage from slashing and $\frac{1}{4}$ damage from piercing. (EXP: 120 each)]

TREASURE

WITHIN THE ICE AROUND THEIR BONES ARE 17 COPPER PIECES AND 4 SILVER PIECES IN TOTAL.

8 Frost Skeletons [AC 16, HD 2d10+2, HP 12, Initiative +2, #AT 1, Hit +3, Dam Claw 5 (1d6+2), Vulnerability: Fire & Bludgeoning, Damage Resistance ($\frac{1}{2}$ damage from slashing and piercing weapons), Shard Explosion (when reduced to zero hit points, it explodes with necrotic 2 (1d4) and frost 2 (1d4) in a 10' area)]

STR: 14 (+2) INT: 9 (-1) WIS: 8 (-1)

CON: 12 (+1) DEX: 13 (+1) CHA: 6 (-2)

CR: 1 EXP: 200

Type: Medium Undead

3.

BEAST CHAMBER

The smell of heavy animal musk hangs in the crisp air of this large natural cave. Bones and bits of skin and fur lay about chunks of frosty rock as wind howls in from the southern exit to this chamber. A half-dozen large wolves lurk in the shadows, their eyes flashing in your light and the sound of deep growls echoing around the vault.

These are the hunting pack of the hobgoblins, and they will attack any unknown scent they find, including those of the party. Among them is the prized pet of the winter witch—a winter wolf—and it will slink among the dire wolves before using its breath weapon at the most effective moment.

7 Dire Wolves [AC 6, HD 3+3, HP 18, #AT 1, D (2–8) (Bite). (EXP: 120 each)]

TREASURE

NONE

7 Dire Wolves [AC 14, HD 5d10+10, HP 37, Initiative +2, #AT 1, Hit +5, Dam Bite 10 (2d6+3), Pack Tactics (at advantage on attacks when within 5 feet of an ally)]

STR: 17 (+3) INT: 3 (-4) WIS: 12 (+1)

CON: 15 (+2) DEX: 15 (+2) CHA: 7 (-2)

CR: 1 EXP: 200

Type: Large Beast

1 Winter Wolf [AC 5, HD 6, HP 30, #AT 1, D (2–8) (Bite), Ice Breath (6–24 points in a 10' cone). (EXP: 720)]

TREASURE

A FINE LEATHER COLLAR THAT IS STUDDED WITH 6 DIAMONDS IN A PLATINUM SETTING (250 GOLD PIECE VALUE).

1 Winter Wolf [AC 13, HD 10d10+20, HP 75, Initiative +2, #AT 1, Hit +6, Dam Bite 11 (2d6+4), Pack Tactics (at advantage on attacks if within 5' of an ally), Cold Breath [Recharge 5–6] (DC12 Dexterity or take 18 (4d8) damage in a 15' cone)]

STR: 18 (+4) INT: 7 (-2) WIS: 12 (+1)

CON: 14 (+2) DEX: 13 (+1) CHA: 8 (-1)

CR: 3 EXP: 700

Type: Large Monstrosity

4.

BEAST KEEPER CHAMBER

An animal-skin tent rests near the southern wall, and a small cook fire smolders before it, the smoke being sucked out the opening in the eastern side of the room.

A single hobgoblin ice raider is in the tent and will have heard the party and be ready for combat if they fought with the dire wolves (Room 3). If the party takes more than 2 rounds to kill all the wolves, the beast keeper will slip into Room 3 and try to attack the party from behind

(surprise on 3 in 6) [Perception 16]. Remember, in cold conditions, the Northern Feet ability makes the hobgoblin +1 on all attacks.

Hobgoblin: Ice Raider [AC 4, HD 5+5, HP 30, #AT 3/2, D (1–10) (Ripper Saw), Northern Feet. (EXP: 630)]

TREASURE

13 GOLD PIECES IN A POUCH AND AN IVORY NECKLACE WORTH 20 GOLD PIECES.

Hobgoblin: Ice Raider [AC 16, HD 5d10+15, HP 40, Initiative +2, #AT 2, Hit +5, Dam Ripper Saw 8 (1d10+3), Multiattack (2 Ripper), Pack Tactics, Northern Feet (If attacking while on ice or snow, the hobgoblin is considered +1 to hit and damage.)]

STR: 16 (+3) INT: 12 (+1) WIS: 11 (-)

CON: 16 (+3) DEX: 15 (+2) CHA: 10 (-)

CR: 2 EXP: 450

Type: Medium Humanoid

5.

ICE FLOW ROOM

The cavern opens up to an 'ice-flow', something like a glacial tendril that has cracked its way into the ground and now provides air from the outside, as well as some light. A small trail has been cut into the ice, allowing for passage both to the northeast and southwest.

There is nothing of value in this chamber, but if the players wish to exit the dungeon, they can travel up the glacier by going northeast, or go to Room 16A by taking the southwest route.

6. DEATH OCTAGON

A single horned skull rests on the floor of this chamber, and a tangle of bushes with red flowers and white leaves grows in a thorny mass about the edges of the room. The floor is made of dirt, and a hole in the ceiling provides light and bits of snow that fall gently down around the skull.

The skull is actually a decoy, meant to draw the characters' attention for an all-out ice goblin ambush (surprise 3 in 6) **[DC 16 Perception]**. There are currently 8 ice goblins within the white leaves of the bush, and all will gladly give up their lives to protect the plant.

Goblin Roses [AC 4, HD 8, HP 40, #AT 1, D (1-6) (Thorn Slam) + (1-6) (Blood Drain). (EXP: 1,480)]

TREASURE

NONE

Goblin Roses [AC 16, HD 8d10+24, HP 64, Initiative +2, #AT 1, Hit +4, Dam Thorn Slam 5 (1d6+2) + Blood Drain 3 (1d6), Thorn Whip (An enraged bush can 'whip' its branches at attackers, throwing iron-like thorns in a 15' radius around itself. The thorns will do 6 (3d4) points to anyone in the range.)]

STR: 15 (+2) INT: 9 (-1) WIS: 8 (-1)

CON: 16 (+3) DEX: 8 (-1) CHA: 10 (-)

CR: 4 EXP: 1,100

Type: Large Plant

8 Ice Goblins [AC 6, HD 2+2, HP 12, #AT 1, D (1-6) (Ice Dagger), Cold Blood. (EXP: 131)]

TREASURE

NONE

8 Ice Goblins [AC 14, HD 2d10+2, HP 12, Initiative +4, #AT 1, Hit +2, Dam Ice Dagger 3 (1d4+1), Stealth +5, Cold Blood (DC 14 Dexterity or take Freezing Acid 2 (1d4) per successful melee attack)]

STR: 10 (-) INT: 10 (-) WIS: 8 (-1)

CON: 13 (+1) DEX: 15 (+2) CHA: 8 (-1)

CR: ½ EXP: 100

7. GOBLIN MAIN CHAMBER

A dozen goblins, all with white scales and glowing blue eyes, move in a large chamber that is filled with snow and has frost all over the walls.

This is the main bulk of the ice goblin presence in the dungeon, and they are both male and female, and each is equally nasty.

SECRET DOOR

There is also a secret passage located on the southern wall of this chamber (leading to Room 13) with a standard chance to discover **[DC 13 Perception]**. It is used by the goblins to get to the inner sanctum of the dungeon as well as an easy way to their food storage.

12 Ice Goblins [AC 6, HD 2+2, HP 12, #AT 1, D (1-6) (Ice Dagger), Cold Blood. (EXP: 131)]

TREASURE

3 BITS OF ELVEN GLASS (BLUE CRYSTAL) THAT CAN BE SOLD TO AN ALCHEMIST FOR 100 GP EACH.

12 Ice Goblins [AC 14, HD 2d10+2, HP 12, Initiative +4, #AT 1, Hit +2, Dam Ice Dagger 3 (1d4+1), Stealth +5, Cold Blood (DC 14 Dexterity or take Freezing Acid 2 (1d4) per successful melee attack)]

STR: 10 (-) INT: 10 (-) WIS: 8 (-1)

CON: 13 (+1) DEX: 15 (+2) CHA: 8 (-1)

CR: ½ EXP: 100

8.

DEATH HALL

This long, sloping hall runs southwest with strange leering faces that are all covered in frost along the eastern wall. The floor is covered in a thin layer of ice, and a thin mist trails across the surface.

TRAP

A series of arrow traps (5 in total) initiate from the leering faces (eyes and mouths) all along the corridor. Any thief character that is actively searching for a trap on the wall will discover on a successful check (+5% to their Detect Traps roll as the trap isn't too well concealed) **[DC 13 Perception]**. If the trap is triggered, all characters in a 10' area around the trap are subject to possible damage. 1–4 arrows will launch from the leering mouths, each doing 1d4 damage to 3 randomly rolled characters that are in the area of effect **[DC 15 Dexterity check or suffer 8 (2d8)]**.

9.

PRISON ENTRY

Two icy pillars flank a massive set of double wooden doors. Each door is set with a giant-faced knocker, and a chain has been run between them to keep the door closed.

There is nothing here to thwart the characters, save the chain. A successful Bend Bars roll **[DC 20 Strength]** will break the chain; otherwise, only a spell (Knock) will break its links unless a weapon is used against it which will damage the weapon, breaking it on any miss to AC 10, and it takes 1–4 attacks to break the chain.

This is not an entry the hobgoblins use, instead coming into the prison from one of two secret doors; thus, there is no lock on the chain.

10.

PRISON

Ten cells line a massive hall that ends in a huge fur curtain made of some arctic beast. Each cell door is made of wood and reinforced with iron that has a small open window in the upper section.

There are usually 2 hobgoblin guards here, and if the door in Room 9 has been opened with a weapon, they will have sent one of the two back into the prison for help. (They will arrive in this room in 3 rounds after combat begins).

2 Hobgoblin: Ice Raiders [AC 4, HD 5+5, HP 30, #AT 3/2, D (1–10) (Ripper Saw), Northern Feet. (EXP: 630 each)]

TREASURE

14 GOLD PIECES BETWEEN THEM AND ONE HAS A HUNTING KNIFE +1.

2 Hobgoblin: Ice Raiders [AC 16, HD 5d10+15, HP 40, Initiative +2, #AT 2, Hit +5, Dam Ripper Saw 8 (1d10+3), Multiattack (2 Ripper), Pack Tactics, Northern Feet (If attacking while on ice or snow, the hobgoblin is considered +1 to hit and damage.)]

STR: 16 (+3) INT: 12 (+1) WIS: 11 (-)

CON: 16 (+3) DEX: 15 (+2) CHA: 10 (-)

CR: 2 EXP: 450

Type: Medium Humanoid

Inside the cells, there are four frozen corpses and a badly beaten dwarf named Fungo (3rd level fighter). At the point of his release, he can't fight, but if given a Cure Light Wounds **[Cure 1st level]** and something warm to drink (or alcohol), he can be considered a fighter NPC at 10 hit points and will gladly lay down his life for the party for a little revenge on the hobgoblins.

11.

GOBLIN LORD'S CHAMBER

A large white goblin with glowing blue eyes and a crown of silver lurks around an ice throne and is attended by four large goblins with ice spears.

This is the lair of the ice goblin chief, and he will engage any interloper along with his four guards, frost bellowing from his screaming mouth.

4 Ice Goblins [AC 6, HD 2+2, HP 12, #AT 1, D (1-6) (Ice Spear), Cold Blood. (EXP: 131 each)]

TREASURE

1 SHARD OF ELVEN GLASS (100 GP)

4 Ice Goblins [AC 14, HD 2d10+2, HP 12, Initiative +4, #AT 1, Hit +2, Dam Ice Spear 4 (1d6+1), Stealth +5, Cold Blood (DC 14 Dexterity or take Freezing Acid 2 (1d4) per successful melee attack)]

STR: 10 (-) INT: 10 (-) WIS: 8 (-1)

CON: 13 (+1) DEX: 15 (+2) CHA: 8 (-1)

CR: ½ EXP: 100

Ice Goblin Lord [AC 5, HD 4+4, HP 24, #AT 2, D (1-6) (Ice Dagger), Cold Blood (1-6 damage). (EXP: 431)]

TREASURE

ELVEN GLASS DAGGER +1 (NET WORTH 3,000 GP) AND A BAG OF ASSORTED 'TREASURE' WORTH 25 GOLD PIECES (BITS OF SILK, IVORY, COPPER WIRE, ETC.)

Ice Goblin Lord [AC 15, HD 4d10+8, HP 28, Initiative +4, #AT 1, Hit +4, Dam Ice Dagger 5 (1d6+2), Stealth +5, Cold Blood (DC 14 Dexterity or take Freezing Acid 4 (2d4) per successful melee attack)]

STR: 12 (+1) INT: 11 (-) WIS: 10 (-)

CON: 15 (+2) DEX: 15 (+2) CHA: 8 (-1)

CR: 1 EXP: 200

SECRET DOOR

There is a secret door behind the chief's throne that leads to one of the empty cells in the prison, and the chief uses it to have 'fun' with the prisoners from time to time. It can be discovered on a standard check **[DC 13 Perception]**.

12.

GRAND ICE HALL

Ice covers the flagstone floor of this massive chamber, and four huge ice pillars rise up from the floor and bloom into the vaulted ceiling. A single door in the east and west are bound in iron, and a set of hardwood double doors rest between glowing lanterns that illuminate the frost in the air.

This is the grand entry hall to the hobgoblin lord's chamber, and it is to be kept clear at all time; thus, the ice goblins do traverse it, but there is no one stationed in it currently.

13. GOBLIN EATERY

This frozen room is filled with body parts (mostly human) that have been cold stored in the snow and frost that covers the floor. Two white goblins are plowing through a pile of snow looking for frozen meat, and they turn to hiss at you.

This is the goblin frozen storage, and other than disgusting body parts, there is little of value here.

SECRET DOOR

There is a secret passage that leads to Room 7, with a standard chance to discover **[DC 13 Perception]**.

2 Ice Goblins [AC 6, HD 2+2, HP 12, #AT 1, D (1-6) (Ice Dagger), Cold Blood. (EXP: 131)]

TREASURE

NONE

2 Ice Goblins [AC 14, HD 2d10+2, HP 12, Initiative +4, #AT 1, Hit +2, Dam Ice Dagger 3 (1d4+1), Stealth +5, Cold Blood (DC 14 Dexterity or take Freezing Acid 2 (1d4) per successful melee attack)]

STR: 10 (-) INT: 10 (-) WIS: 8 (-1)

CON: 13 (+1) DEX: 15 (+2) CHA: 8 (-1)

CR: ½ EXP: 100

14. GOBLIN BIRTHING CHAMBER

A frozen honeycomb of birthing chambers lines the walls of this room; small white goblin larva are in each, squirming in a thick blue liquid.

Although the goblin rose bush does create goblins, those are considered 'sacred' to the clan and usually are 'blessed' to either guard the chief or the bush itself. The more mundane way to get an ice goblin is to have a larva placed in an ice honeycomb and fed the blood of human or demi-human victims. Thus, this birthing chamber is important to the clan as it serves as a way to make the peasant goblins that serve the chief.

There are always two goblin 'nurses' in this room that hide and watch over the brood. They will attack anyone seeking to destroy a larva.

2 Ice Goblins [AC 6, HD 2+2, HP 12, #AT 1, D (1-6) (Ice Dagger), Cold Blood. (EXP: 131)]

TREASURE

NONE

2 Ice Goblins [AC 14, HD 2d10+2, HP 12, Initiative +4, #AT 1, Hit +2, Dam Ice Dagger 3 (1d4+1), Stealth +5, Cold Blood (DC 14 Dexterity or take Freezing Acid 2 (1d4) per successful melee attack)]

STR: 10 (-) INT: 10 (-) WIS: 8 (-1)

CON: 13 (+1) DEX: 15 (+2) CHA: 8 (-1)

CR: ½ EXP: 100

15. ICE SPIDER CHAMBER

This open cavern is covered in snow as well as slowly moving white spiders, each about the size of a man's head. They seem to be drawn to the heat of your entry, a collection of perhaps a dozen or more moving both above and below the snow toward you.



These ice spiders have a special ‘freezing’ venom that will numb a victim, turn their blood cold, and keep them on the fringes of death as the spiders slowly feed. As they are slower than normal spiders, only 4 can attack the party at any one time, the others slowly getting into position to attack.

14 Giant Spiders [AC 4, HD 4+4, HP 20, #AT 1, D 2–8, Poison (save or become petrified) (EXP 273 each)]

TREASURE

THERE ARE THREE PIECES OF DRAGON GLASS (BLACK SHARDS) WORTH 50 GOLD PIECES EACH TO AN ALCHEMIST. THERE IS ALSO AN OLD FROZEN QUIVER WITH (3) +2 ARROWS IN IT AMONG THE DRIFTS (SUCCESSFUL SEARCH CHECK) [DC 15 PERCEPTION].

14 Giant Spiders [AC 14, HD 4d10+4, HP 24, #AT 1, Hit +4, Dam Bite 4 (1d8) + (DC 11 Constitution or lose 6 (2d6) points of Dexterity)]

STR: 11 (–) INT: 10 (–) WIS: 8 (–1)

CON: 13 (+1) DEX: 15 (+2) CHA: 8 (–1)

CR: 1 EXP: 200

16. CHAINED FROST OGRE

A massive form sits in an ice cavern, its pale skin touched with frost and a huge mane of blonde hair flowing down over its face all the way to its midsection. Strong tethers of rope hold the beast in place, each tied around an icy free-form pillar.

A massive, and yet beautiful, male frost ogre is being kept here. He is currently tied up, but if attacked, he will break free of his tethers and attack the party without hesitation as he is actually working with the Legion Orc

to infiltrate and destroy the hobgoblins and take the lord's harem for his own.

Frost Ogre [AC 2, HD 10+10, HP 60, #AT 2, D 2-16 (Claw), White Out, Charming Countenance. (EXP 2,840)]

TREASURE

AN IVORY BONE NECKLACE THAT ACTS AS A RING OF PROTECTION +2.

Ogre: Frost [AC 18, HD 10d12+50, HP 110, Initiative +3, #AT 2, Hit +11, Dam Claw 10 (1d10+5), Multiattack, White Out (If reduced to half hit points, AC goes to 15, and add an attack and +2 hit and damage.), Charming Countenance [Recharge 6] (DC 16 Wisdom save or be under the effects of a Charm spell)]

STR: 20 (+5) INT: 11 (-) WIS: 11 (-)

CON: 20 (+5) DEX: 13 (+1) CHA: 17 (+3)

CR: 8 EXP: 3,900

Type: Large Humanoid

16A.

FROST OGRE BONE PILE

A large pile of bones lies in the middle of this snowy chamber, and a large glacial flow has torn through the stone of the cave to the east.

What the frost ogre doesn't eat, as well as bones from the rest of the complex, are thrown here for some purpose that no one can figure out although the hobgoblins will say that the lord and the witch are going to use them at a later date for some dark purpose.

This is actually the main entrance of the dungeon for the frost creatures, and they usually leave a bone upon entry and exit for a tiding of luck from their dark gods.

17.

LEGION ORC JAILOR

Seated beside a low fire is a large humanoid in armor and furs. Three light spears are at his side, and a blade rests on a pack beside him. His head is lowered, and he is eating something out of a bowl, his helmet resting upon his head.

This is a Legion Orc, a creature from another material plane where orcs are more civilized and 'human'. He wants to get home, but he's got few options and has thrown in with the frost ogre to try to overcome the hobgoblin lord and get enough gold to pay for a Gate spell out of this backwater world. If the ogre is hurt or killed, the Legion Orc will attempt to negotiate with the party, much preferring to 'exit stage left, all the way even' rather than die in this cold hell. He will even offer some info on the lord and the interior as trade and, if allowed to leave, will head out over the glacier to other opportunities. If he (with or without the ogre) is allowed to leave, award the party full experience as if he (they) were defeated.

Legion Orc [AC 2, HD 7+7, HP 49, #AT 2/1, D (1-6)+5 (Spear), EXP: 1,395 (each)]

TREASURE

76 GOLD PIECES IN A BAG, AS WELL AS TWO BELT POUCHES EACH WITH A POTIONS OF EXTRA-HEALING [GREATER HEALING] IN THEM. HIS SPEAR IS ALSO +1.

Legion Orc [AC 18, HD 7d12+21, HP 54, Initiative +2, #AT 2, Hit +8, Dam Long Spear 9 (1d6+6) or Short Sword 8 (1d6+5), Multiattack (1 Spear/1 Sword), Pack Tactics, Shield Wall]

STR: 16 (+3) INT: 12 (+1) WIS: 12 (+1) CON: 16 (+3)

DEX: 12 (+1) CHA: 11 (–)

CR: 3 EXP: 700

Type: Medium Humanoid

TREASURE

12 GOLD PIECES EACH

4 Hobgoblin: Ice Raiders [AC 16, HD 5d10+15, HP 40, Initiative +2, #AT 2, Hit +5, Dam Ripper Saw 8 (1d10+3), Multiattack (2 Ripper), Pack Tactics, Northern Feet (If attacking while on ice or snow, the hobgoblin is considered +1 to hit and damage.)]

STR: 16 (+3) INT: 12 (+1) WIS: 11 (–)

CON: 16 (+3) DEX: 15 (+2) CHA: 10 (–)

CR: 2 EXP: 450

Type: Medium Humanoid

18. GRAND HALL OF THE HOBGOBLIN LORD

Four stone pillars, each carved with leering faces flank a dais with a massive stone throne. The hall is lit with torches, and a brazier burns with yellow smoke near the throne. Two more pillars, these made of dark Dragon Glass, flank the throne, and a massive saw blade rests against one of the pillars, its hilt wrapped in red scale.

There are four hobgoblin guards in this room, each hiding behind a pillar from the main entry. When players get between the pillars, they will leap out and attack, getting surprise on 2 in 6 [DC 14 Perception], and gaining the +1 to attack rolls because of the frosty conditions on the room's floor.

SECRET DOOR

Along the western wall is a secret door used by the hobgoblins to get to the prison. It can be discovered on a standard Search check [DC 13].

4 Hobgoblin: Ice Raiders [AC 4, HD 5+5, HP 30, #AT3/2, D (1–10) (Ripper Saw), Northern Feet. (EXP: 630 each)]

19. WHIPPING GALLERY

Two large stone pillars, each splattered with blood and set with iron shackles, stand at the center of this large gallery. A half-dozen doors stand around the pillars, as well as a stand-alone stone room. The floor is covered with bloodstains, and the doors of the rooms are well-used. Rats scurry around the floor seeking food and scatter at your footfalls.

At any time, there will be between 2 and 4 hobgoblins in this room, drinking, rolling the bones, etc. If combat has taken place in Room 10, there is an 80% chance that they have heard it and will investigate with weapons out. Otherwise, they will be going about entertaining themselves when the characters enter.

? Hobgoblin: Ice Raiders [AC 4, HD 5+5, HP 30, #AT 3/2, D (1–10) (Ripper Saw), Northern Feet. (EXP: 630 each)]

TREASURE

14 GOLD PIECES EACH

? Hobgoblin: Ice Raiders [AC 16, HD 5d10+15, HP 40, Initiative +2, #AT 2, Hit +5, Dam Ripper Saw 8 (1d10+3), Multiattack (2 Ripper), Pack Tactics, Northern Feet (If attacking while on ice or snow, the hobgoblin is considered +1 to hit and damage.)]

STR: 16 (+3) INT: 12 (+1) WIS: 11 (-)

CON: 16 (+3) DEX: 15 (+2) CHA: 10 (-)

CR: 2 EXP: 450

Type: Medium Humanoid

19A.

HIGH JAILOR'S ROOM

A small cot is on the floor next to a mat with a dozen small torture implements. Several whips hang on the wall, and a chamber pot is filled with excrement on the northeast corner of this room.

Inside the room, a giant bugbear torturer awaits, his grotesque face scared and splattered with blood. He is a beast, and will gleefully attack anything that enters his chamber, once with a heavy blade and once with a whip.

1 Bugbear Torturer [AC 4, HD 8+8, HP 54, #AT 2, D (2-8) (Blade) + (1-4) (Whip). (EXP: 996)]

TREASURE

HE HAS 2 POTIONS OF EXTRA-HEALING [GREATER HEALING] IN A BAG TO GIVE TO THOSE HE TORTURES SO HE CAN CONTINUE HIS WORK. THERE IS ALSO A BAG IN A SECRET HOLE IN THE FLOOR (STANDARD SEARCH [DC 15 PERCEPTION]) WITH 170 GOLD PIECES AND 4 PLATINUM PIECES IN IT.

1 Bugbear Torturer [AC 17, HD 10d8+20, HP 65, Initiative +2, #AT 2, Hit +5, Dam Blade 12 (2d8+3) and Whip 5 (1d4+3), Stealth +6,

Multiattack (1 Blade/ 1 Whip), Brute (melee weapons deals one extra die), Surprise Attack (If has surprise, does an additional 7 (2d6) damage that round), Heart of Hruggek (advantage on mind altering saving throws)]

STR: 17 (+3) INT: 11 (-) WIS: 12 (+1)

CON: 14 (+2) DEX: 14 (+2) CHA: 11 (-)

CR: 3 EXP: 700

Type: Medium Humanoid

20.

STORAGE

Boxes and barrels fill this room, some open, some emptied, and some covered with a white-grey mold.

The mold isn't aggressive or lethal, but a save vs. poison [DC 12 Constitution] is required by any demi-human or they start sneezing for 1-4 rounds. Other than old frozen or spoiled food, there is nothing of particular value in this room.

21.

RAT HIVE

A large crack runs through the northeast wall of this chamber, and a massive pile of garbage 'leaks' out of it. Rats, some the size of small dogs, scurry about, their dark eyes watching all that enter.

The rats in this room are aggressive, and they are hunted and eaten by both the ice goblins and the hobgoblins, so they take no prisoners if their lair is attacked. As long as the rats attack in this room, they are considered +1 to attack and damage due to their defensive rage.

8 Giant Rats [AC 7, HD 1–4 HP, HP 3, #AT 1, D 1–3, Disease (5% per wound). (EXP 23 each)]

TREASURE

WITHIN THE PILE (SUCCESSFUL SEARCH [DC 15 PERCEPTION]), THERE ARE 7 PIECES OF DRAGON GLASS (50 GP EACH) AND 4 ELVEN GLASS SHARDS (100 GP EACH).

8 Giant Rats [AC 12, HD 2d6, HP 6, #AT 1, Hit +4, Dam Bite 4 (1d4+2), Pack Tactics (Rats are at advantage if attacking with allies within 5 feet.)]

STR: 8 (-1) INT: 8 (-1) WIS: 8 (-1)

CON: 10 (-) DEX: 14 (+2) CHA: 7 (-2)

CR: ¼ EXP: 50

Type: Small Beast

22.

GWYNETH'S CHAMBER

A bed covered in white furs rests against the southern wall of this room, and a summoning pentagram has been painted onto the main floor, with candles at each point. Several scrolls lay haphazardly on a small desk next to the bed, and a dressing screen obscures the northwest corner of the room.

This is the chamber of the winter witch, Gwyneth, who has become a dark spiritual leader of the hobgoblin band. She is responsible for the frost skeletons that guard the entry, and she's also been distilling life force from captives and using that energy to enhance her physical abilities (which is why her stats are higher than standard). If a party enters the room, she will immediately cast her Charm spell, hoping to win over male allies. As she can't attack the other members of the party

without breaking the spell, she will instruct charmed individuals to defend her and then summon frost skeletons to also defend her each round.

If close to death (10 HP or less), she will attempt to use her powerful Charisma (20) to plea for mercy, pledging to help the party against the hobgoblins if they allow her to live. She will, of course, betray them at the first opportunity.

Winter Witch [AC 5, HD 10, HP 50, #AT 1, D 1–4 (Dagger), Frost Magic, Charm. (EXP 1,780)]

TREASURE

SHE CARRIES A RING OF PROTECTION +2, AS WELL AS BOOTS OF THE NORTH [BOOTS OF THE WINTERLANDS].

Winter Witch [AC 15, HD 8d8+24, HP 48, Initiative +3, #AT 2, Hit +3, Dam Dagger 4 (1d4+2), Frost Magic (provides a number of d6s as she has in hit dice to use on offensive spells (like 8d6 ice missiles) or in healing (8d6 ice regeneration) or summoning (up to 8d6 in the undead) per turn. This power can be broken up between any of the three options in a single turn. Charm (The witch can utilize a powerful Charm ability (as spell) to win male servants to her side. This effect fades immediately if the witch attacks any of the charmed individual's allies.)]

STR: 15 (+2) INT: 18 (+4) WIS: 18 (+4)

CON: 16 (+3) DEX: 15 (+2) CHA: 20 (+5)

CR: 5 EXP: 1,800

Type: Medium Humanoid

23.

CHAMBER OF TORTURE

An iron maiden (covered in frost), wall chains, and a rack are all in this room. The floor is stained with blood, and frosted and

decomposed body parts have been piled into a large barrel in the southeast corner of the room.

Nothing but torture equipment is of value in this room.

SECRET DOOR

A secret door can be found on the eastern wall. It is discovered on a standard Search check [DC 14] and leads to Room 18.

24.

HOBGOBLIN MESS AND TRAINING

This large L-shaped room has the southern end covered in fresh earth, much of it stained in blood. In the northern end, a few weapons racks stand, as well as a small iron anvil with several saw-blade swords sitting next to it.

Only two hobgoblins are currently in this room although both are armed and prepping for combat as they were about to spar.

2 Hobgoblin: Ice Raiders [AC 4, HD 5+5, HP 30, #AT 3/2, D (1–10) (Ripper Saw), Northern Feet. (EXP: 630 each)]

TREASURE

11 GOLD PIECES EACH

2 Hobgoblin: Ice Raiders [AC 16, HD 5d10+15, HP 40, Initiative +2, #AT 2, Hit +5, Dam Ripper Saw 8 (1d10+3), Multiattack (2 Ripper), Pack Tactics, Northern Feet (If attacking while on ice or snow, the hobgoblin is considered +1 to hit and damage.)]

STR: 16 (+3) INT: 12 (+1) WIS: 11 (–)

CON: 16 (+3) DEX: 15 (+2) CHA: 10 (–)

CR: 2 EXP: 450

Type: Medium Humanoid

25.

HOBGOBLIN BARRACKS

Mats cover the floor of this room, and a trimmed-down barrel is filled with excrement. Some small bone piles are sitting around the mats, as well as rolled furs and a few spare weapons.

The bulk of the hobgoblin force is typically arrayed around the dungeon, so at any one time, there are only a handful of raiders sleeping here. Currently, three hobgoblins are asleep in this room, and even if combat takes place outside, there is a 70% chance they are still sleeping when the room is opened as the sounds of fights and screams are commonplace in the prison.

3 Hobgoblin: Ice Raiders [AC 4, HD 5+5, HP 30, #AT 3/2, D (1–10) (Ripper Saw), Northern Feet. (EXP: 630 each)]

TREASURE

10 GOLD PIECES EACH, AND THE ROOM CONTAINS 10 LBS. OF ‘SMALL TREASURE’ WORTH APPROXIMATELY 50 GP AT A TRADING POST (IVORY, RINGS, FUR, GOLD NUGGETS, ETC.)

3 Hobgoblin: Ice Raiders [AC 16, HD 5d10+15, HP 40, Initiative +2, #AT 2, Hit +5, Dam Ripper Saw 8 (1d10+3), Multiattack (2 Ripper), Pack Tactics, Northern Feet (If attacking while on ice or snow, the hobgoblin is considered +1 to hit and damage.)]

STR: 16 (+3) INT: 12 (+1) WIS: 11 (–)

CON: 16 (+3) DEX: 15 (+2) CHA: 10 (–)

CR: 2 EXP: 450

Type: Medium Humanoid

26.

HOBGOBLIN CAPTAIN'S CHAMBER

Two stone pillars flank a sleeping mat and a small brazier filled with warm stones. A post extends from one pillar to store armor, and a chest rests against the western wall, half-covered by a fur.

The hobgoblin lord's lieutenant is stationed here and is currently counting his gold when any characters enter.

Hobgoblin: Ice Raider Captain [AC 4, HD 8+8, HP 64, #AT 2/1, D (1-10+4) (Ripper Saw), Northern Feet. (EXP: 930)]

TREASURE

HE HAS SCALE ARMOR +2, AS WELL AS 170 GOLD PIECES IN A BAG BENEATH HIS TABLE, AND A GOLD NECKLACE WITH A SINGLE LARGE DIAMOND HE CALLS THE 'EYE OF THE NORTH' WORTH 1,000 GOLD PIECES.

Hobgoblin: Ice Raiders Captain [AC 16, HD 8d10+24, HP 74, Initiative +3, #AT 2, Hit +7, Dam Ripper Saw 9 (1d10+4), Multiattack (2 Ripper), Pack Tactics, Northern Feet (If attacking while on ice or snow, the hobgoblin is considered +1 to hit and damage.)]

STR: 18 (+4) INT: 12 (+1) WIS: 11 (-)

CON: 16 (+3) DEX: 15 (+2) CHA: 10 (-)

CR: 3 EXP: 700

Type: Medium Humanoid

27.

DINING HALL

A long table, the top stained with wine, and two benches have been set here. A single chair rests at the western edge of the table,

and a tapestry hangs along the southern wall, but its image has been desecrated by splatters of blood.

Other than a few pieces of spoiled food and spilled wine, there is little of value in the room.

28.

HAREM CHAMBER

Stuffed cushions, fur throws, and sheaves of unfurled silk are cast about this room, and half a dozen human women lay among them, their eyes glazed with opium as the braziers slowly burn the milk of that flower in each corner of the room.

There are seven females in the room: 5 humans, 1 wild elf, and 1 gnome. All are drugged, and they range in Charisma (or Comeliness if you prefer) from 12-18. The elf is a druid, and the gnome is an illusionist although neither can do anything while drugged. They are both 3rd level, and one of the human women is a 4th level ranger.

29.

KITCHEN

A single large fireplace is set into the northeastern wall of this chamber, and a butcher block has been placed against the southern wall. Pots lay around the chamber, and cutting implements stand at attention in the block.

One hobgoblin who is currently serving as the band's chef is working in the kitchen, grumpily slaving over a large cauldron of stew, dropping human fingers into the dark liquid.

1 Hobgoblin: Ice Raider [AC 4, HD 5+5, HP 30, #AT 3/2, D (1–8) (Clever), Northern Feet. (EXP: 630)]

TREASURE

NONE

1 Hobgoblin: Ice Raider [AC 16, HD 5d10+15, HP 40, Initiative +2, #AT 2, Hit +5, Dam Cleaver 6 (1d6+3), Multiattack (2 Cleaver), Pack Tactics, Northern Feet (If attacking while on ice or snow, the hobgoblin is considered +1 to hit and damage.)]

STR: 16 (+3) INT: 12 (+1) WIS: 11 (–)

CON: 16 (+3) DEX: 15 (+2) CHA: 10 (–)

CR: 2 EXP: 450

Type: Medium Humanoid

30. HIDDEN TREASURY

Seven chests and half a dozen bags, as well as furs, rolls of silk, and a barrel of salt are within this secret chamber. A single door made of wood and reinforced with iron bands is set in the northwest side of the room.

The bags in the room are filled with all manner of looted trade goods. Each bag weighs roughly 50 lbs. and has a worth of 100 GP. There are 10 such bags in total. The chests are dispersed among them.

<HEST #1

[Trap: Poison Needle]

Damage 3–12 round 1, and 2–8 round 2

[DC 13 or take 6 (3d4) round 1, and 4 (2d4) round 2]

Locked **[DC 13]**

CONTENTS: THREE BAGS WITH 100 GP IN EACH. 4 POTIONS OF EXTRA-HEALING [GREATER HEALING], IVORY HILTED DAGGER +2.

<HEST #2

Exceptional Lock (-10 Open Locks) **[DC 16]**

CONTENTS: 500 LOOSE SILVER, AND 1,020 LOOSE COPPER. ONE BAG WITH 40 PP. 1 SCROLL CASE WITH THE FOLLOWING SCROLLS: MAGIC MISSILE, SHIELD, MIRROR IMAGE, AND WIZARD LOCK.

<HEST #3

[Trap: Snap Blade]

Damage 2–12 and make a successful save versus petrification or lose 1–4 fingers. **[DC 14 or take 6 (2d6), plus DC 14 Dexterity or lose 2 (1d4) fingers]**

Locked **[DC 13]**

CONTENTS: +2 LONGSWORD, 1 POTION OF FROST RESISTANCE, QUIVER WITH (20) +2 ARROWS, CLOAK OF PROTECTION +1 (WHITE)

<HEST #4

Exceptional Lock (-10 Open Locks) **[DC 16]**

Contents: 3 small bags of gems (10 GP each and 30 gems per bag), 125 platinum pieces in a coffer, Platemail Gauntlets of Protection +2 (act as a Ring of Protection), Floppy Brimmed Wizard's Hat (confers +1 to all saving throws).

<HEST #5

Standard Lock **[DC 12]**

Contents: 470 silver pieces, a silver place setting (200 GP value and weighs 10 lbs.).

<HEST #6

Broken Lock:

CONTENTS: SEVEN BOLTS OF FINE SILK (7 LBS. AND VALUED AT 500 GOLD PIECES), TRIBAL SHAMAN'S MASK (ADDS +1 HD TO ALL SUMMONING SPELLS)

<HEST #7

[Trap: Frost Gas]

Damage 2–12 and make a save versus poison or lose 1 point of Constitution permanently as your lungs are damaged. **[DC 15 Dexterity or take 6 [2d6] damage and then lose 1 point of Constitution permanently]**

Locked **[DC 14]**

CONTENTS: 2 GIANT RUBIES (EACH WORTH 750 GOLD PIECES), DRAGON GLASS SHORT SWORD +2 'FLAMETONGUE' CALLED ICE REAPER

SECONDARY ROOM

A chest lies within, and an axe that glows with crimson energy hangs on the northern wall. The axe is called HallowBright and is a holy weapon, being +1/+3 vs. Chaotic or Evil Creatures.

Chest #1

Standard Lock: **[DC 12]**

Contents: Gem of Brightness, Headband of Intellect, Potion of Cloud Giant Strength.

TRAPPED DOOR

An arrow trap is behind the door that leads to the dining and harem area of the hobgoblin lord's suite. Any thief character that is actively searching for a trap on the door will discover on a successful check (at -15% to their detect traps roll as the trap is well concealed **[DC 18 Perception]**). If the trap is triggered, all characters in the hallway are subject to possible damage. 1–6 spears will launch from behind the open door, each doing 1d6 damage to a randomly rolled character **[DC 10 Dexterity check or suffer 8 (2d8)]**.

31.

HOBGOBLIN LORD'S ROOM

This large room hosts a huge rug made of several animal skins, and a rack of weapons rests against the eastern wall. A human woman, with a collar and chain, lays near the center of the rug, and two mighty lanterns hang from the raised ceiling, providing a golden light to the room. A single door opens to a secondary chamber in the north, but that door is open, and inside, a bed can be seen.

It is likely the hobgoblin lord will be in this chamber as he is preparing for a surprise review of his raiders after taking pleasure with one of his harem, so he is armed for battle. The woman is drugged, a blonde-haired Tundarian tribeswoman with a Charisma of 17.

Hobgoblin: Ice Raider Lord [AC 2, HD 10+10, HP 87, #AT 5/2, D (1–10+6) (Ripper Saw), Northern Feet. (EXP: 1,330)]

TREASURE

RIPPER SAW +2, RING OF PROTECTION +2, FURS OF FROST RESISTANCE (IGNORE 10 POINTS OF FROST DAMAGE PER TURN, AND CAN ACT NORMALLY IN -10 DEGREE TEMPERATURES OR ABOVE)

Hobgoblin: Ice Raiders Lord [AC 18, HD 10d10+40, HP 90, Initiative +3, #AT 3, Hit +9, Damage Ripper Saw 11 (1d10+6), Multiattack (3 Ripper), Magic Blade (+2 Ripper), Pack Tactics, Northern Feet (If attacking while on ice or snow, the hobgoblin is considered +1 to hit and damage.)]

STR: 18 (+4) INT: 12 (+1) WIS: 11 (–)

CON: 18 (+4) DEX: 15 (+2) CHA: 10 (–)

CR: 4 EXP: 1,100

Type: Medium Humanoid

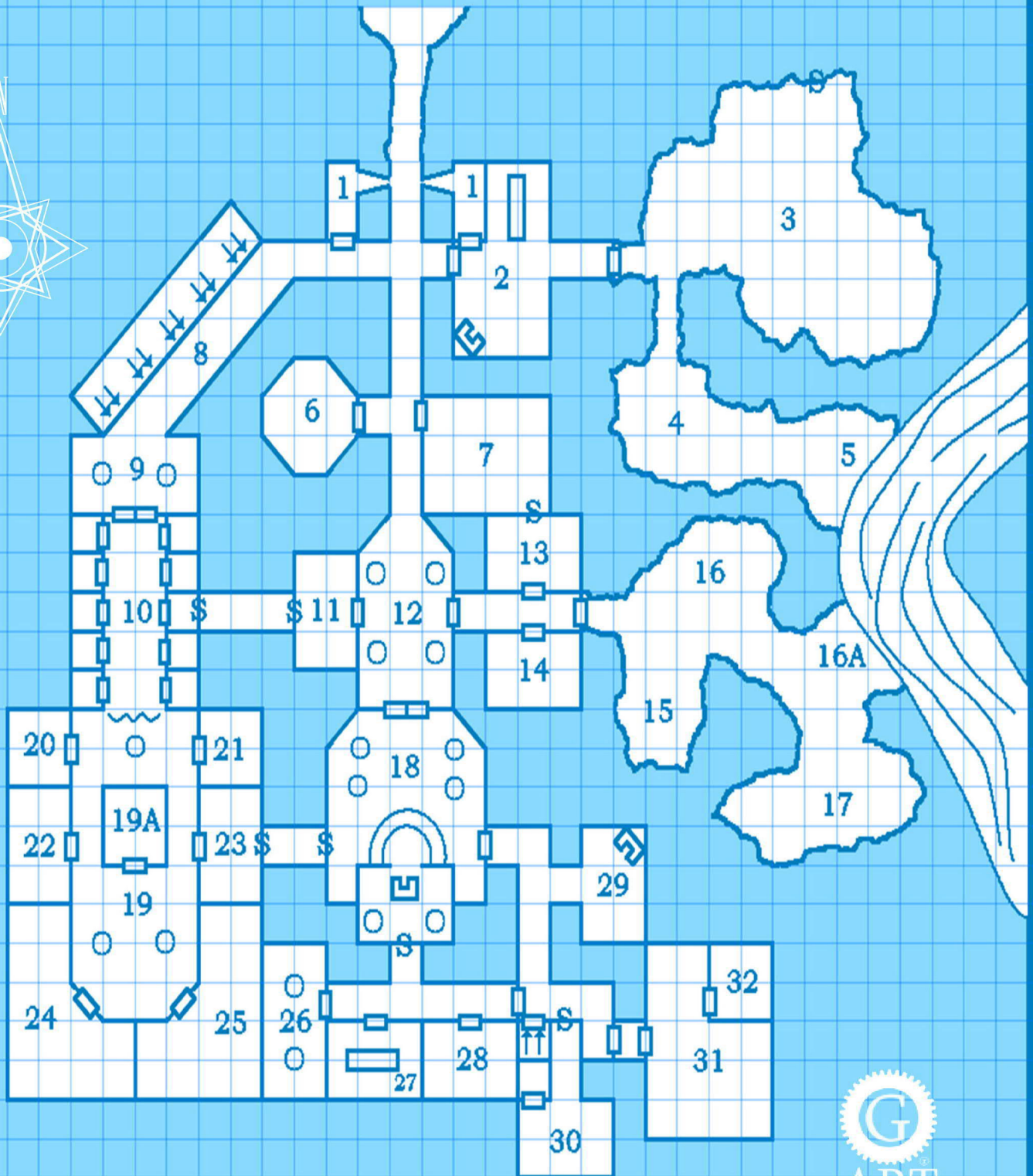
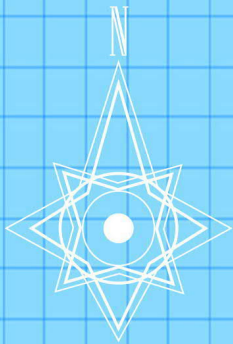
32.

HOBGOBLIN LORD'S BEDCHAMBER

This twenty-by-twenty room is dominated by a bed as well as a dozen animal skins, small ivory statues, and a map that hangs on the western wall that shows a vast amount of territory around the secret hiding hold.

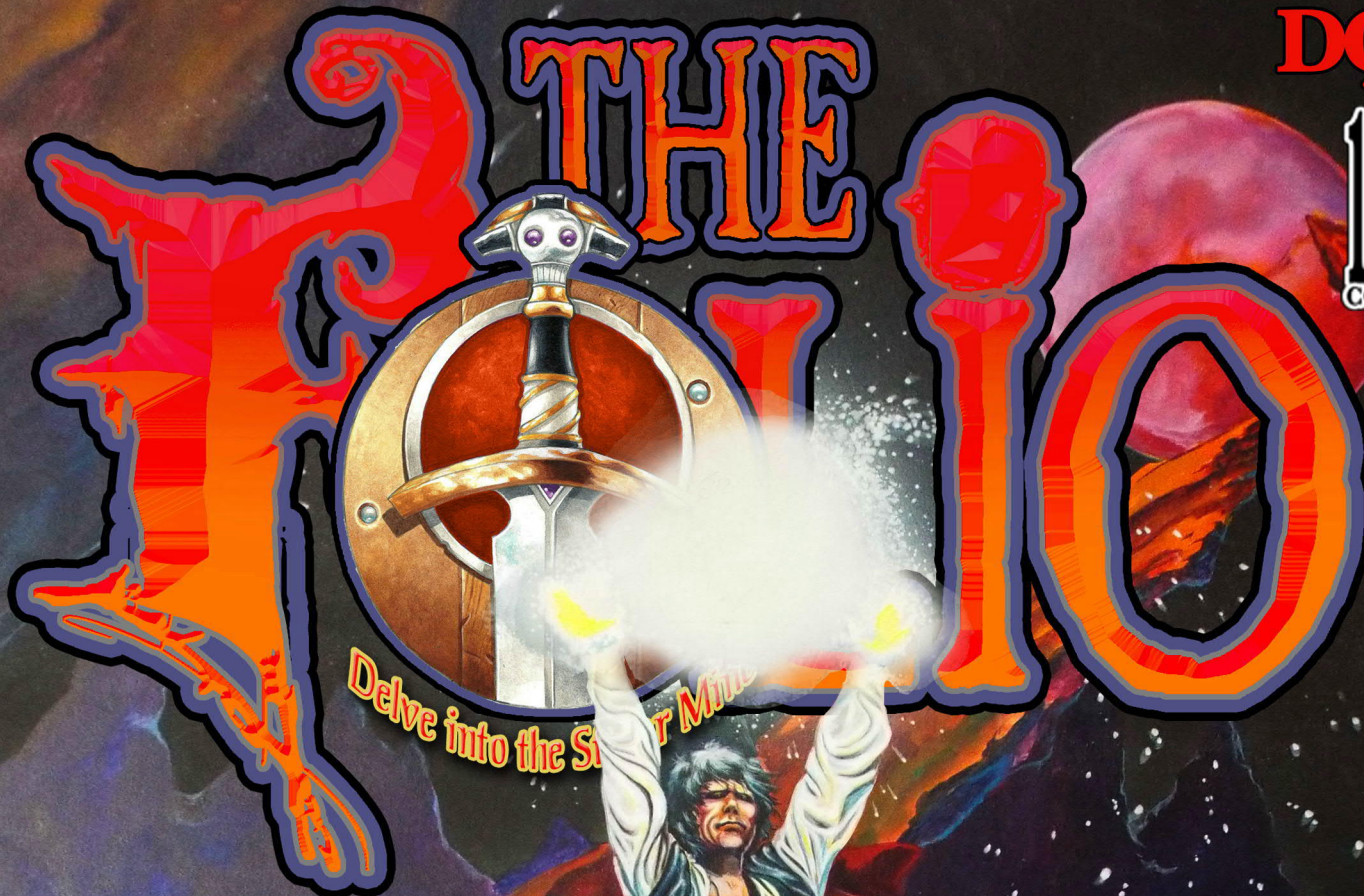
Unless the hobgoblin lord is encountered in this room, there is nothing of particular interest except roughly 500 GP in small ivory statues and the map that could be sold to a ranger or traders guild for up to 50 GP.

THE FOLIO



DQ #4

1E/2E
COMPATIBLE



Delve into the Stellar Mine



THE
NAMELESS
REALMS

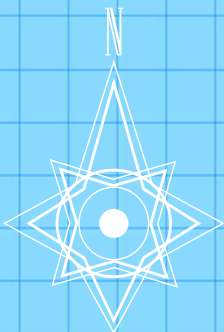
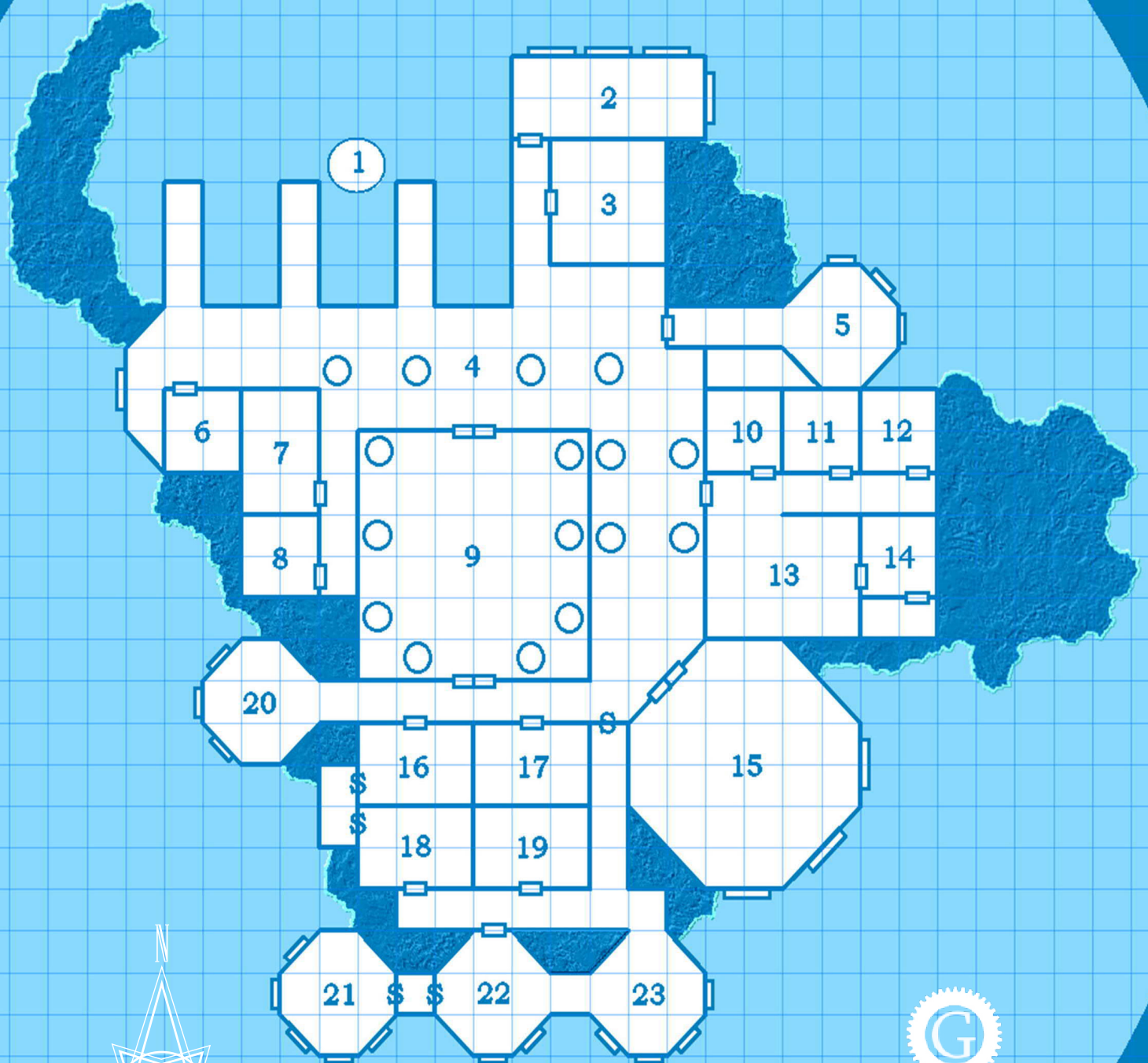
A PLIABLE DUNGEON FOR USE WITH ANY
FANTASY SANDBOX FOR CHARACTERS LEVEL 3-5.

UN2 The Delve into the Stellar Mine

New Monster: Stellar Haunt

Gazetteer: NRUN2 Optional Setting Environments

THE FOLIO



SHIP MANIFEST

UN2 Delve into the Stellar Mine

Imagine the Possibilities

When I sat down to create this adventure, I, of course, had SpellJammer on my mind. Now, that isn't to say that this module has to be played with the old AD&D 2nd Edition setting, just that I've built it in such a way that it fits nicely. For DMs using this adventure, I suggest playing up its astrological nature and customizing it into a setting you desire (if you don't do SpellJammer).

If you are playing a SpellJammer adventure, I've placed SpellJammer-specific text after the base room descriptions, so you can also read that to the players; otherwise, you can just skip over those italicized passages.

Optional Setting Environments

Space

If utilizing the SpellJammer setting for this module, the bulk of descriptions go right along with that genre. You can always add other wrinkles, including some setting-specific creatures, but I think on the whole this module is set up for your purposes without much modification.

Underdark

This is a very fun concept that I've toyed with as I put the module together. Okay, first things first, you'd have to decide if the 'Hall' is actually a drow structure, or if it was created by a surface race such as dwarves, or more likely surface elves as a mithril mine. Whatever the case, the interior would be more refined, and although the drow would obviously utilize darker stones and maybe have a few grotesque statues or murals, the effects on the interior wouldn't be much. The real difference would be that the window in the various nodes would look out into a vast underground vault that glows with crystals, phosphorescent lichen, and strange giant mushroom forests. The views here could be very spectacular, so keep that in mind.

Sky Mine

Another option is placing this inside a planet's atmosphere as a creation of a cloud giant, like a floating fortress in the clouds. Utilizing this angle, you can set the structure anywhere and have incredible vistas from its windows looking down on the surface of the planet, even seeing landmarks that characters might recognize. The only drawback would be having to write in how the characters 'sailed' to the structure, but if you have sky ships already in your sandbox, then you are all set.

Jungle Observatory

One of my favorite settings is always the mysterious islands in some distant archipelago. If you are ever

exploring an island on an adventure, especially something lower level like Isle of Dread (or even Folio #14 would be cool), this is a perfect 'aside' adventure that can be placed on a high volcanic mountain amid the misty clouds that characters can climb to. You can mix in island décor inside and have the windows overlooking incredible volcanic jungle valleys with huge waterfalls and pre-historic birds swooping through the area.

Greater NPC Notes

Stellar Haunt

It is important to note that I have NOT put a location for the stellar haunt in this module. This is a special creature that can be used to constantly keep the players on their toes, appearing and attacking at any time—multiple times—and be used for jump scares. The DM has full reign to do with the haunt as he or she chooses, so keep that in mind!

Bryanna of Loriathil

This lovely young half-elf was recruited by the lord to be a participant in his twisted sex games with his wife, but Bryanna was a studious young apprentice who refused his advances and was contemplating leaving the lord's service before he decided he might need a more 'forceful' means to make her a part of his and his wife's games. It was for her that the lord attempted the spell that was the doom of this astrological site. Bryanna is a smart and kind soul, has studied illusion and astrology (she is a 3rd level illusionist [wizard with illusion specialization]), and has a great deal of knowledge concerning the cosmos. Although completely in shock when she is found (to the point of not being able to speak), she is resilient and might become an NPC member of the party if rescued (or even turned into a PC if someone wants). Her elven heritage is up to the DM (what brand of elf genus she is depending on the campaign).

New Monster

Stellar Haunt

Chaotic Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 5

HD: 10

Move: 12"

No. of Attacks: 1

Damage/Attack: 1–8 (Star Knife)

Special Attacks: Star Magic, Dark Presence

Special Defense: Ethereal Nature

(25% Miss Chance)

Magic Resistance: 25%

Intelligence: High

Size: M (6')

Psionic Ability: Nil

% in lair: 60%

Treasure Type: H

Climate Zone: A

Experience: 1,700+14/hp

History

Said to be the spirits of things from 'beyond the stars', these horrifying creatures can take many forms, sometimes mimicking human beings and other times being terrible tentacle creatures covered in ectoplasmic slime. They are known to inhabit places that delved in alienist practices and have been discovered on derelict ships, old observatories, and astrological laboratories.

Nature

The haunts hunt with something referred to as a 'star knife', a blazing white-plasma blade that the creatures produce from their own ether.

They also employ a supernatural 'magic' that manifests as heat and can be used for various things including creating lesser versions of themselves. Whenever one of these creatures is present, the air around it grows terribly cold, and there is an 'event horizon' that slows time, making it difficult to move when in close proximity to it. This Dark Presence effect also provides it with an ethereal quality and magic resistance as it seems to slip in and out of the current timeline.

Special Abilities

1.

Star Magic

The haunt gets a number of d6s equal to its hit dice to use on offensive spells (like 8d6 star-stuff (heat/radiant) missiles) or in healing (8d6 celestial regeneration) or summoning (up to 8d6 HD in the tentacle monstrosities) per turn. This power can be broken up between any of the three options in a single turn.

2.

Dark Presence

The air around the haunt turns cold, and the world dims. Anyone within 20' of the haunt must make a successful saving throw vs. petrification or be considered under the effects of a Slow spell for 1d4+1 rounds.

DELVE INTO THE STELLAR MINE

An adventure for 6–8 characters, levels 3–5

Introduction

This adventure provides roughly six (6) 3rd level characters (or higher) with everything they need to delve into an abandoned hall.

The Story

The party has been contacted by an outside source to investigate a site that ‘all contact was lost a week ago’. You can play this one as a kind of ‘Aliens’ mode, paying the party as outside contractors if the DM has a sense of what money, and salvage rights, might motivate them to investigate.

The dungeon was created with astrology in mind, and there are many rooms with ‘observation’ windows in them. If you are using this adventure in a space setting, then you should get great vistas of the cosmos from them. If not, you can simply remove the windows from play. I’ve created the adventure so it could easily be set in an elven mining outpost (perhaps even in the Underdark), and the observation windows can look out into a vast underground vault filled with glowing fungi, underground lakes and rivers, and mineral veins that the elves were mining.

As the entry point for the adventure is a dock, this can either be utilized for spelljamming vessels, or the party can simply enter in standard boats, making the dock actually a part of a river or lake system.

The Corruption

The lord of this astrological site was obsessed with what he and his wife called ‘rough play’, and at the end, this cost him dearly. He attempted a spell of summoning that would provide him the power to control otherworldly tentacles, but that didn’t go well, and he was consumed by the mental powers of an alternate universe intelligence. His madness quickly turned to full-on corruption, and the possessed body of the lord made quick work of his support staff, his wife, and his guards, but some visage of what remained of the former lord held out for his final ‘victory’ over his apprentice, so she was saved for last. Now the entire site is filled with undead and corruption, and only a small salvage team of star goblins alive within, their purpose to loot and then get out quickly.

Before Entry

You walk down an incline into a stone chute, its walls covered in frost and ice long ago, making the entire structure seem like an ice cavern. Farther in, the bright light of the polar sun on snow gives way to murky darkness, and the crack of ice can be heard as your footfalls echo into the interior...

The Astrological Hall

1.

Greater Dock

Three stone docks, each thirty feet long with a twenty-foot-wide birth, are cloistered within a cavernous opening. Greenish glowing lanterns, suspended from the cavern ceiling, illuminate a large dock-work beyond the moorings.

Lurking behind boxes, barrels, and pylons are 6 star skeletons, their bones having been turned black and covered with small twinkling specks of light or dust. They attack in a group once characters have debarked from their vessel.

6 Star Skeletons [AC 7, HD 1, HP 6, #AT 1, D 1–8 (Blade), ½ damage slashing, ¼ damage piercing. EXP: 36 (each)]

TREASURE

NONE

6 Skeletons [AC 13, HD 2d8+4, HP 13, Initiative +2, #AT 1, Hit +4, Dam Blade 5 (1d6+2), Damage Vulnerability (Bludgeoning)]

STR: 14 (+2) INT: 6 (-2) WIS: 10 (-)

CON: 11 (-) DEX: 12 (+1) CHA: 7 (-2)

CR: 1/4 EXP: 50 (Each)

Type: Medium Undead

2.

Forward Observation Chamber

This long room is fifty feet across and twenty feet deep with two low tables and a dozen chairs decorating it. Four massive observation windows, three facing north and one facing east, give views of the exterior of the outpost.

Beyond the windows, an incredible starscape stretches out into the glowing wisps of ether from the distant nebula forge.

Within this chamber at the far eastern side, a mound of dark purplish flesh rests in a knees-to-chest pose. At first glance when entering the chamber, it is somewhat disguised by the window and light beyond; however, once characters are ten feet into the room, it will rise up,

towering some nine feet. Similar to a flesh golem, this animated behemoth will try to crush anything living that enters the room, swinging huge swollen fists. It looks like a decaying ogre or half-giant, with eyes that are black and filled with stars.

1 Flesh Behemoth [AC 9, HD 14, HP 40, #AT 2, D 2–16 (Slam), +1 or better weapon to hit. EXP: 4,400]

TREASURE

NONE

1 Flesh Behemoth [AC 9, HD 11d8+44, HP 93, Initiative +2, #AT 2, Hit +7, Dam Slam 13 (2d8+4), Multiattack (2 Slams)]

STR: 19 (+5) INT: 6 (-2) WIS: 10 (-)

CON: 18 (+4) DEX: 9 (-1) CHA: 5 (-3)

CR: 5 EXP: 1,800

Type: Medium Construct

3.

Guard Room

This large thirty-foot-square room has been partitioned off with makeshift walls, and the smell of sweat, alcohol, and food is prevalent in the air. The wooden partitions are roughly six feet high, and create ‘rooms’ within the interior that are difficult to see into and give the entire room a maze-like appearance.

There are 5 star goblins in this room, part of a ‘skimmer’ crew here to loot the asteroid. They are black-skinned and hobgoblin sized, with glowing green eyes. They are all cutthroat pirates with no desire to parley. Once the party enters, an indistinguishable

noise will quickly die away (the pirates have also heard the party unless they were all sneaking), and combat will ensue once the party fully starts exploring.

5 Star Goblins [AC 4, HD 1+1, HP 8,
Dam 1-8]

TREASURE

35 GP PER GOBLIN. ONE GOBLIN HAS JUST DISCOVERED A BIT OF PLATINUM WITHIN A GUARD'S ROLL THAT IS WORTH 100 GP.

5 Star Goblins [AC 18, HD 2d8+2, HP 11, Initiative +2, #AT 1, Hit +3, Dam Longsword 6 (1d10+1), Martial Advantage (once per round, can deal an extra 7 (2d6) to a creature within 5' of and ally)]

STR: 13 (+1) INT: 10 (-) WIS: 10 (-)

CON: 12 (+1) DEX: 12 (+1) CHA: 9 (-1)

CR: 1/2 EXP: 100

Monster Type: Medium Humanoid

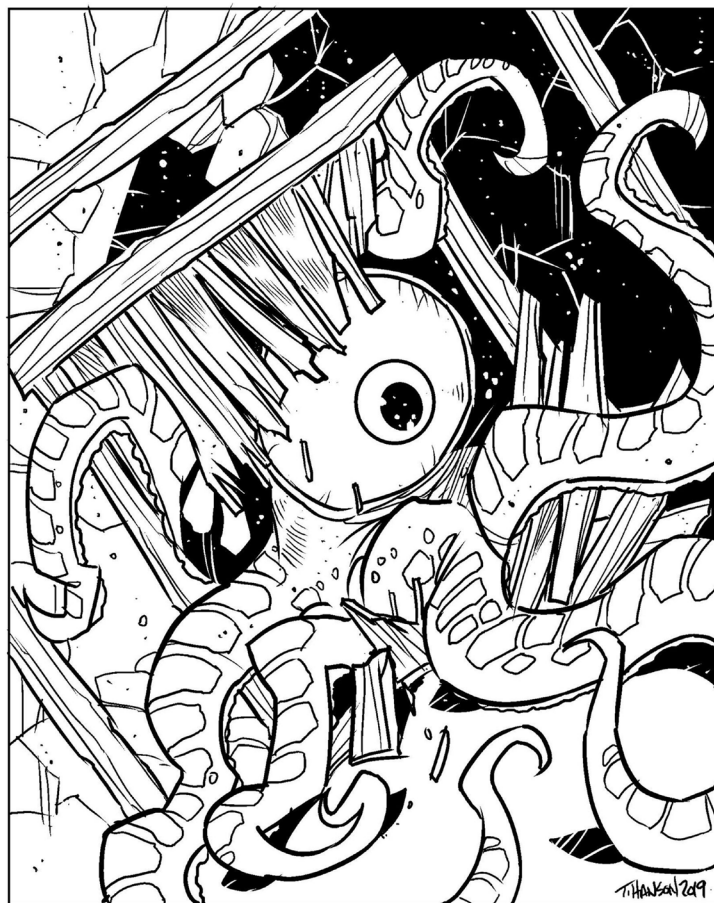
4.

Entry Court

A massive stone dock runs the length of this huge entry with basalt support columns running the length and green glowing lanterns the size of a man hanging some thirty feet overhead. Half a dozen doors are visible as are at least two halls that lead deeper into the interior.

Another 8 star skeletons lurk behind the pillars in this area, and they will attack once the party begins exploring the area.

8 Star Skeletons [AC 7, HD 1, HP 6, #AT 1, D 1-8 (Blade), 1/2 damage slashing, 1/4 damage piercing. EXP: 36 (each)]



TREASURE

NONE

8 Star Skeletons [AC 13, HD 2d8+4, HP 13, Initiative +2, #AT 1, Hit +4, Dam Blade 5 (1d6+2), Damage Vulnerability (Bludgeoning)]

STR: 14 (+2) INT: 6 (-2) WIS: 10 (-)

CON: 11 (-) DEX: 12 (+1) CHA: 7 (-2)

CR: 1/4 EXP: 50 (Each)

Type: Medium Undead

5.

Dock Keeper's Chamber

A shelf runs the length of the corridor leading into the octagonal room beyond. Scrolls and books cover the shelf, along with bits of metal, ore, and a few raw gemstones. Three large windows are present on the eastern,

northeastern, and northern walls of the room, providing views beyond. A small bed, chest, and writing table are within as well, and a fine rug covers the floor.

The windows provide another impressive view of the nebula tendrils, and through the eastern window, a glowing orange and violet coalescence deep within the cloud can be seen.

Within the room, a horror from beyond spawn hides behind the bed. This was once an elf but is now a corrupted thing: purple-skinned, black-eyed, and howls with a chilling scream whenever it attacks.

1 Horror from Beyond Spawn [AC 5, HD 11, HP 66, #AT 2, D 1–10 (Claw) and 2–16 (Bite), +1 or better weapon to hit, Regeneration (5 HP at the start of its round), Horrible Scream (save vs. petrification or be stunned 1 round). EXP: 530]

TREASURE

SPYGLASS OF TRUE SIGHT HAS BEEN CAST BENEATH THE BED.

1 Horror from Beyond Spawn [AC 15, HD 11d8+33, HP 82, Initiative +5, #AT 2, Hit +6, Dam Claw 8 (2d4+3) and Bite 6 (1d6+3) + Necrotic 7 (2d6), Multiattack (1Claw/1 Bite), Regeneration (regains 10 HP at the start of its turn), Horrible Scream (DC 16 Constitution or lose 1 attack per round), Damage Resistance (nonmagical)]

STR: 16 (+3) INT: 11 (–) WIS: 10 (–)

CON: 16 (+3) DEX: 16 (+3) CHA: 12 (+1)

CR: 5 EXP: 1,800 (Each)

Type: Medium Undead

6.

Worker's Room

This twenty-by-twenty square room is filled with sleeping pallets, eating utensils and bowls, and a few scattered sacks. The room contains a heavy scent of old musk. Several figures now mill about the area, each turning toward you as you open the door.

More star skeletons are in residence here.

5 Star Skeletons [AC 7, HD 1, HP 6, #AT 1, D 1–8 (Blade), ½ damage slashing, ¼ damage piercing. EXP: 36 (each)]

TREASURE

3 WHITE ‘STAR’ PEARLS (300 GP EACH) ARE HIDDEN WITHIN ONE OF THE SLEEPING MATS, BUT A SUCCESSFUL SEARCH (1 IN 6) [DC 16] IS REQUIRED TO FIND THEM.

5 Star Skeletons [AC 13, HD 2d8+4, HP 13, Initiative +2, #AT 1, Hit +4, Dam Blade 5 (1d6+2), Damage Vulnerability (Bludgeoning)]

STR: 14 (+2) INT: 6 (–2) WIS: 10 (–)

CON: 11 (–) DEX: 12 (+1) CHA: 7 (–2)

CR: 1/4 EXP: 50 (Each)

Type: Medium Undead

7.

Storage

Crates have been stacked high in this long room, and a central walkway separates the stacks. There is little light within the room, however, as one of the upper lanterns has burned out, slipping the room into a shadowed gloom.

Two phase spiders have taken up residence in this room after killing the captain of the guard. His body still rests toward the back of the room. These work spiders don't actively use webs. They, instead, stalk their prey from the ethereal and 'jump' out together to attack until they poison their victim. They then return to the ethereal and wait for their prey to weaken or die.

2 Phase Spiders [AC 7, HD 5+5, HP 25, Dam 1-6 (Poison), Poison (-2 to saves, 2-20 round 1, 1-10 round 2), Phase (can go 'out of phase' into the ethereal for up to 7 rounds) EXP: 390 (each)]

TREASURE

WITHIN THE ROOM, A DEAD ELVEN CAPTAIN OF THE GUARD HAS BEEN DRAINED OF ALL BLOOD. HE WEARS AN ELVEN CHAIN SHIRT AND CARRIES A +2 ELVEN LONGSWORD AT HIS SIDE.

2 Phase Spiders [AC 13, HD 5d8+5, HP 25, Initiative +2, #AT 1, Hit +3, Dam Bite 6 (1d10+1), Poison (DC 16 Constitution or take 7 (2d6+1) damage for two turns), Out of Phase (disadvantage on all attacks against this creature)]



STR: 13 (+1) INT: 10 (-) WIS: 10 (-)

CON: 12 (+1) DEX: 12 (+1) CHA: 9 (-1)

CR: 2 EXP: 450 (each)

Monster Type: Medium Monstrosity

8.

Armory

The heavy door gives way, and just beyond, a large room houses eighteen suits of armor, two dozen spears, half that many swords, and several helmets and shields. Six dark-skinned goblinoids are within the room, most inspecting weapons and armor as they turn toward the sound of your entry.

More star goblins are within the armory searching for better weapons. Once anyone opens the door, they will attack on sight.

6 Star Goblins [AC 4, HD 1+1, HP 8, D1-8]

TREASURE

20 GP PER STAR GOBLIN. THE LEADER HAS A +2 SHORT SWORD.

6 Star Goblins [AC 18, HD 2d8+2, HP 11, Initiative +2, #AT 1, Hit +3, Dam Longsword 6 (1d10+1), Martial Advantage (once per round, can deal an extra 7 (2d6) to a creature within 5' of and ally)]

STR: 13 (+1) INT: 10 (-) WIS: 10 (-)

CON: 12 (+1) DEX: 12 (+1) CHA: 9 (-1)

CR: 1/2 EXP: 100

Monster Type: Medium Humanoid

9.

Hall of the Celestial Lord

Ornate double doors open into this vast, vaulted hall. High above, incredible frescos cover the ceiling, and huge magical lamps provide light upon the pillared interior. The floor is made of inlaid marble, and the entire breadth of the hall might comfortably house a hundred guests at tables or act as an open dance floor.

A denizen of the 'other space' is temporarily lairing here. This dark creature, a star wraith, resembles a human but 'leaks' black mist that seems to constantly obscure its form.

1 Star Wraith [AC 4, HD 5+3, HP 33, #AT 1, D 1–6 (Touch), Silver or +1 weapon to hit, Energy Drain (1 HD/level is drained per hit). EXP: 530]

TREASURE

NONE

1 Star Wraith [AC 13, HD 9d8+27, HP 67, Initiative +5, #AT 1, Hit +6, Dam Touch 21 (4d8+3), Life Drain (each necrotic touch attack requires a DC 14 Constitution save or the victim's HP total is reduced by the damage taken and added to the star wraith's hit point total), Create Specter, Incorporeal Movement, Sunlight Sensitivity (at disadvantage if in sunlight on all attacks)]

STR: 6 (-2) INT: 12 (+1) WIS: 14 (+2)

CON: 16 (+3) DEX: 16 (+3) CHA: 15 (+2)

CR: 5 EXP: 1,800

Type: Medium Undead

10.

Servants Room

This square room is home to dozens of mats on the floor and several hammocks that are strung from the walls to poles set into the stone floor. Various mundane daily items have been set atop the mats, and a large wash basin is against the northern wall of the room. Amid the mats are shambling creatures that might have once been elves or humans but are now purplish with small tentacles and corruption coming off of them.

These creatures are horror corrupted zombies, victims of the dark presence of the lead horror from beyond. They are still undead although turning attempts will not work against them because of their 'other-dimensional nature'.

5 Horror Corrupted Zombies [AC 7, HD 4, HP 24, #AT 1, D 2–8 (Slam), Slow (always attack last in a melee round). EXP: 157 (each)]

TREASURE

NONE

5 Horror Corrupted Zombies [AC 13, HD 4d10+4, HP 24, Initiative +2, #AT 1, Hit +4, Dam Slam 7 (1d8+3)]

STR: 16 (+3) INT: 6 (-2) WIS: 10 (-)

CON: 12 (+1) DEX: 10 (-) CHA: 7 (-2)

CR: 1 EXP: 200 (Each)

Type: Medium Undead

11.

Head Butler Room

Three large beds, all big enough for two people, dominate this twenty-foot-square room. A chest has been placed at the foot of each bed, and a single writing desk is against the wall next to the door.

Another of the horror from beyond spawn is here. He was once the lead butler for the site, but now is a mad thing, and will hide behind the door as it is opened and then spring out to attack the last person entering the room unless a good party search is happening as they enter.

1 Horror from Beyond Spawn [AC 5, HD 11, HP 66, #AT 2, D 1–10 (Claw) and 2–16 (Bite), +1 or better weapon to hit, Regeneration (5 HP at the start of its round), Horrible Scream (save vs. petrification or be stunned 1 round). EXP: 530]

TREASURE

COAT OF CHARISMA (THIS LONG, DARK DRESS COAT BESTOWS +2 TO THE CHARISMA SCORE OF ANYONE WHO WEARS IT.)

1 Horror from Beyond Spawn [AC 15, HD 11d8+33, HP 82, Initiative +5, #AT 2, Hit +6, Dam Claw 8 (2d4+3) and Bite 6 (1d6+3) + Necrotic 7 (2d6), Multiattack (1Claw/1 Bite), Regeneration (regains 10 HP at the start of its turn), Horrible Scream (DC 16 Constitution or lose 1 attack per round), Damage Resistance (nonmagical)]

STR: 16 (+3) INT: 11 (–) WIS: 10 (–)

CON: 16 (+3) DEX: 16 (+3) CHA: 12 (+1)

CR: 5 EXP: 1,800 (Each)

Type: Medium Undead

12.

Cold Storage

Tendrils of frost creep out beyond the frame of this door, and inside the room, it is cold enough to see one's breath. Meat hangs here, as well as other foodstuffs best left cold.

There is nothing of value in this room unless the party is looking for preserved food.

13.

Kitchen

Five large butcher block tables and three fireplaces are the greater decorations of this large, smoky-walled kitchen. Pots, pans, and other cookware are upon the tables, and a large water cistern is against the western wall. A single door in the eastern wall is the only exit.

The kitchen is empty of all enemies.

14.

Chef's Room

Recipes cover the walls of this room and surround a mat on the floor along with stacks of pots, pans, and knives. A single door is along the southern wall, but five shambling creatures surround it.

Closet

This large room acts as a water closet that has a water cistern above for both a shower and washable latrine. The chef is within although he is dead and

smells to high heaven, thus bringing the zombies looking for his rotting corpse.

5 Horror Corrupted Zombies [AC 7, HD 4, HP 24, #AT 1, D 2–8 (Slam), Slow (always attack last in a melee round). EXP: 157 (each)]

TREASURE

+1 KNIFE (THIS PRIZED POSSESSION HANGS FROM THE APRON OF ONE OF THE ZOMBIES, PREVIOUSLY THE LESSER CHEF.)

5 Horror Corrupted Zombies [AC 13, HD 4d10+4, HP 24, Initiative +2, #AT 1, Hit +4, Dam Slam 7 (1d8+3)]

STR: 16 (+3) INT: 6 (-2) WIS: 10 (-)

CON: 12 (+1) DEX: 10 (-) CHA: 7 (-2)

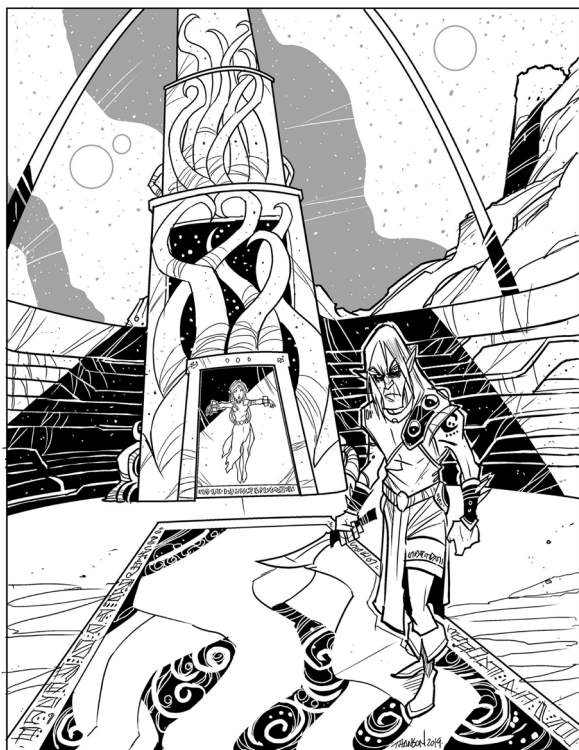
CR: 1 EXP: 200 (Each)

Type: Medium Undead

15.

Grand Astrological Chamber

This massive octagonal hall has three enormous windows opening to the east and south. A central spire rises



up from the floor, and the original stonework that once decorated it has been despoiled with painted green tentacles that snake from the floor all the way to the domed ceiling. Within the spire, a female elf hangs by her arms, white wisps of a dress hang from her thin frame, and a sickly green mist rises up from beneath her.

The view from the windows show an impressive starscape of the nebula tendrils, the colors almost drifting into the interior, distorting the light.

The central spire is actually a telescope, and if you stand beneath it, you can get an up-close look at the nebula. If you are playing a non-space adventure, you could also say this is a massive drill shaft.

The ‘boss’ of this module, something known as an alternate dimension horror from beyond, lurks on the far side of the spire. Like a kind of ‘space vampire’, this creature has inhabited the body of the fallen elven astrologer and has been killing and corrupting the entire crew of this site, saving the maiden astrologer apprentice Bryanna of Loriathil as his final victim. As the characters enter, he will cast a summoning that will bring forth 5 green tentacles (one each round) from below the spire and then step out, a wicked elven blade in one hand.

1 Alternate Dimension Horror from Beyond [AC 2, HD 11, HP 66, #AT 3, D 1–10 (Blade) and 2–16 (Bite), +1 or better weapon to hit, Regeneration (10 HP at the start of its round), Bite Corruption (if struck by the bite, save vs. poison or lose 1–4 Constitution). EXP: 530]

TREASURE

+2 ELVEN SHORT SWORD

1 Alternate Dimension Horror [AC 18, HD 11d8+33, HP 82, Initiative +5, #AT 3, Hit +7, Dam Blade 7 (1d6+4) and Bite 7 (1d6+4) + Necrotic 7 (2d6), Multiattack (2 Blade/1 Bite), Regeneration (regains 15 HP at the start of its turn), Damage Resistance (nonmagical), Bite Corruption (DC 17 Constitution or lose 4 (2d4) point of temporary constitution.)]

STR: 18 (+4) INT: 11 (-) WIS: 10 (-)

CON: 16 (+3) DEX: 16 (+3) CHA: 12 (+1)

CR: 5 EXP: 1,800 (Each)

Type: Medium Undead

Each summoned tentacle has 10 HP and will attack Bryanna (the hanging elf) unless otherwise occupied. They do 1d4 necrotic damage per hit, and Bryanna has 10 HP.

Hall Secret Door

This door is activated by moving a basalt panel on the wall, standard chance to find (1 in 6) **[DC 16]**. Beyond, the hall leads to the private research area of the lord of the outpost. The walls within are slightly curved inward, and there are definite signs of combat throughout.

16.

Lord's Chamber

Accoutrements of wealth decorate this lavish chamber, and a seemingly lifetime of odd trinkets lining various shelves provide a glimpse into the collector's psyche. A large bed, formed as from a single growing vine, dominates the eastern wall, and a marble covered desk is against the west.

Although no enemies reside in this room, there are several 'objects d'art' within that total 3,000 GP to the right buyer.

Secret Door

The secret door is activated by moving the desk along a slider in the floor, standard chance to find (1 in 6) **[DC 16]**. This secret door leads to a small passage that opens into the Science Lab (Room 18).

17.

Lady's Chamber

Dominated by a violet paint that seems to shrink the impressive size of this chamber, the room is scented in lavender and home to a bed made of tangled wildflowers. A large mirror and dressing screen are to the west of the bed, and a claw-foot ceramic tub is against the eastern wall.

The once 'Lady of the Site' is within, hiding behind the wildflowers in her bed. She has been fully corrupted by the horror from beyond and will attack anyone getting within 10 feet of her bed.

1 Horror from Beyond Spawn [AC 5, HD 11, HP 66, #AT 2, D 1-10 (Claw) and 2-16 (Bite), +1 or better weapon to hit, Regeneration (5 HP at the start of its round), Horrible Scream (save vs. petrification or be stunned 1 round). EXP: 530]

TREASURE

PLATINUM & DIAMOND NECKLACE (1,000 GP IN VALUE), NIGHT DRESS OF CONSTITUTION (AN ITEM MADE TO PREVENT SICKNESS, IT CAN ALSO BE USED TO SUSTAIN STAMINA IN LOVEMAKING. +2 CONSTITUTION TO ANYONE WEARING IT.)

1 Horror from Beyond Spawn [AC 15, HD 11d8+33, HP 82, Initiative +5, #AT 2, Hit +6, Dam Claw 8 (2d4+3) and Bite 6 (1d6+3) + Necrotic 7 (2d6), Multiattack (1Claw/1 Bite), Regeneration (regains 10 HP at the start of its turn), Horrible Scream (DC 16 Constitution or lose 1 attack per round), Damage Resistance (nonmagical)]

STR: 16 (+3) INT: 11 (–) WIS: 10 (–)

CON: 16 (+3) DEX: 16 (+3) CHA: 12 (+1)

CR: 5 EXP: 1,800 (Each)

Type: Medium Undead

18.

Science Lab

Massive tubes and beakers, most filled with dark liquid and swirling with inner fire or even animalistic shapes, cover huge marble tables in this room. A large chest made of black wood and framed with bronze bands rests against the eastern wall.

The items within are of little value to anyone but a serious alchemist, and the lab itself is too fragile and large to be transported. The chest is actually a large mimic, and it awaits anyone foolish enough to try to open it.

1 Mimic [AC 7, HD 10, HP 60, #AT 1, D 3–12 (Slam), Glue (save vs. petrification or be stuck to the mimic). EXP: 980]

TREASURE

NONE

1 Mimic [AC 12, HD 9d8+18, HP 58, Initiative +2, #AT 1, Hit +5, Dam Bite 7 (1d8+3), Stealth (+5), Adhesive (DC 13 escape or be held to the

creature), Grappler (advantage on any attack rolls with a grappled creature), Pseudopod (7 (1d8+3) piercing and 4 (1d8) acid)]

STR: 17 (+3) INT: 5 (–3) WIS: 13 (+1)

CON: 15 (+2) DEX: 12 (+1) CHA: 8 (–1)

CR: 2 EXP: 450

Type: Medium Monstrosity

Secret Door

A secret door is housed behind a bookshelf and has a standard chance to find (1 in 6) **[DC 16]**. It leads to the Lord's Chamber.

19.

Library

Massive shelves, most nearly nine feet in height, line the walls of this room. In the middle of the chamber, a single table is set with four chairs, and several maps, including star charts, have been spread out on its top.

There are no monsters in this room, but the maps and books will add to anyone's knowledge of the setting (space, Underdark, etc.) if they take 1–10 days to study the contents. Otherwise, the library is far too large and heavy to travel with the party (unless they fill up a large Bag of Holding).

20.

Western Observation Lounge

This roughly twenty-by-twenty-foot octagon mirrors the massive observatory, including large windows that open to the west. Two mobile

telescopes are within the room, and a padded chair rests before one of them although it has been turned on its side.

Outside the windows, the system's distant sun burns away in all its blue glory with violet light spilling below the window in what looks like a bit of a congealing energy source.

A 'haunting spirit' will appear once the characters have entered the room. This semi-ethereal creature is a dark presence that looks to enter the throat of a victim and smother the life from them.

1 Haunting Spirit [AC 4, HD 3+3, HP 20, #AT 1, D Nil (Grab), Choking Attack (attacks as a 6 HD monster, and if struck, the victim must make a save vs. paralyzation or be 'filled' by the essence of the haunt and begin to 'drown'), Ethereal Nature (only force attacks will affect it unless it is engaged in a grapple), +1 or better weapon to hit. EXP: 570]

TREASURE

NONE

1 Haunting Spirit [AC 13, HD 9d10+9, HP 58, Initiative +5, #AT 1, Hit +5, Dam Constrict 13 (3d6+3), Choking Attack (if medium or smaller, grappled at DC 15 and start taking constrict damage each round), Semi-Ethereal (all attacks against this creature are at disadvantage), Damage Immunity (nonmagical weapons)]

STR: 17 (+3) INT: 11 (-) WIS: 10 (-)

CON: 13 (+1) DEX: 16 (+3) CHA: 10 (-)

CR: 3 EXP: 700

Type: Medium Undead

21.

Secret Node

Five large windows span the walls counterclockwise from the northwest to the southeast of this octagonal room. A small bed with silk sheets and spider-spun rope ties for arms and feet attached to the frame occupies the middle of the room. A claw-foot tub is against the north wall, and a thick carpet covers most of the floor.

This room was used by the former lord and lady for their 'hard play'. Various instruments meant for such 'games', as well as 3 Potions of Extra-Healing [Greater Healing] and a Ring of Persuasion (casts Suggestion 3/day) have been haphazardly placed throughout the room.

22.

Lord's Lounge

A single cushioned chair has been upturned in this room, and a small table is smashed and surrounded by shards of broken glass and dried blue liquid. A single door hangs from its hinges in the north wall of the octagon, and windows are in the southern and southeastern walls.

The view from the windows looks out into an endless starscape, the nebula not in view here, but deep in the distance a wavering light pulses like a beacon.

Another spawn is in this room hiding behind the overturned chair and ready for a good 'jump scare'.

1 Horror from Beyond Spawn [AC 5, HD 11, HP 66, #AT 2, D 1–10 (Claw) and 2–16 (Bite), +1 or better weapon to hit, Regeneration (5 HP at the start of its round), Horrible Scream (save vs. petrification or be stunned 1 round). EXP: 530]

TREASURE

NONE

1 Horror from Beyond Spawn [AC 15, HD 11d8+33, HP 82, Initiative +5, #AT 2, Hit +6, Dam Claw 8 (2d4+3) and Bite 6 (1d6+3) + Necrotic 7 (2d6), Multiattack (1Claw/1 Bite), Regeneration (regains 10 HP at the start of its turn), Horrible Scream (DC 16 Constitution or lose 1 attack per round), Damage Resistance (nonmagical)]

STR: 16 (+3) INT: 11 (–) WIS: 10 (–)

CON: 16 (+3) DEX: 16 (+3) CHA: 12 (+1)

CR: 5 EXP: 1,800 (Each)

Type: Medium Undead

Secret Door (x2)

There is a secret door in the western wall, and it has a standard chance to be discovered (1 in 6) [DC 16]. It leads to a ten-by-ten chamber with two chests in it. Each chest is locked [DC 17], and one contains 1,000 silver



pieces and 500 GP value in jewelry, and the other contains four sacks with 250 GP in each.

However, on the far side of the room (western wall again) is another secret door. This one actually requires a thief making a Find Traps roll to discover (if they are searching the room, NOT just the chests) [DC 19]. If discovered, the secret door opens into Room 21.

23.

Summoning Chamber

The floor of this octagonal room is covered in a bloodstained summoning pentagram, and low-burned candles stand at the corners. Dried blood splatters decorate the walls and the glass windows within, mostly obscuring the view. There are four shambling humanoids in this room, most of them covered in dried blood.

This is really where the ‘horror’ began when the lord summoned something he shouldn’t have in hopes of having a little extra tentacle ‘help’ for his ‘hard play’.

4 Horror Corrupted Zombies [AC 7, HD 4, HP 24, #AT 1, D 2–8 (Slam), Slow (always attack last in a melee round). EXP: 157 (each)]

TREASURE

NONE

4 Horror Corrupted Zombies [AC 13, HD 4d10+4, HP 24, Initiative +2, #AT 1, Hit +4, Dam Slam 7 (1d8+3)]

STR: 16 (+3) INT: 6 (–2) WIS: 10 (–)

CON: 12 (+1) DEX: 10 (–) CHA: 7 (–2)

CR: 1 EXP: 200 (Each)

Type: Medium Undead

DQ#5

1E&5E
COMPATIBLE



A DOUBLE DUNGEON ADVENTURE THAT IS SET IN
TWO FANTASTIC TIME PERIODS FOR LEVELS 5-7

UN3 Dungeons
GK3 Descendants

THE
NAMELESS
REALMS

Folio: Digital Quarterly

#5 Adventure

Okay, so this is probably one of the most exciting adventure prospects I've ever had the pleasure of putting together. I personally love mixing time periods, and for that reason, I've spent decades of my life fleshing out different 'flash point' ages, many different settings that I call 'Ages of Man', within the overall timeline of the Nameless Realms. They begin in primordial fantasy with the Age of Mists, move through high fantasy in the setting you'd find in Roslof Keep and Taux, and then move to apocalyptic fantasy, cyberpunk, and space opera, but amid all these lies my magepunk setting: The Gun Kingdoms nestled deep in the 11th Age of Man which I introduced to players and DMs in the first two Digital Quarterlies.

In this adventure, I have created a temple to a snake god that has lasted, yet changed, through the ages. Below, I present it in both the standard fantasy age (the 5th Age) and the Gun Kingdoms Age, many years following the events that occur in the fantasy age. You can choose which setting works best for you as the DM and your players. The temple structure remains unchanged in both versions and its rooms are first described in the fantasy 'Dungeons' setting and then followed by the Gun Kingdoms 'Descendants' setting.

Running 'Dungeons'

An adventure for 5–7 characters levels 3–5

Setting

This is the standard fantasy age of the Nameless Realms, the 5th Age, and the setting can be easily incorporated into any world.

Lead In

The player characters are contracted by a Lawful Good church of the DM's liking. If you are using the Nameless Realms, I'd likely fall in line with a Norse pantheon deity, perhaps Forseti 'The Peacemaker', who can be later incorporated into the Descendants adventure if you choose to use it. Once the priests have gotten in contact with the characters, an agent of the church, a fallen paladin (now fighter) named Celina, will offer them a contract.

The mission will entail entering a temple in a remote section of hills to place a Talisman of Eternal Barring that has been consecrated by Forseti onto the sarcophagus of

the High Champion of the Viper before the sun sets on the third day after the mission begins. The High Champion sacrificed himself for the Viper Cult that controls the temple, and he will 'awake' as a death knight after three days to cause unholy havoc on the entire region. However, if the talisman replaces the symbol of the Viper Cult on the sarcophagus, then the death knight will never be able to escape his self-imposed prison.

Obviously, the temple will not be an easy challenge as the Viper Cult has many followers, priests, and warriors dedicated to its dark purpose. The good news is many lesser knights and priests died during the ritual to give rise to the death knight, and some followers fled the temple in madness after the ritual (which is how the priests of Forseti found out about all this).

Mapping

It will be up to the characters how they enter the temple, but it is important that the DM encourage the players to create a map of the expedition on a sheet of graph paper that can later be 'aged' as the DM wishes and delivered to the characters involved in the Descendants part of this adventure. As the DM, it might make strong sense to 'push' your players to map the eastern sections of the temple and discover the secret 'leap' area that can be used later by the Descendants to avoid the dangers of the defended bridge. If you then take the players' original map, burn the edges, use lemon juice, etc., you can make a cool map to return to them at the start of the later adventure.

Celina

She is an interesting character. A fallen Paladin of Forseti, she still adheres to the principles of her former profession but fell from grace because of several decisions she made

during a quest that came back to bite her (even though the quest was completed successfully). She still loves Forseti and has joined a small group of mercenaries that serve the church. They are called the Champions of For (after Forseti, which will later morph into the Mark of 4), and her order will be of great importance in Descendants. She is to be considered 6th level for the purposes of gameplay, and if the DM wishes, she can be used as an NPC to help clear out the temple (and would be great at ‘helping’ steer characters where you want them to go as she might have heard of a ‘secret way’, etc.).

Location

This temple is located in a remote section of hills (the climate zone is up to the DM), and there will be a few twisting and uncertain paths to get there. Celina has a gnomish ranger named Zim Zeeruff who will help lead the characters to the threshold of the temple, but he will not enter as ‘signs from the animals’ have indicated he is needed elsewhere.

The Temple after the Ritual

One thing that will greatly help the players is that the temple has been almost completely compromised by the Ritual of Undeath performed to create the death knight. The greatest knights were sacrificed, the high priest was consumed by the magic of the spell, many guards and followers were driven mad and fled, and the spell weaver in charge of the ritual’s catalyst (a horned devil) was mortally wounded while trying to send the entity back to its homeworld. This leaves very few to actually defend the temple at this point, some with the cries of madness or moans of death, creating a harrowing effect for the characters.

Running ‘Descendants’

An adventure for 5–7 characters, level 3–5

Setting

The 11th Age of Man, the Gun Kingdoms. Information on the Gun Kingdoms can be found in Digital Quarterly #1 & #2, but the very basic premise of the setting can be found below and will establish at least a basis for the adventure.

What are the Gun Kingdoms?

A half-dozen adjectives to describe them come to mind including brutal, deadly, superstitious, paranoid, lawless, and cruel. In essence, the Gun Kingdoms are pockets of military dictatorships run by former generals and admirals of the Final War who now control large swaths of land. Each works to create a true nation-state from the ashes of the war by controlling population centers and trade routes. At the heart of these small empires, you can find civilizations at the crossroads between failing magic and rising technology: a high society of merchants, tech tycoons, xenophobic clergy, and mercenary lords. Outside these stabilized zones are the Outbanks, smaller outposts linked to the cities by rail and airships, where a second class of up-and-coming privateers seeks to make fortunes as each empire expands. Beyond the Outbanks are the Hazards, a series of expansive wastelands tortured by years of cataclysmic war. If there is a true frontier, it lies within the Hazards, and only those with strong backs, quick wits, and icy nerves travel there.

In the Hazards, the saying goes ‘Fortune rides shotgun with Death’, and those with magic are known to dwell far out of the reach of dictators’ bounties.

Lead In

For this adventure, a party of remote mercenaries will be contacted by an agent of a mysterious organization known as the Mark of 4. This agent will be an old man, and he will offer the characters 5,000 in gold standard bills to make their way to a dig site in the far mountains of the region to make sure that those digging in the area do not access a secret chamber within an old temple complex. He insists that this chamber cannot be disturbed, especially a seal mark that has been placed on a stone casket within the secret chamber. If the seal is disturbed, great evil from ancient times will be released and the entire region will fall to its power: man, woman, and child.

How the characters get out to the site is up to you, the DM, but you could always use contacts from DQ #1 or #2 if you’ve played in this system before. Otherwise, horses work, along with a cheap guide.

Quick Rules

Concerning classes, in my Gun Kingdoms setting, magic is a thing of legend, and only a few still possess it. All magic has been outlawed, so anyone who does it will be subject to death. Fantasy races have gone underground or been hunted to near extinction, so mostly humans (magic free) survive. The gods have also abandoned the world, for the most part, so clerics don’t have spells and have simply become preachers to the masses. Druids have been asleep for the better part of a thousand years, warlocks, sorcerers, witches, and the like have been hunted down and killed,

and magic-users/wizards have fled into seclusion. All mundane fighting and thieving classes still exist, as do bards (although without spellcasting), and paladins and rangers no longer employ spells (unless the DM allows it because they are hiding them).

I’ve developed a simple rules system for the use of tech weaponry within the confines of a magical base system that utilizes the gun rules of Gygax from the original AD&D DMG and extrapolates on my own homebrew rules for both AD&D and 5th Edition D&D.

Guns have a rate of fire listed on them. If a character uses a gun, the rate of fire of the gun becomes the default number of attacks (for good or bad compared to the character’s usual number of attacks). Guns, like swords, are to be seen as ‘doing overall damage’ to a character in a movie style fashion (wearing down your overall hit points) but not actually hitting and causing damage and bleeding until characters get to their original level 1 hit point total. Just imagine John McClane in Die Hard starting his adventure in Nakatomi Plaza with 50 HP and dodging bullets the entire movie, slowly whittling his hit point total down without ever catching a bullet in the chest.

Gun Kingdoms Encounters

For the Descendants section of the adventure, any encounter details, as well as monster stats, are placed in a box below the standard Dungeon section. Any changes in the room will appear here, and there will be an encounter listed (if any) that will need to be referred back to the NPC/Monster list I have comprised below.

Military Zealot [AC 8, HD 2, HP 10, #AT 2*, D (1–10) (Carbine). (EXP: 80 each)]

TREASURE

EACH HAS A KNIFE, A NAVAL CARBINE, AND THREE CLIPS OF AMMO (5 SHOTS EACH).

Military Zealot [AC 12, HD 2d10+2, HP 12, Initiative +2, #AT 2*, Hit +3, Dam Carbine 5 (1d10)]

STR: 14 (+2) **INT:** 9 (-1) **WIS:** 8 (-1)

CON: 12 (+1) **DEX:** 13 (+1) **CHA:** 6 (-2)

CR: 1/2 **EXP:** 50 **Type:** Medium Humanoid

** Gets 2 attacks when using the carbine. If using hand to hand, only gets a single attack.*

Military Zealot Commander [AC 6, HD 6, HP 36, #AT 2, D (1–10) (Carbine), Trigger Man (can get off an extra shot from a gun once every other round). (EXP: 340)]

TREASURE

WILL HAVE A REVOLVER AND A SABRE, PLUS 200 IN CASH AND A BELT WITH 50 ROUNDS OF PISTOL AMMO.

Military Zealot Commander [AC 14, HD 6d10+18, HP 48, Initiative +2, #AT 3*, Hit +3, Dam Revolver 4 (1d8), Trigger Man (can name any one attack at ‘advantage’ per clip or reload of ammo)]

STR: 14 (+2) **INT:** 11 (–) **WIS:** 11 (–)

CON: 16 (+3) **DEX:** 16 (+3) **CHA:** 12 (+1)

CR: 2 **EXP:** 450 **Type:** Medium Humanoid

** Gets 3 attacks when using the revolver. If using hand to hand, only gets two attacks.*

Final War Automaton (Sentry MIV) [AC 2, HD 8+8, HP 54, #AT 4, D 1–8 (Guns) or (1–10)+2 (Blades), Blade Programming (+2 Damage), Tracking Enchantment (attacks as a 10 HD monster), Immunity to mind-affecting spells. (EXP: 830 each)]

TREASURE

NONE

Final War Automaton (Sentry MIV): [AC 18, Speed 30 ft, HD 8d12+16, HP 64, #Attack: 4, Hit +6, Damage Guns 4 (1D8) and Blade

10 (1d8+6), Multiattack, Blade Programming (+2 damage on all blade attacks), Tracking Enchantment (+4 on all attacks), Immunity (Charm & Sleep)]

STR: 18 (+4) **INT:** 9 (-1) **WIS:** 8 (-1)

CON: 14 (+2) **DEX:** 13 (+1) **CHA:** 6 (-2)

CR: 3 **EXP:** 700 **Type:** Medium Construct

Project Leader Renaard [AC 6, HD 7, HP 20, #AT 3*, D (1–8) (Revolver), Unholy Spells (Renaard can hurl a ball of spirit energy at a single target for 3–12 damage (save for ½). (EXP: 540)]

TREASURE

BROOCH OF PROTECTION +2, REVOLVER WITH 12 ROUNDS OF AMMO, ARCHEOLOGIST’S KIT, JOURNAL OF FORBIDDEN SPELLS (READING THE BOOK WILL GRANT THE UNHOLY SPELL ABILITY, BUT ALSO WILL MOVE THE READER’S ALIGNMENT TWO SLOTS TOWARD CHAOTIC EVIL).

Project Leader Renaard [AC 14, HD 7d6+7, HP 28, Initiative +2, #AT 3*, Hit +3, Dam Revolver 4 (1d8), Unholy Spells (Renaard can hurl a ball of necrotic energy at a single target for 6 (3d4) damage (DC 15 Dex save for ½ damage)]

STR: 12 (+1) **INT:** 19 (+4) **WIS:** 10 (–)

CON: 12 (+1) **DEX:** 13 (+1) **CHA:** 16 (+3)

CR: 2 **EXP:** 450 **Type:** Medium Humanoid

** Gets 3 attacks when using the revolver. If using hand to hand, only gets a single attack.*

Renaard’s Bodyguard [AC 5, HD 12, HP 72, #AT 3*, D 1–8 (Revolver) or 1–10 (Machete), Berserker (if reduced to ½ hits, he gains +2 hit and +4 damage, but his AC loses 3 points), Trigger Man (can get off an extra shot from a gun once every other round). (EXP: 1,020)]

TREASURE

REVOLVER, MACHETE, HEAVY REINFORCED CLOTHES (AC +3), BELT WITH 30 PISTOL ROUNDS, 1,000 CASH

Renaard's Bodyguard [AC 15, HD 12d10+48, HP 108, Initiative +5, #AT 3*, Hit +3, Dam Revolver 4 (1d8) or Machete 7 (1d6+4), Berserker (once reduced to ½ hp, he gains advantage on all attacks), Trigger Man (can name any one attack at 'advantage' per clip or reload of ammo)]

STR: 18 (+4) INT: 10 (-) WIS: 12 (+1)

CON: 18 (+4) DEX: 15 (+2) CHA: 9 (-1)

CR: 5 EXP: 1,800 Type: Medium Humanoid

** Gets 3 attacks when using the revolver. If using hand to hand, only gets two attacks.*

Resolution

Once the characters have secured the tomb and relocked the door, they are free to return to the representative (Mr. White) of the Mark of 4 to get their payment.

The Temple of the Viper God

1.

Long Entry

A massive hallway, some twenty feet wide and one hundred feet long, stretches out into the interior of this ancient complex.

Walls here are decorated with faded paintings of serpents and blades, and a sickly green fungus covers perhaps fifty percent of the walls, ceiling, and flagstones on the floor.

The entry is currently empty, and the torches on the walls have all been extinguished. Several small snakes slither in the shadows but are not dangerous to the characters.

Descendants

It is possible to station a couple of zealots here if you want to have some kind of initial conflict to resolve. There could also be NPC workers/porters that will easily be dispersed

by gunfire (if a fight takes place) or just a threat from characters if there are no zealot guards to protect them.

2.

The Cleansing Pool

The chamber has been constructed around a long shallow pool, with pillars depressed into the walls on three sides of the open entry.

The water in the pool is dark and covered with a fine layer of algae, and the lip is a slick piece of black marble.

A massive hybrid serpent, a cross between a snapping turtle and a python, rests within the pool, hungry. It will attack anyone moving around the pool, hoping to pull them in and drown them. Once it has a victim in its coils, it does not need to hit again and does constriction damage each round. It will use its bite to keep other enemies at bay.

1 Large Snapping Turtle Constrictor [AC 8, HD 6, HP 36, #AT 2, D 1–10 (Bite) and 2–16 (Constrict). (EXP: 346)]

TREASURE

NEARLY A THOUSAND SILVER PIECES ARE WITHIN THE POOL.

1 Large Snapping Turtle Constrictor [AC 12, HD 6d12+18, HP 12, Initiative +3, #AT 2, Hit +6, Dam Bite 9 (1d10+4) and Constrict 12 (2d8+4), Constrict (DC 18 Escape or be held and take constriction damage each round)]

STR: 18 (+4) INT: 9 (-1) WIS: 8 (-1)

CON: 16 (+3) DEX: 15 (+2) CHA: 6 (-2)

CR: 2 EXP: 450 Type: Large Beast

Descendants

This is an empty chamber, and the pool is dry.

3.

Acolyte Robing Chamber

This large room has a few small alcoves about chest high set into the walls.

There are half a dozen straw mats within, and several bags lay around the area, as well as three woven pots.

With so many acolytes consumed in the ritual, this chamber is empty, and the bags have been rifled through for anything of value, leaving only trash.

Descendants

This is an empty chamber.

4.

Sub-Priest Chamber

This large room has overarching wooden beams that cross the ceiling, giving it a more ornate feeling.

A low-to-the-ground bed is within, and a small writing desk with several scrolls rests against the southern wall. A tapestry depicting a green serpent with a woman's torso instead of a head hangs on the western wall.

A single sub-priest remains here, having taken up residence in his superior's chamber. He's spent the days communing with the serpent god, trying to heal guards and, otherwise, exhausting himself. He currently has not slept, and has no spells, but will fight like a wild man with his mace.

Sub Priest [AC 8, HD 2, HP 10, #AT 1, D (1-8) (Mace). (EXP: 80)]

TREASURE

MACE, CEREMONIAL KNIFE

Sub Priest [AC 12, HD 2d10+2, HP 12, Initiative +2, #AT 1, Hit +3, Dam Mace 5 (1d8+1)]

STR: 12 (+1) INT: 10 (-) WIS: 14 (+2)

CON: 13 (+1) DEX: 12 (+1) CHA: 12 (+1)]

CR: 1/2 EXP: 50 Type: Medium Humanoid

Descendants

This is an empty chamber.

5.

Guard Room

This long room has a series of stone hooks along the western wall, and there are numerous scars on the stones as though from blades.

A weapons rack filled with spears abuts the eastern wall, and a small table with four stools sits in the middle of the room.

With only limited guards left, this room that once held eight guards now only sports three. These men might be out on patrol in the front of the complex (3 in 6 chance); otherwise, they are within this room.

3 Viper Guards [AC 5, HD 3, HP 16, #AT 1, D (1-8) (Scimitar). (EXP: 110 each)]

TREASURE

NONE

3 Viper Guards [AC 15, HD 3d10+3, HP 18, Initiative +2, #AT 1, Hit +3, Dam Scimitar 7 (1d8+2)]

STR: 14 (+2) INT: 9 (-1) WIS: 8 (-1)

CON: 12 (+1) DEX: 13 (+1) CHA: 10 (-)

CR: 1/2 EXP: 50 Type: Medium Humanoid

Descendants

This is an empty chamber.

6.

Minor Temple

The far southern end of this chamber has an alcove with a smoke-stained ceiling above.

There are several prayer mats on the floor, and two large bronze candlesticks, both about six feet in height, are within the alcove and hold half-burned green candles.

Each candlestick is worth 100 GP but weighs twice that in encumbrance. Otherwise, the room is void of anything of value.

Descendants

This chamber will have two workers from the excavation team as well as 1 zealot to watch over them as they work at chipping away at an alcove.

7.

Common Library

The stonework in this room has been designed with shelving in mind, and it covers the bulk of the walls, including several deeper alcoves meant for deeper storage.

Books and scrolls are sporadically arranged amongst loose stacks of parchment on the shelves that line the walls. A single table sits in the room's center with several stools beneath.

The books and scrolls here have been looted (by a fleeing priest), but on a careful search (1 hour or a detect magic spell being cast), there are three magical scrolls still within. They are all clerical scrolls, one each of Poison **[Bane]**, Spiritual Viper (as Spiritual Hammer, but creates a serpent



that attacks instead **[as Spiritual Weapon]**, and Coat of Scales (as Magical Vestment, just covers the user in green serpent scales **[Takes as Enhance Ability for Dexterity]**).

Descendants

This is an empty chamber.

8.

Guard Room

This chamber is wide and unadorned.

Two mats are rolled in one corner, and a chamber pot lies in the opposite, as well as a bag with a knife atop it.

Again, the devastation of the temple has caused a severe lack of guards. This post is only half-manned, and there is a 2 in 6 chance that these guards will be out wandering the complex on patrol.

4 Viper Guards [AC 5, HD 3, HP 16, #AT 1, D (1-8) (Scimitar). (EXP: 110 each)]

TREASURE

NONE

4 Viper Guards [AC 15, HD 3d10+3, HP 18, Initiative +2, #AT 1, Hit +3, Dam Scimitar 7 (1d8+2)]

STR: 14 (+2) INT: 9 (-1) WIS: 8 (-1)

CON: 12 (+1) DEX: 13 (+1) CHA: 10 (-)

CR: 1/2 EXP: 50 Type: Medium Humanoid

Descendants

This is an empty chamber.

9.

Tapestry Room

No door occupies the opening of this chamber. The ceiling overhead arches

slightly, and smoke from candles stains the four corners.

Beneath each stain is a large candlestick holding a green candle, and there are four large tapestries in the room, each depicting a serpent devouring a meal.

This chamber was dedicated to showcasing pieces of artwork that were done by followers of the temple in their 'dedication' time where they served for the betterment of the temple itself. The tapestries are worthless other than as bizarre decorations.

Descendants

This is an empty chamber.

10.

Lesser Armory

The room is roughly twenty feet deep and thirty feet wide, with high stone walls and a floor that has seen much use.

Several racks of weapons are about the chamber, and two chain shirts and several maple round shields painted with a head of a green snake upon them rest along the northern wall.

Weapons within the armory are standard to substandard quality and consist mostly of longswords, short swords, daggers, and spears, with several round shields hanging on the walls.

Descendants

This is an empty chamber save for a handful of corroded blades that have been stacked in a corner.

11.

Temple of the Snake

A massive stone altar stands at the center of this room. Flanking the altar, set into the north and south walls, are two pillars that are shaped in the form of two giant snakes, their heads reaching down over the altar from the ceiling. The top carries old stains, and the sides have twisting carvings of serpents.

Atop the altar are two golden candlesticks with runed green candles in them.

Two guards have been stationed here to make sure the sub-temple isn't disturbed. They carry spears and scimitars and are always at the ready. The golden candlesticks are worth 100 GP each, and the runed candles are 'everburn candles', meaning they can last up to a year and are also worth 100 GP each.

2 Viper Guards [AC 5, HD 3, HP 16, #AT 1, D (1-8) (Scimitar). (EXP: 110 each)]

TREASURE

NONE

2 Viper Guards [AC 15, HD 3d10+3, HP 18, Initiative +2, #AT 1, Hit +3, Dam Scimitar 7 (1d8+2)]

STR: 14 (+2) INT: 9 (-1) WIS: 8 (-1)

CON: 12 (+1) DEX: 13 (+1) CHA: 10 (-)

CR: 1/2 EXP: 50 Type: Medium Humanoid

Descendants

There are two zealots here having a smoke and sharing a flask of whiskey. They aren't particularly observant at this point, and even gunfire might have been mistaken as the work of picks reverberating in the halls (3 in 6 they are not at attention).

12.

Chamber of Skins

This twenty-by-twenty square room has black flagstones on the floor and stone hooks carved into the ceiling.

Suspended from these hooks are perhaps a hundred snake skins, some as big as a man's torso and longer than thirty feet.

These are the sacred skins of the serpents the temple cares for. The bulk are from the two great serpents in the temple, but there are hundreds from the lesser denizens of the temple as well.

Descendants

This is an empty chamber.

12A.

Sub-Priest Meditation Chamber

Another smaller twenty-by-twenty room with dusky stone walls and alcoves cut at shoulder height into the east, west, and southern walls.

Inside each alcove is a green candle, and the floor has six mats with a brazier of incense next to each.

No priests are left to utilize this room, and other than the incense sticks (3 SP each, total of 20), there is nothing of value in the room.

Descendants

This is an empty chamber.

12B.

Sub-Priest Sleeping Chamber

A small vault opens in the ceiling to give this square room a bigger feel, while its

stone walls are polished with stone pegs set into the southern wall.

A tapestry hangs from the pegs, and a bed is beneath the tapestry with a wooden chest at the foot.

The sub-priests are no more, but a few of their more mundane belongings are spread out over the floor of this room. There is obvious damage to the chest, but it remains intact and locked [DC 15] and contains two vials of poison (save or take 2–12 damage for 1–4 rounds) [DC 15 Constitution or take 6 (2d6) damage for 2 rounds], two Potions of Extra-Healing [Greater Healing], and a Ceremonial Dagger +2.

Descendants

This is an empty chamber.

12C.

Chamber of Fangs

A half-dozen stone benches have been placed against the wall of this room, and an alcove is cut into the walls above each.

Inside the alcoves green candles burn, and upon the benches are ceramic bowls filled with polished fangs.

All fangs are sacred to the temple, and they have collected hundreds of them in these ceramic bowls. The largest of them are placed back within alcoves where the candles burn and can be turned into very nice bone knives if someone wants to take the time to take one or two.

Trap

A trap lies within the final door of the hall and will fire a dozen poisoned darts at anyone who triggers it by opening the door. Any thief character that is actively searching for a trap on the door will discover on a successful check (at -5% to their Detect Traps roll as the

trap is well concealed [DC 16 Perception]). If the trap is triggered, all characters in the hallway are subject to possible damage: 1–6 darts will launch from behind the open door, each doing 1–2 damage + poison (2–8 damage unless save vs. poison [DC 15 Constitution or take 4 (2d4)]) damage to a randomly rolled character (up to 6 characters).

Descendants

This is an empty chamber, save for a dozen fangs that are half-covered with dust and sand on the floor.

13.

Hall of the Great Serpent

A long twenty-foot hall opens into a huge chamber with a door on the west and north wall.

Within the hall, three large tree trunks rise in the center, and large brass barrels rest in each corner with flames burning beneath and steam rolling out.

DM's Note

Room 13 is accessed by a secret door. It is important the players discover it, so you might have mentioned that 'in the far eastern hall of the sub-temple, a concealed door leads to the chambers of the serpent' or something that the priests heard from those that fled the temple. This way, at least the players will know to be looking.

Perhaps the greatest treasure of the temple is the giant serpent that dwells within the trees of this chamber. It is a monstrous beast, coming in at over 35 feet, with a width of a large man's chest. The creature has been disturbed by the happenings of the ritual, and it is hungry, actively looking to poison and kill anything that comes within its domain.

Grand Serpent [AC 0, HD 12, HP 72, #AT 2, D 1–10 (Bite + Poison) and 2–16 (Tail Barb). Poison (Save vs. poison or take an additional 3–18 points for the next 1–4 rounds (saving each round). (EXP: 890)]

TREASURE

NONE

Grand Serpent [AC 20, HD 12d10+24, HP 84, Initiative +4, #AT 2, Hit +6, Dam Bite 10 (1d10+5) and Tail Barb 13 (2d8+5), Poison (DC 16 Constitution or take an additional 9 (3d6) each round for the next 1d4)]

STR: 20 (+5) INT: 9 (-1) WIS: 8 (-1)

CON: 14 (+2) DEX: 15 (+2) CHA: 6 (-2)

CR: 4 EXP: 1,100 Type: Large Beast

Descendants

This chamber still has the massive trees, and they have become home to a type of aggressive carnivorous beetle. These beetles attack in a swarm, doing damage as a unit, thus they are considered to be a single target.

Beetle Swarm [AC 8, HD 6, HP 36, #AT 3, D 1–4 (Bite). Moving Swarm (30% miss chance), Swarm Attack (can attack up to three targets, 1 attack each, or concentrate on a single target)] (EXP: 194)]

TREASURE

NONE

Beetle Swarm [AC 12, HD 6d8+6, HP 30, Initiative +2, #AT 3, Hit +3, Dam Bite 3 (1d4+1), Moving Swarm (all attacks against the swarm are at disadvantage) Swarm Attack (gains three attacks, and can use them on three targets if it so chooses)]

STR: 12 (+1) INT: 8 (-1) WIS: 8 (-1)

CON: 12 (+1) DEX: 15 (+2) CHA: 6 (-2)

CR: 1 EXP: 100 Type: Medium Monstrosity

14.

Lesser Supply Room

This chamber rests at the end of a small hall, and the eastern wall has a large alcove cut into it.

The alcove is filled with straw, and three capped barrels are within the room as well as two wooden cages.

Within the cages are two dogs, both looking horror-stricken, and the remainder of the room is filled with foodstuffs for the serpent, including the three barrels that are filled with rats.

Descendants

This is an empty chamber.

15.

Egg Chamber

A long stair leads down across from the door of this large room.

A dozen straw-filled 'half barrels' each hold an egg the size of a man's head.

Each egg within the chamber holds a dead embryo of the same serpent found in Room 13. All the little serpent lives were snuffed out during the death knight spell... all save one, and any druid or ranger present has a 50% chance to note that one is still alive.

Trap

The first door on the left of the long hall beyond this room is another dart trap. Any thief that is actively searching for a trap on the door will discover on a successful check (at -5% to their Detect Traps roll as the trap is well concealed [DC 16 Perception]). If the trap is triggered, all characters in the hallway are subject to possible damage. 1–6 darts will launch from behind the open door, each doing 1–2 damage

+ poison (2–8 damage unless save vs. poison [DC 15 Constitution or take 4 (2d4)]) damage to a randomly rolled character (up to 6 characters).

Descendants

This is an empty chamber other than shards of ancient eggshells.

16.

Devil's Chamber

The smell of brimstone is strong in this room, and the walls have the evidence of burns as well as having been cut with giant scratches.

The bones of a dozen human victims lie about the floor, and an arch of flame somehow burns in the middle of the room.

This room is a scene from hell, in reality. The horned devil whose blood was used for the death knight ritual has escaped to this room and Wizard Locked himself in. The devil has been here for over three weeks and remains weakened from blood loss. The spell weaver falsely assumed he could banish the weakened devil back to the Nine Hells alone, having been somewhat forced to this conclusion after losing so many knights in the ritual. Though he had been drained of blood for a fortnight, the devil was able to defeat the spell weaver in combat, inflicting various bleeding wounds on him during his escape. The devil now awaits anyone foolish enough to break into the room, but someone would have to overcome the Wizard Lock to do so.

As it is still in a weakened state, the hit point totals reflect this.

Horned Devil [AC -5, HD 5+5, HP 35 (20 weakened), #AT 4, D 1–4/1–4/2–5/1–3 (Claw/Claw/Bite/Tail).

+1 or better weapon to hit, 50% Magic Resistance, Large (9'), Wall of Fire (once per day he can create a 3–24 damage wall of fire that he is immune to), Bleed (any tail hit (1–3) will bleed at 1 point per turn until it is bound).] (EXP: 1,340)]

TREASURE

NONE

Horned Devil [AC 18, HD 17d10+55, HP 178 (110 weakened), Initiative +7, #AT 3, Hit +10, Dam Claw 11 (1d10+6), Tail 10 (1d8+6), Multiattack (2 claw, 1 tail), Hurl Flame (+7 hit, 14 (4d6) flame damage), Magic Resistance (advantage on all saves)]

STR: 22 (+6) INT: 12 (+1) WIS: 16 (+3)

CON: 21 (+5) DEX: 17 (+3) CHA: 17 (+3)

CR: 11 EXP: 7,200 Type: Large Fiend

Descendants

Unfortunately, this chamber can swing one of two ways. If the initial party never got the door open or skipped the room, then a VERY pissed off devil is still inside. BUT, that would mean the party would need to take down the Wizard Lock, which might only be accomplished with a stick of dynamite or something like that unless an Enlightened with elemental magic can do 30 points of damage to the door. If the party in the past defeated the devil, then the room is empty.

17.

Chamber of Pots

An open hall with an arched entry reveals a large room set at an odd angle.

A dozen large pots, half the size of a man, fill the room.

These were once filled with the essence of magic, ritual pots that had been brewed by the spell weaver over the course of two years. They are now empty, their contents consumed.

Descendants

This is an empty chamber other than shattered pots.

18.

Spell Weaver Room

A heavy door with metal supports opens into a large rectangular chamber with an obsidian ceiling that darkens the interior and twinkles with inset crystals.

A low bed is against the southern wall, as are several low tables with pillows beneath. The smell of incense is heavy in the air, and a dozen scrolls, bones, and skulls lie upon the tops of the tables.

The body of the spell weaver lies on the floor of this room, a dark pool of dried blood around it. Several jagged wounds can be found on the body (from the horned devil's tail) and are obviously the cause of death. However, the malevolent soul of the spell weaver remains, having refused death, and now waits as a 'haunt', an ethereal ghostly spirit that will attempt to kill anyone approaching the body.

Haunt of the Spell Weaver [AC 8, HD 10, HP 50, #AT 1, D 2-12 (Necrotic Touch), Ethereal (50% miss chance unless a 'force' attack). (EXP: 990)]

TREASURE

WAND OF MAGIC MISSILES (31 CHARGES), POTION OF EXTRA HEALING [GREATER HEALING], DAGGER +2, RING OF PROTECTION +1, AND AN IVORY SCROLL CASE OF PROTECTION +1 (ADDS 1 TO AC IF WORN ON A BELT OR SLING) THAT CONTAINS A SCROLL OF KNOCK AND INVISIBILITY.

Haunt of the Spell Weaver [AC 11, HD 10d8, HP 45, Initiative +2, #AT 1, Hit +5, Dam Necrotic

Touch 17 (4d6), Etherealness (at disadvantage on all attacks unless by 'force')]

STR: 7 (-2) INT: 10 (-) WIS: 12 (+1)

CON: 10 (-) DEX: 13 (+1) CHA: 17 (+3)

CR: 4 EXP: 1,100 Type: Medium Undead

Descendants

This is an empty chamber unless the characters in the past didn't kill the haunt, which means it still hovers around the bones of its long-dead form. All items from that corpse, however, are gone, save for the Ring of Protection +1 which would still be worn around the finger of the skeleton.

19.

High Priest Chamber

This forty-by-twenty-foot room has a dozen small alcoves cut into the stone walls.

Each alcove holds a green runed candle, and a wooden bed that is carved with many snakes rests against the eastern wall. A dressing screen is also in the room, as well as a small shrine that is dedicated to the worship of serpents.

The great Viper High Priest is dead, consumed by the ritual, but his mistress is still very much alive. Her name is Imeniss, and she will be behind the dressing screen when the party enters and slink out to investigate who has entered the chamber. She's actually grown bored of the snake cult and hasn't much use for the undead, so she won't attack the party unless she absolutely has to. Instead, she will play the part of the unwitting victim, a 'girl of the woods' who was captured by the cult and made to serve the high priest. She can have useful information as well, telling of the death of the Viper Templars, the High Viper, and the High Priest, the sacrifice of many followers, the

horrible death dreams and haunting spirits that ripped through the temple after the ritual was undertaken (that seem to have no effect on her). The only thing that seems off about her would be her amber eyes, the slight green tint to her dark hair, and the various snake scale tattoos she has on her body. She will have no use for Celina if that fallen paladin is with the party, and will certainly try to attach herself to the most powerful member of the group, including spellcasters, either male or female. She will use her Charisma **[Deception +6]** to attempt to charm her way into the party. As she is Neutral Evil, she doesn't particularly care about the Viper Cult and will join whichever side she thinks will ensure her survival.

Secret Door

Just outside the room is a secret door with a standard chance to discover **[DC 15 Perception]**. It opens into a rough cavern hall that leads to Room 20.

Yuan-ti Mistress (Pureblood) [AC 7, HD 9, HP 45, #AT 2, D 1–6] (Dagger), 30% Magic Resistance, Spell Casting (Animal Friendship: snakes), 1/day (Poison, Suggestion). (EXP: 145)]

TREASURE

SHE WEARS A MITHRIL BELLY CHAIN OF PROTECTION +2, FROM WHICH IS A SLENDER KNIFE +2.

Yuan-ti Mistress (Pureblood) [AC 13, HD 9d8, HP 40, Initiative +2, #AT 2, Hit +3, Dam Dagger 5 (1d4+3), Multiattack (2 melee), Magic Resistance (advantage on all spell saves), Innate Spellcasting (DC 13, Animal Friendship (snakes), 1/day (Poison Spray, Suggestion)]

STR: 11 (–) INT: 13 (+1) WIS: 12 (+1)

CON: 11 (–) DEX: 12 (+1) CHA: 16 (+3)

CR: 1 EXP: 200 Type: Medium Humanoid

Descendants

This is an empty chamber.

20.

Overlook platform

A rough ledge that slopes down overlooks a large chasm. Wind whips through the open area, and yet some ten feet at the closest, another overlook on the northern side draws near to the lip of this one.

The party will need to find a way to get across ten feet of open space, but that is up to the DM for how they do it.

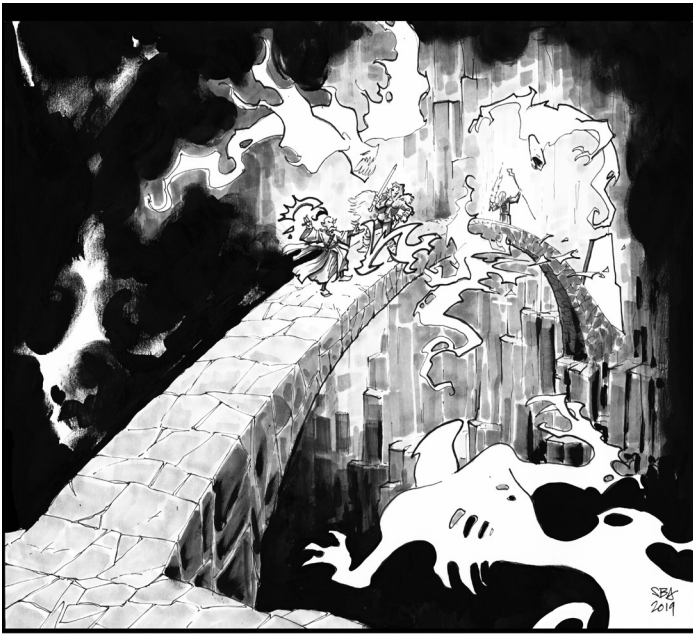
21.

Hall of the Venom Knights

This long chamber is flanked north and south with a great curved wall and a serpent carved pillar.

Four large candlesticks burn green candles in the room, and a pair of armored knights stand at attention over a single emerald suspended in a field of white light that hangs in the center of the room.

Two of the remaining half-dozen Venom Knights have retired to this shrine in hopes of recovering from the ritual and to mourn the loss of so many of their brothers. Although tired and shaken, they are still capable warriors and will not hesitate to kill any interloper into their sanctum. Also, the serpent gods favor the knights while within this room, and therefore, they are considered to be 10HD for the purposes of a 'to hit' roll **[at advantage on all attacks]** and this bonus manifests in serpent ghosts appearing to guide their strikes, something that will surely make the players anxious for an explanation.



2 Venom Knights [AC 2, HD 7, HP 42, #AT 2, D (1–8)+1 (Longsword). (EXP: 350 each)]

TREASURE

BOTH KNIGHTS CARRY +1 SHIELDS (WITH A SERPENT V ON THEM) AND HAVE A VIPER-BLESSED, SERPENT-HILTED LONGSWORD +1.

2 Venom Knights [AC 12, HD 7d12+14, HP 56, Initiative +3, #AT 2, Hit +6, Dam Longsword 5 (1d10+3)]

STR: 15 (+2) INT: 11 (–) WIS: 11 (–)

CON: 14 (+2) DEX: 13 (+1) CHA: 11 (–)

CR: 2 EXP: 200 Type: Medium Humanoid

Secret Door 1

Concealed along the cliff overhang, this door has a standard chance to discover [DC 15 Perception].

Secret Door 2

Opening to and from the main hall of the temple, this door has a standard chance to discover [DC 15 Perception].

Descendants

This is an empty chamber, but a single Viper Longsword remains, it is magic, +1, and is something of a relic of a bygone time.

22.

Grand Entry of the Venom Templars

A large rock shelf, some two hundred feet across at its widest point, stretches out before a stone bridge that connects it to another stone shelf on the southern side of a great chasm. Two enormous bronze doors, both ten feet high and five feet wide, are secured within the northern shelf wall across from the bridge.

The great bridge is problematic for those wishing to pass it. While on the bridge, all dexterity bonus to AC is negated because of a lack of mobility as anyone could easily slide off. The guards know this and are equipped with serpent bows, firing 2 shots per round with each.

4 Viper Guards [AC 5, HD 3, HP 16, #AT 1, D 1–8 (Scimitar) or 1–6 (Serpent Bow). (EXP: 110 each)]

TREASURE

NONE

4 Viper Guards [AC 15, HD 3d10+3, HP 18, Initiative +2, #AT 1, Hit +3, Dam Scimitar 7 (1d8+2) or Bow 5 (1d6+2)]

STR: 14 (+2) INT: 9 (–1) WIS: 8 (–1)

CON: 12 (+1) DEX: 13 (+1) CHA: 10 (–)

CR: 1/2 EXP: 50 Type: Medium Humanoid

Descendants

There are two sentry robots that stand before these doors, watching over anything that tries to make it over the bridge. The same Dexterity rules apply in this era as well, so anyone trying to cross the bridge will be going through a meat grinder.

23.

Hall of the Knights of the Emerald V

A great hall, one hundred feet wide and a hundred feet long, with fifty-foot ceilings, stretches out in all its carven glory. A great central pool stretches eighty feet down the hall and is flanked by ten massive stone pillars that are carved in the shape of different deadly serpents. Stone pews face toward the pool, and at the far end of the hall, two staircases lead up to a raised level beyond the main hall itself.

The main area of the hall is patrolled by 2 Viper Guards who move in and out of the pillars, keeping to the shadows and carrying spears. If they spy an intruder, they whistle to the dais (Room 24) to try to muster help from the knight and sub-priest there.

2 Viper Guards [AC 5, HD 3, HP 16, #AT 1, D 1–8 (Scimitar) or 1–6 (Spear). (EXP: 110 each)]

TREASURE

NONE

2 Viper Guards [AC 15, HD 3d10+3, HP 18, Initiative +2, #AT 1, Hit +3, Dam Scimitar 7 (1d8+2) or Spear 5 (1d6+2)]

STR: 14 (+2) INT: 9 (-1) WIS: 8 (-1)

CON: 12 (+1) DEX: 13 (+1) CHA: 10 (-)

CR: 1/2 EXP: 50 Type: Medium Humanoid

Descendants

A half-dozen workers are in this room moving boxes, packing, and chatting among themselves. Two zealots are here as well to watch over the workers.

Secret Doors

There are two secret doors along the western side of the hall (in addition to the secret door leading to Room 21). Both have a standard chance to discover [DC 16 Perception].

24.

Grand Dias

Ten feet above the ground level of the grand hall, this massive stone ‘stage’ offers a fine view of the interior. An altar, some fifteen feet across, rests on the center of the dais, and two large open arches provide exit to the east and the west.

A sub-priest is working to clean the altar with a brush and pail, while a single Venom Knight watches from the rear of the hall. The sub-priest is a female, and the last in the temple, and the knight is enjoying the ‘show’ of her working in a wet, clinging shift.

Sub Priest [AC 8, HD 2, HP 10, #AT 1, D (1–8) (Mace), Spells (she has a single cure light wounds and a light spell at her disposal). (EXP: 80)]

TREASURE

MACE, CEREMONIAL KNIFE

Sub Priest [AC 12, HD 2d10+2, HP 12, Initiative +2, #AT 1, Hit +3, Dam Mace 5 (1d8+1), Spells (she has the following Cantrips (Light, Sacred Flame, Mending), 1st Level (Healing Word, Cure Wounds, Bane)]

STR: 12 (+1) INT: 10 (-) WIS: 15 (+2)

CON: 13 (+1) DEX: 12 (+1) CHA: 12 (+1)]

CR: 1/2 EXP: 50 Type: Medium Humanoid

1 Venom Knight (Templar) [AC 0, HD 9, HP 53, #AT 2, D 1–8 (Longsword). (EXP: 350 each)]

TREASURE

PLATEMAIL +1, SHIELD +1 (WITH THE SERPENT V ON IT), AND A LONGSWORD +2 (WITH A SNAKE HILT).

1 Venom Knight (Templar) [AC 20, HD 9d12+18, HP 72, Initiative +3, #AT 2, Hit +5, Dam Longsword 7 (1d10+4)]

STR: 15 (+2) INT: 11 (–) WIS: 11 (–)

CON: 14 (+2) DEX: 13 (+1) CHA: 11 (–)

CR: 3 EXP: 450 Type: Medium Humanoid

Descendants

A zealot commander and another regular zealot are up on the dais working on journals that reflect the work being done in the temple to date.

Secret Door

A single exceptionally well disguised secret door stands at the back of the dais curve. It can only be found with a successful double Search roll [DC 21 Perception].

25.

High Templar Council Chamber

The stone walls of this chamber are an orgy of serpents and humans in all kinds of compromising positions. A massive stone throne is in the southern side of the chamber, and a rounded floor-to-ceiling alcove is against the western wall, while two serpent-carved stone pillars support the northern ceiling.

Two gold candlesticks, each the height of a grown man, support two burning candles in the alcove, and a black curtain has been pulled back to reveal them. Two women, both naked, writhe with a serpent in the center of the room, and a man in black plate armor and

green glowing eyes watches the display, one hand on a snake hilted blade and the other on a shield with a serpent V crest.

Within this chamber is a chaos bringer, a man possessed of the seed of Chaos. He is not a Venom Knight but a hired mercenary that has been used by the cult to recruit and assassinate when necessary. He did not take part in the ritual, doesn't care much about the cult (although he will fulfill his contract), and he is currently entertaining himself by watching two completely mad former sub-priestesses having snake-like sex in his hall.

Chaos Bringer [AC 2, HD 10, HP 50, #AT 3, D (1–8) (Sword), Spell Immunity (immune to all mind-affecting spells), Chaos Blossom (3/day the chaos bringer can attack all enemies in a 15-foot radius with a single melee attack). (EXP: 1,430)]

TREASURE

+2 BROADSWORD WITH A BLACK BLADE THAT TWINKLES WITH STARS. BENEATH HIS SEAT IS A TREASURE MAP THAT LEADS TO A CAVE FAR UP IN THE MOUNTAINS WHERE HE KEEPS HIS GOLD, ALL 7,000 PIECES OF IT (ZIM ZEERUFF CAN HELP THE CHARACTERS FIND THIS CAVE IF HE HAS THE MAP).

Chaos Bringer [AC 18, HD 10d10+50, HP 100, Initiative +3, #AT 3, Hit +7, Dam Chaos Blade 8 (2d4+4), Multiattack (3 Chaos Blade), Spell Immunity (immune to all mind-altering spells), Chaos Blossom [recharge 6] (can attack all foes in a 15-foot radius with a single attack)]

STR: 18 (+4) INT: 11 (–) WIS: 11 (–)

CON: 19 (+5) DEX: 11 (–) CHA: 10 (–)

CR: 5 EXP: 1,800 Type: Medium Humanoid

Descendants

This is an empty chamber.



26.

Crypt of the Elder Knights

A half-dozen dark stone caskets are within this large tomb, the walls of which are inscribed with all manner of serpents.

This is the main holding crypt for the Venom Knights that were consumed by the ritual. They are to be the loyal servants of the death knight once he arises. Once characters enter, however, magical energy will flash and the room will tremble, their presence having disturbed the ritual and awakened the knights early. The caskets will slide open, and green glowing skeletons will climb forth, their venom armor and weapons intact and at the ready.

Secret Door 1

A secret door leads to and from the western basking chamber [DC 15 Perception].

Secret Door 2

A secret door is well disguised along the northern wall and is triggered by twisting a serpent's head that has been carved into the wall [DC 18 Perception].

6 Skeleton Lords [AC 2, HD 9, HP 20 (weakened state), Dam (1–8)+1, Damage Resistance ($\frac{1}{2}$ from slashing, $\frac{1}{4}$ from piercing). (EXP: 673)]

TREASURE

LONGSWORD +1

6 Skeleton Lords [AC 18, HD 9d10+18, HP 30 (weakened state), Initiative +2, #AT 1, Hit +6, Dam Longsword 9 (1d8+5), Damage Vulnerability (Bludgeoning)]

STR: 18 (+4) INT: 6 (-2) WIS: 8 (-1)

CON: 15 (+2) DEX: 11 (–) CHA: 5 (–3)

CR: 3 EXP: 700 Monster Type: Medium Undead

Descendants

The greatest work is being done here, and there are a half-dozen workers, four zealots, and a zealot commander in the room. Just beyond them, in the hall that leads to the adamantine door, are Project Leader Renaard and his bodyguard. They have just managed to get the door open as the characters begin an assault, and by the time the characters make it to the hall to the door, they will see

Renaard slip inside Room 33 as his bodyguard readies to take on what remains of the party.

27.

West Basking Chamber

Three large serpent pillars reach up twenty feet to the ceiling of this open chamber.

An open room that shows signs of recent use, but currently nothing is within it.

Descendants

This is an empty chamber.

28.

East Basking Chamber

Three large serpent pillars flank a single hall exit to this chamber that leads to a door in the eastern wall.

Other than the western opening, there is nothing within this chamber save for a few wooden stools in one corner.

Descendants

This is an empty chamber.

29.

Court of the High Templar

Four great serpent pillars are inset in the walls of the vaulted hall. A fresco of serpent people decorates the curved ceiling, and a single stone throne rests upon a dais that is reached by a five-foot stair along the western wall.

Although most of the Venom Knights died during the ritual, Sir Larkin Manes, Sub-Templar Lord, managed to avoid the fate that befell the greater Templars now housed

in Room 26. He is trying to discern a plan, either fleeing the cult or trying to make the best of being at the boot of the death knight once he awakes. He's torn and has a half-dozen scrolls out on the floor before his chair, studying supplies, trade routes, and even a list of contacts held by the cult in nearby towns. If he hears the party coming (assuming they aren't all moving silently in some fashion), he will quickly flee the room through the concealed door, then hit the treasury, taking a bag he has prepared, then cutting back through the secret door that leads to the dais chamber and main hall, hoping to escape. However, Imeniss knows the heart of Sir Manes, and she will know his planned escape route if the party wants to backtrack to catch him. If she isn't with the party, however, he has a 5 in 6 chance of getting out of the temple without the characters knowing.

Concealed Exit

Concealed behind a pillar in the northern wall is a secret exit **[DC 14 Perception]**.

1 Venom Knight (Templar) [AC 0, HD 9, HP 53, #AT 2, D 1–8 (Longsword). (EXP: 350)]

TREASURE

PLATEMAIL +1, SHIELD +1 (WITH THE SERPENT V ON IT), AND A LONGSWORD +2 (WITH A SNAKE HILT).

1 Venom Knight (Templar) [AC 20, HD 9d12+18, HP 72, Initiative +3, #AT 2, Hit +5, Dam Longsword 7 (1d10+4)]

STR: 15 (+2) INT: 11 (–) WIS: 11 (–)

CON: 14 (+2) DEX: 13 (+1) CHA: 11 (–)

CR: 3 EXP: 450 Type: Medium Humanoid

Descendants

This is an empty chamber.

30.

Sleeping Chamber of the High Templar

This large stone room is nondescript, the walls having a few stone hooks near the door.

A single bed rests in the eastern side of the chamber flanked by a scroll shelf and an iron chest.

The true High Templar has been entombed and awaits his rise as the death knight, so all of his worldly goods were buried with him, save for earthly journals and such that are now the property of Sir Manes and in Room 29 on the floor.

Descendants

This is an empty chamber.

31.

Treasury

This room rests behind a secured door with a heavy lock. The inside is a uniform thirty by twenty, and several alcoves have been cut into the exterior walls. A dozen chests are within this room, each secured with a lock.

There are a dozen chests in this room. Four have been bashed open, looted by the mad who escaped after the ritual, but eight are still intact. There is also a backpack in the room (unless Sir Manes has taken it and fled) that contains 200 PP, 3 Potions of Extra-Healing **[Greater Healing]**, and a bag of small gemstones worth 500 GP on the open market.

Chest #1:

[Trap: Poison Needle]

Damage 3–12 round 1, and 2–8 round 2

[DC 13 or take 6 (3d4) round 1, and 4 (2d4) round 2]

Locked **[DC 13]**

CONTENTS: EMPTY OTHER THAN A SCROLL OF LIGHTNING BOLT

Chest #2:

Exceptional Lock (-10 Open Locks) **[DC 16]**

CONTENTS: ONE BAG WITH 130 PP AMID A BED OF 500 GP

Chest #3:

[Trap: Viper Breath]

Within 5' feet of the chest, a successful save versus petrification **[DC 15 Dexterity]** or you must then make a successful poison save or take ½ your Constitution in round 1 and the second half in round 2. **[DC 14 Constitution or lose half your Constitution in Round 1 and the remainder in Round 2]**

Exceptional Lock (-10 Open Locks) **[DC 16]**

CONTENTS: +2 SNAKE BLADE BASTARD SWORD, HAIR PIN OF PROTECTION +2, GIRDLE OF MIGHTY BLOWS (ADDS +4 TO DAMAGE 3/DAY).

Chest #4:

Exceptional Lock (-10 Open Locks) **[DC 16]**

CONTENTS: 3 SMALL BAGS OF FINE TOBACCO (10 GP PER BAG), BOOTS OF STRENGTH (ACT AS GAUNTLETS OF OGRE POWER), BELT OF QUICK DRAWING (+2 INITIATIVE BONUS FOR FIRST ROUND IF DRAWING A WEAPON SHEATHED ON THE BELT)

Chest #5:

Standard Lock **[DC 12]**

CONTENTS: 900 SP, 70 GP, AND A SMALL TIARA WITH SAPPHIRES WORTH 700 GP

Chest #6:

Broken Lock:

CONTENTS: A SPILLED BACKPACK WITH 117 GP

Chest #7:

Standard Lock **[DC 14]**

CONTENTS: 3 SMALL OPALS (EACH WORTH 80 GP), A BAG OF SILVER AND GOLD NECKLACES WORTH A TOTAL OF 800 GP

Chest #8:

Broken Lock:

CONTENTS: 400 SP, 790 CP

Descendants

This is an empty chamber, having been looted long ago, but there are a few scattered ancient coins that would be worth over 3,000 in cash money to the right buyer in a city.

32.

Hall of Dark Scripture

The thirty feet of the northern wall of this chamber is covered with stone shelves and storage alcoves.

Within the alcoves are scrolls, and upon the shelves are a dozen books. A carpet rests in the middle of the room, and upon it stands a single long table with a half-dozen stools around it.

This room is filled with information on the dark serpent gods of the old world and can make anyone reading them an adept priest of a serpent cult. There are also several tomes concerning the distillation and refinement of venom into practical poison. These tomes would be worth 500 GP each to an assassin (or guild), and there are 6 books each weighing 50 GP.

Descendants

This is an empty chamber.

33.

Tomb of the Grand Venom

The iron door separates this chamber from the rest of the temple, and beyond it

are two stone caskets, each with the effigy of a knight on the lid.

There is nothing that threatens the characters once they reach this room, assuming they do so before the setting of the sun on the third day (up to the DM how close they are to this time, and you could use it as a nudge to keep them moving). There are two caskets here, but only one carries the serpent seal that must be replaced. The real obstacle is getting through the adamantine door, but if the players still have a Knock spell handy, that will work; otherwise, they are going to have to struggle to pick the lock.

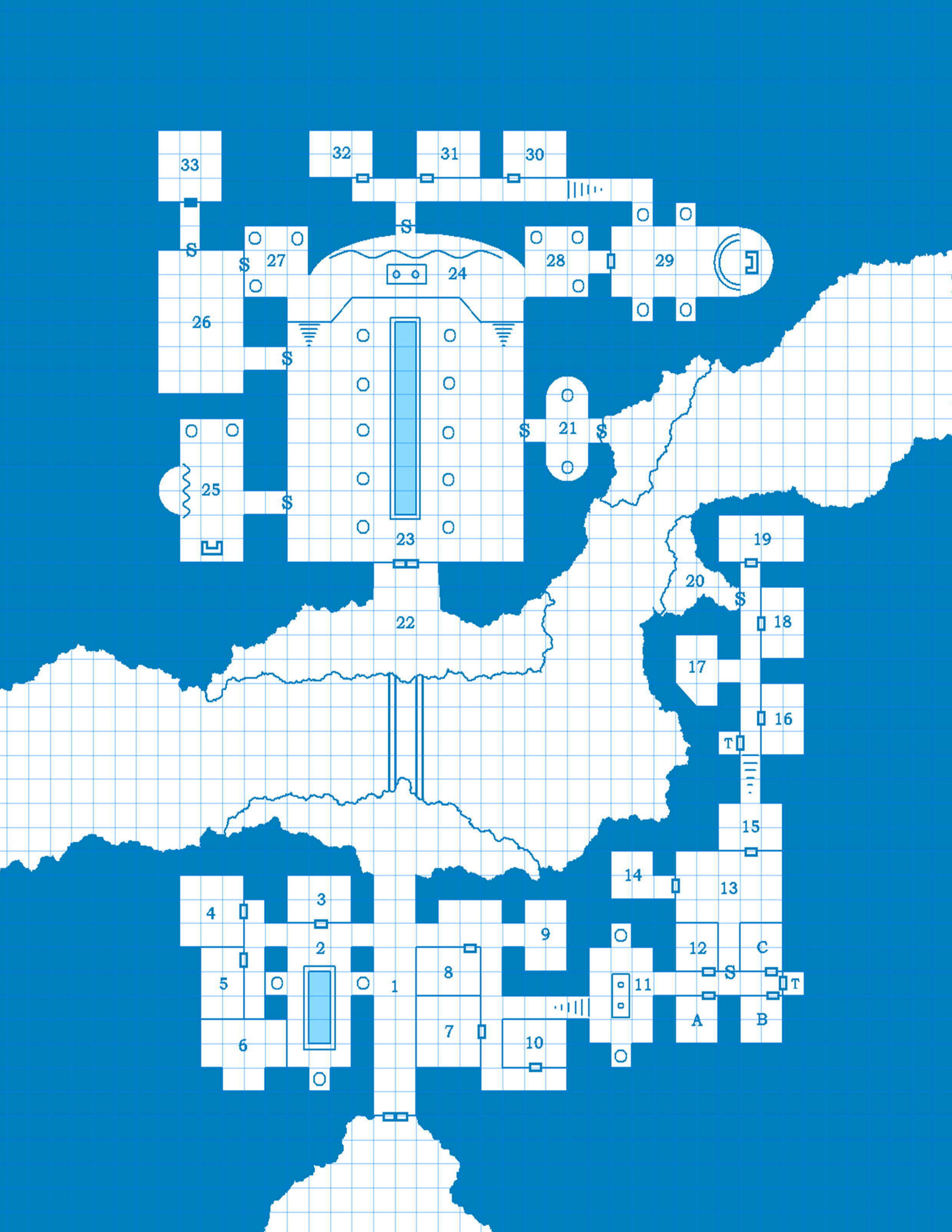
The Door

Adamantine, and can only be hurt by magical weapons. It has 100 HP, and each time a magical weapon hits it, there is a 15% chance the magical weapon will break. The lock is superior and is at -25% to a rogue's Open Locks **[DC 20]**.

This room only represents the 'endgame' for the players in each time period, and all they need to do is either place the seal (Dungeons), or make sure it stays intact (Descendants), but there is no treasure or other reward here.

Descendants

By the time the characters enter, Renaard will be attempting to remove the seal with a crowbar, the second stone casket already having been opened by him (you could have the sound of that lid hitting the floor be something the characters hear as they are killing the bodyguard outside, just to freak them out). Once the characters enter, Renaard will relent, trying to talk them into sharing the treasure within the casket 50/50. If they refuse, he will reach for his pistol, mad with his own greed.



True Level Adventure 1

The Keep of Stone and Silver

[Level 1 Characters]

Introduction

This adventure provides 1st level characters with everything they need to go up a single level of experience.

A simple run

There is no particular overarching story here, just a prospect dungeon you can drop into your own sandbox and run as you see fit. I've placed this adventure in a ruined mini-keep with a small cave complex beneath, easily situated anywhere you like.

The Keep of Stone and Silver is a small lord's hall built to support a troop of warriors and guests while the lord is in the field on a hunt. So, in essence, it is a hunter's hall and designed to hold a small court (if needed), but really more of a place to rest between hunts. It can be made of wood or stone and is a single-story fortification with one square watchtower that rises twenty feet and provides a lookout for the surrounding area. It is not meant for great defense.

The lord of the keep practiced dark magic and sacrificed to his dark god in a secret temple in the caverns below. Since the hall was abandoned, an ogre has made the caverns his home and utilizes a relationship with a small band of hobgoblins to forage and raid into the countryside. The temple has succumbed to evil, and the priest that resided within perished, leaving his corpse to guard the treasures left behind.

The setting can be anywhere

a shoreline keep, a desert ruin, a snowy mountain fort, or a deep forest retreat. It's completely up to the DM to place it accordingly.

See end of module for the new monster.

The Keep of Stone and Silver

1.

Hall of Grand Pillars

This once-grand hall is some one hundred feet in length, and the twenty-foot ceiling is supported by six giant pillars that are shaped like grand trees. Two exits, one on the south wall and one on the north wall, open without obstruction. At the western side of the hall is a raised dais with three circular steps leading to a throne.

Inside the hall are the forward scouts of the stone goblin tribe. There are four of them here, all about 3 feet tall with stumps for legs but long-armed, strong, and as tough as the stone that gives them their name. They can 'skate' over the stone flagstones of the floor, moving at a pace which makes them hard to follow if chased and providing them a nasty bit of damage with their long and lean war sticks.

If pressed, at least one will fall back to Room 3 and shout a warning to its brothers in Rooms 2 & 4.

The throne at the far western edge of this room has an old fur cape draped over it, and if searched [DC 15], a small alcove beneath the seat conceals a Potion of Extra-Healing [Greater Healing] and a bag with 15 platinum pieces in it.

4 Stone Goblins [AC 4, HD 3, HP 15, Dam 1-6, Rock Sliding: an earth affinity magic that allows the goblin to 'slide' across stone as if it were ice.]

TREASURE

33 CP AND A SINGLE POLISHED TOPAZ WORTH 50 GP

4 Stone Goblins [AC 16, HD 3d10+6, HP 21, Initiative +4, #AT 1, Hit +3, Dam Stone Club 5 (1d6+2), Rock Sliding (An earth affinity magic that allows the goblin to 'slide' across stone as if it were ice)]

STR: 14 (+2) INT: 10 (-) WIS: 8 (-1)

CON: 14 (+2) DEX: 15 (+2) CHA: 8 (-1)

CR: 1/2 EXP: 100

Monster Type: Small Humanoid

2.

Guard Rooms

There are six small rooms set into a forty-foot hallway. Two rooms are slightly larger and were once used to house the higher staff positions of the lord. Ruined bits of furniture and weapon racks, as well as sleeping mats, still lie broken around these small chambers.

Each of these rooms has been destroyed by years of misuse and the sleeping arrangements of the stone goblins. There is little of value here, save for a few bits of copper wire (10 GP) that might be of value to an alchemist.

There are three stone goblins in this room, and if not alerted by a scout from Room 1, they will be quarreling amongst themselves about what to do with the spool of copper wire.

3 Stone Goblins [AC 4, HD 3, HP 15, Dam 1-6, Rock Sliding: an earth affinity magic that allows the goblin to 'slide' across stone as if it were ice]

TREASURE

27 SILVER PIECES AMONG THEM.

3 Stone Goblins [AC 16, HD 3d10+6, HP 21, Initiative +4, #AT 1, Hit +3, Dam Stone Club 5 (1d6+2), Rock Sliding (an earth affinity magic that allows the goblin to 'slide' across stone as if it were ice)]

STR: 14 (+2) INT: 10 (-) WIS: 8 (-1)
CON: 14 (+2) DEX: 15 (+2) CHA: 8 (-1)
CR: 1/2 EXP: 100
Monster Type: Small Humanoid

3.

Huntsman's Hall

A grand table once graced this hall, but now, only the remnants of four huge legs lie cast aside in the room. The northern wall is marked with the last vestiges of a mural, but it is too decayed to tell what it once portrayed. A single door is set into the western wall.

There is nothing of particular value in this room, but there is a secret door that leads to the chambers below. A standard search is required to find it [DC 14].

4.

Kitchen

An empty and sand-filled fireplace is set into the western wall. A pile of cast iron pots and pans lie near the fireplace as well as a stack of wood along the southern wall.

There are three goblins here arguing about why humans need to light fires and exactly how they go about doing so. If they have been alerted to the presence of intruders, they will have moved to Room 3. Otherwise, anyone listening at the door will hear the squabble.

3 Stone Goblins [AC 4, HD 3, HP 15, Dam 1-6, Rock Sliding: an earth affinity magic that allows the goblin to 'slide' across stone as if it were ice]

TREASURE

15 SP AMONG THEM

3 Stone Goblins [AC 16, HD 3d10+6, HP 21, Initiative +4, #AT 1, Hit +3, Dam Stone Club 5 (1d6+2), Rock Sliding (an earth affinity magic that allows the goblin to 'slide' across stone as if it were ice)]

STR: 14 (+2) INT: 10 (-) WIS: 8 (-1)
CON: 14 (+2) DEX: 15 (+2) CHA: 8 (-1)
CR: 1/2 EXP:100
Monster Type: Small Humanoid

5.

Servant and Guest Rooms

A forty-foot hallway stretches west and is lined with six doors. Four of the doors have rotted and broken, falling to splinters and moldering dust. The rooms are empty save for some old pot shards, the bulk of which are piled in the back corner of the final open room to the southwest.

These rooms have been brutalized and destroyed over the years. In several, the roof has collapsed so that the elements have furthered the process. Even the stone goblins don't utilize these rooms.

If a search is done [DC 15], a loose stone in one wall of a room will reveal a secret hiding hole where a bag with 23 GP is stashed.

6.

Lord's Bedroom

An old canopy bed has broken in its middle, the contents of the mattress having spilled out and been blown around the room from a breach in the ceiling. A single shattered wardrobe with a dusty mirror is overturned along the northern wall, and a chest with iron bands is still intact and partially covered by the bed.

This room serves as the lair of the stone goblin chief (HD and stats are the same as normal), and he resides inside the shattered wardrobe (where he keeps his treasure). Three other goblins are in this chamber as well; two are female although that is hard to tell. All work to protect the chief, and if combat is being had, the chief will emerge from the wardrobe and join the battle with a terrible cry that sounds like the grinding of stones.

4 Stone Goblins [AC 4, HD 3, HP 15, Dam 1-6, Rock Sliding: an earth affinity magic that allows the goblin to 'slide' across stone as if it were ice]

TREASURE

A BAG INSIDE THE WARDROBE CONTAINS 15 GP AND 34 SP, AS WELL AS A GOLD RING (50 GP).

4 Stone Goblins [AC 16, HD 3d10+6, HP 21, Initiative +4, #AT 1, Hit +3, Dam Stone Club 5 (1d6+2), Rock Sliding (an earth affinity magic that allows the goblin to 'slide' across stone as if it were ice)]

STR: 14 (+2) INT: 10 (-) WIS: 8 (-1)
CON: 14 (+2) DEX: 15 (+2) CHA: 8 (-1)
CR: 1/2 EXP:100
Monster Type: Small Humanoid

7.

Lord's Study

An old rug dominates the bulk of the floor of this room. A large table or desk has been broken to pieces and used as kindling for a fire long ago in the northeastern corner of the room. The wall of the southwestern corner of the room has been sculpted into a scroll shelving case, but it is empty.

This room is used as an early warning system for the stone goblins in Room 6, and a wire trap has been laid across the rug that will ring a bell in Room 6 unless a successful Detect Traps [DC 14 Passive Perception] is made, assuming people are searching for traps.

8.

Block Tower Entrance

A three-story tower with a small observation platform at the top rises up and looks over the

surrounding area. Several javelins are still kept in a clay pot at the top of the stairs, but the roof has collapsed and rotted away, leaving the top of the tower open to the elements.

Climbing up into the tower is dangerous as the foundations are crumbling. A successful saving throw vs. petrification is required to make the climb (or a Climb Walls check by a thief) [DC 15 **Dexterity**]. If successful, they can make it to the top, and an investigation of the javelins will show that one is magical (a Javelin of Lightning). If the climb roll is failed, it results in a collapse that causes 2–12 [6 (2d6)] points of damage.

9.

Secret Cellar

The remnants of wine racks and shattered barrels lie haphazardly around this half-carved stone chamber. Smashed wine bottles litter the floor, and the musty odor of fouled liquid hangs heavy in the air as does the distinct smell of heavy bodily musk. A single natural tunnel snakes off to the west of this chamber.

This room is set as a warning room for the hobgoblins in Room 10. The shattered glass on the floor will cause noise that travels throughout the caves system, especially if the room is searched. However, if a Search [DC 15] is done, a secret stone panel in the northern wall reveals the old master's secret wine stash. There are three bottles of 80-year-old vintage, each bottle worth 75 GP.

10.

Hobgoblin Den

A half-dozen straw mats are set behind a four-foot-tall wall, created from thorns and tree limbs. There is a single entry through the wall that is roughly four feet wide, and two torches burn at the back of the cavern near another tunnel leading southwest.

After hearing the crumbling of glass in Room 9, the hobgoblins will be ready for action, having moved behind their barricade and pulled up a sheaf of spears (1–6 damage). There are 15 spears in total, 3 for each hobgoblin behind the barricade, and they receive +2 to hit and damage on any throws with them [they will employ Martial Advantage with the spears, giving them extra damage on each throw]. If the barricade is breached, the remaining hobgoblins will fall back into Room 11, hoping to hold out with the captain.

5 Hobgoblins [AC 4, HD 1+1, HP 8, Dam 1–8]

TREASURE

35 SP PER HOBGOBLIN. ONE HAS AN EMERALD AND SILVER RING ON A NECKLACE WORTH 100 GP.

5 Hobgoblins [AC 18, HD 2d8+2, HP 11, Initiative +2, #AT 1, Hit +3, Dam Longsword 6 (1d10+1), Martial Advantage (once per round, can deal an extra 7 (2d6) to a creature within 5' of and ally)]

STR: 13 (+1) INT: 10 (–) WIS: 10 (–)

CON: 12 (+1) DEX: 12 (+1) CHA: 9 (–1)

CR: 1/2 EXP: 100

Monster Type: Medium Humanoid

11.

Hobgoblin Treasury

A cook fire has been created in this room, taking advantage of a small crack in the dark ceiling that acts as a vent. Three more sleeping mats lie around the cave, as well as a chest about the size of a medium dog. Two spears rest against the tunnel wall where it opens into the room.

Two hobgoblin guards are stationed here and will have heard any combat that went on in Room 10, thus rousing the sleeping captain and preparing to resist an assault. The captain will utilize his Leadership ability to hold the position, and they all know there is only victory or death, as they have no fallback point.

2 Hobgoblins [AC 4, HD 1+1, HP 8, Dam 1–8]

TREASURE

5 GP AND 14 SP PER HOBGOBLIN

2 Hobgoblins [AC 18, HD 2d8+2, HP 11, Initiative +2, #AT 1, Hit +3, Dam Longsword 6 (1d10+1), Martial Advantage (once per round can deal an extra 7 (2d6) to a creature within 5' of and ally)]

STR: 13 (+1) INT: 10 (–) WIS: 10 (–)

CON: 12 (+1) DEX: 12 (+1) CHA: 9 (–1)

CR: 1/2 EXP: 100

Monster Type: Medium Humanoid

1 Hobgoblin Captain [AC 3, HD 6+6, HP 30, #Att 2, Dam (1–10)+3, Leadership (all allies within 3" are at +1 to attack rolls and saving throws)]

TREASURE

+1 GREATSWORD WITH AN IVORY HANDLE AND CURVED BLADE, A BAG WITH 30 GP, AND A BACKPACK WITH 2 POTIONS OF EXTRA-HEALING [GREATER HEALING]

1 Hobgoblin Captain [AC 17, HD 6d8+12, HP 39, Initiative +2, #AT 2, Hit +5, Dam Greatsword 9 (2d6+3), Martial Advantage (once per round can deal an extra 7 (2d6) to a creature within 5' of and ally), Multiattack (2 sword), Leadership (once per minute, can issue orders to allies within 30' who then gain +1d4 to all attacks and saves)]

STR: 15 (+2) INT: 12 (+1) WIS: 10 (–)

CON: 14 (+2) DEX: 14 (+2) CHA: 13 (+1)

CR: 3 EXP: 700

Monster Type: Medium Humanoid

12.

Ogre Lair

The scent of body odor is thick in the air here even though an opening in the eastern wall of the cavern leads to a stream and the light of the surface beyond. A great chair made of stone, bones, and skins rests in the southern end of this chamber, and two chests are at its base.

Ogre Chief Margurum the Hammer has set up a lair within this large chamber which provides access to the outside world. He was smart enough (incredibly) to allow the hobgoblin patrol in charge of this region to camp within 'his' caves, and they have been helpful in bringing him food (because he gets tired of hunting). He currently fancies himself a 'big deal' and lords over his cave from his high seat. If enemies are heard in Room 9 (25% chance), then he will investigate and ambush the party from the rear as they are engaged with the hobgoblins in Room 10.

1 Ogre Chief [AC 7, HD 8+8, HP 56, Dam 1-10]

TREASURE

A BAG WITH 96 GP IS STASHED WITHIN HIS CHAIR AND REQUIRES A SEARCH TO FIND [DC 14]. HE ALSO HAS A BROKEN CHEST WITH 200 CP AND 147 SP IN IT, AS WELL AS CARRYING A LARGE GOLDEN RING ON HIS HAND THAT IS VALUED AT 75 GP.

1 Ogre Chief [AC 11, HD 8d10+24, HP 64, Initiative +2, #AT 1, Hit +6, Dam Great Club 13 (2d8+4)]

STR: 19 (+4) INT: 9 (-1) WIS: 9 (-1)

CON: 16 (+3) DEX: 8 (-1) CHA: 7 (-2)

CR: 3 EXP: 700

Monster Type: Large Giant

13.

Skeleton Guard Chamber

A thirty-foot-long tunnel gives way to a roughly thirty-by-thirty cavern that houses a collection of dead soldiers, their flesh having rotted away long ago and their blades and armor layered in a rusted tarnish. In all, there are six lying haphazardly around the chamber while a seventh rests on its knees as though still seeking support from a spear that it clutches in gauntleted hands.

These are the former 'huntsman' of the lord. How they came to this place, if they died here or were raised here as guards, is lost to time, but they are still vested in protecting the final cavern of the complex. Once the party enters 5' into the chamber, the skeletons will rise at the clanking request of the skeleton captain banging his spear on the stone ground before casting it at the character's feet and drawing his still-gleaming longsword.

There is a secret passage [DC 15] in this chamber that accesses the secret temple of the Lord of the Dark Hunt.

6 Skeletons [AC 7, HD 2, HP 11, Dam 1-6, Damage Resistance (½ from slashing, ¼ from piercing)]

TREASURE

NONE

6 Skeletons [AC 13, HD 2d8+4, HP 13, Initiative +2, #AT 1, Hit +4, Dam Blade 5 (1d6+2), Damage Vulnerability (Bludgeoning)]

STR: 10 (-) INT: 6 (-2) WIS: 8 (-1)

CON: 15 (+2) DEX: 14 (+2) CHA: 5 (-3)

CR: 1/4 EXP: 50

Monster Type: Medium Undead

1 Skeleton Captain [AC 7, HD 4, HP 24, Dam (1-8)+2, Damage Resistance (½ from slashing, ¼ from piercing)]

TREASURE

LONGSWORD +2

1 Skeleton Captain [AC 13, HD 4d8+8, HP 24, Initiative +2, #AT 1, Hit +6, Dam Blade 7 (1d6+4), Damage Vulnerability (Bludgeoning)]

STR: 15 (+2) INT: 6 (-2) WIS: 8 (-1)

CON: 15 (+2) DEX: 14 (+2) CHA: 5 (-3)

CR: 1 EXP: 200

Monster Type: Medium Undead

14.

Secret Temple

Four basalt pillars, unlike the natural carved grey limestone of the chamber, rise to a vaulted ceiling twenty feet above. A single altar rests in a recess in the southern wall, two golden candlesticks still positioned on its polished onyx top. A wooden door is set into the western wall and is framed by two moldering tapestries, each depicting a scene of death and sacrifice, one of a mighty stag and the other of human figures burning in the boughs of a flaming tree.

Six more skeletal guards are within this temple room. They will step from pillars once the secret door is open, attacking anyone who enters. The candlesticks are the only treasure in this room, and each is valued at 75 GP. The door to Room 15 is unlocked.

There is a secret door in the eastern wall [DC 15].

6 Skeletons [AC 7, HD 2, HP 11, Dam 1-6, Damage Resistance (½ from slashing, ¼ from piercing)]

TREASURE

NONE

6 Skeletons [AC 13, HD 2d8+4, HP 13, Initiative +2, #AT 1, Hit +4, Dam Blade 5 (1d6+2), Damage Vulnerability (Bludgeoning)]

STR: 10 (-) INT: 6 (-2) WIS: 8 (-1)

CON: 15 (+2) DEX: 14 (+2) CHA: 5 (-3)

CR: 1/4 EXP: 50

Monster Type: Medium Undead

15.

Resting Place of the Dark Priest

This large chamber holds smooth carved walls, a low bed, and a fine desk, all of which have survived the test of time. A skeletal figure is seated at the desk, head and arms lying on the desktop as though sleeping. An open tome is beneath the figure's left elbow, and a dull light pulses from the ceiling with a magical aura.

Once the characters enter the room, the skeleton lord will raise his dusty head and let out an otherworldly wail. His mace rests across his lap, and he will draw it out as he rises to take on the party in deadly combat.

1 Skeleton Lord [AC 2, HD 9, HP 45, Dam (1-8)+1, Damage Resistance (½ from slashing, ¼ from piercing)]

TREASURE

MACE +1, PLATEMAIL +1

1 Skeleton Lord [AC 18, HD 9d10+18, HP 24, Initiative +2, #AT 1, Hit +6, Dam Mace 9 (1d8+5), Damage Vulnerability (Bludgeoning)]

STR: 18 (+4) INT: 6 (-2) WIS: 8 (-1)

CON: 15 (+2) DEX: 11 (-) CHA: 5 (-3)

CR: 2 EXP: 450

Monster Type: Medium Undead

16.

Treasury

This chamber is shaped like a giant 'plus', with alcoves set in the north, south, and eastern wall. Inside each of the three alcoves are three large wooden chests, each with a large square metal lock and reinforced metal brackets around the frame.

This chamber was reserved for the master of the keep, and even the high priest didn't have access to it. If there were keys to the chests, they are long since lost to time.

Chest #1

[Trap: Poison Needle]

Damage 3-12 round 1, and 2-8 round 2
[DC 13 or take 6 (3d4) round 1 and 4 (2d4) round 2]

Locked [DC 13]

Contents

THREE BAGS WITH 75 GP IN EACH. ONE BAG WITH 10 PINK PEARLS (50 GP EACH), 1 RUBY AND SILVER NECKLACE (250 GP), 1 BOTTLE OF FINE PERFUME (50 GP), IVORY COMB & MIRROR SET (100 GP), JEWEL COFFER (250 GP) WITH A +1 DAGGER INSIDE, 1 PLATINUM AND DIAMOND WEDDING RING OF PROTECTION +1.

Chest #2

Exceptional Lock

(-10 Open Locks) [DC 16]

Contents

400 LOOSE GP, AND 720 LOOSE SP. ONE BAG WITH 40 PP. 3 POTIONS OF EXTRA-HEALING [GREATER HEALING], 1 SCROLL CASE WITH THE FOLLOWING SCROLLS: BURNING HANDS, SHIELD, INVISIBILITY, AND KNOCK.

Chest #3

[Trap: Snap Blade]

Damage 2-12 and make a successful save versus petrification or lose 1-4 fingers.

[DC 14 or take 6 (2d6), plus DC 14 Dexterity of lose 2 (1d4) fingers]

Locked [DC 13]

Contents

SHORTSWORD +1 IN A JEWEL SCABBARD (200 GP FOR SCABBARD), 1 POTION OF FIRE RESISTANCE, WAND OF MAGIC MISSILES (20 CHARGES), CLOAK OF PROTECTION +1

GRAND TOTAL EXP

As stated in the True Level Adventure guidelines, this module has been designed to take characters up a single level. If the DM chooses, simply award every player a 2nd level for their character, with 1 experience point over the requirement. However, if the DM wants to award experience points, the below totals are for everything in this module. The only class which will not make a level with the experience below is the AD&D barbarian, which will basically be halfway to 2nd after this adventure if provided the actual point totals.

AD&D

20,236 for a party of 6 (3,372 EXP each)

5TH EDITION D&D

4,750 for a party of 6 (792 EXP each)



Stone Goblin

Chaotic Evil

Frequency: Very Rare

No. Appearing: 1–10

Armor Class: 4

HD: 3

Move: 16" or 3"

No. of Attacks: 1

Damage/Attack: 1–6 (Stone Club)

Special Attacks: None

Special Defense: Rocky Sliding

Magic Resistance: Nil

Intelligence: Standard

Size: S (3')

Psionic Ability: NIL

% in lair: 20%

Treasure Type: L

Climate Zone: F, E

Experience: 105+4/hp



History

The running joke among dwarves is that stone goblins were created from the shit of stone trolls, and there is a lot to be said for that theory. Stone goblins don't have proper legs but, instead, have two stone stumps. However, the creatures are incredibly fast as long as they are in contact with stone because of an elemental affinity they call Rock Sliding. Basically turning their stumps into skates, they can slide across stone surfaces with ease, fighting or even thieving without any penalty. This ability hinders their territorial ranges as without stone their speed is reduced to 3", not something they can survive with.

Nature

As they have a stony hide, these goblins are particularly well defended from most attacks, and because of their earth affinity, they do a good deal of damage with thin stone clubs that they refer to as

'switches'. They inhabit mines, dungeons, and even ruins where old streets are paved with stone, but most commonly reside in mountain caves.

Special Abilities

Rock Sliding

An earth affinity magic that allows the goblin to 'slide' across stone as if it were ice.

Stone Goblin [AC 16, HD 3d10+6, HP 21, Initiative +4, #AT 1, Hit +3, Dam Stone Club 5 (1d6+2), **Rock Sliding** (An earth affinity magic that allows the goblin to 'slide' across stone as if it were ice)]

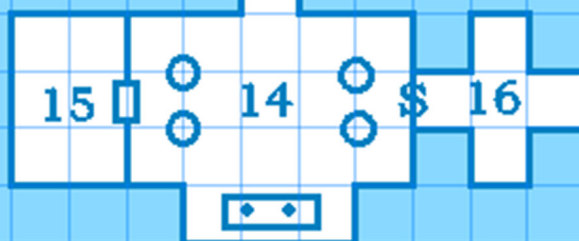
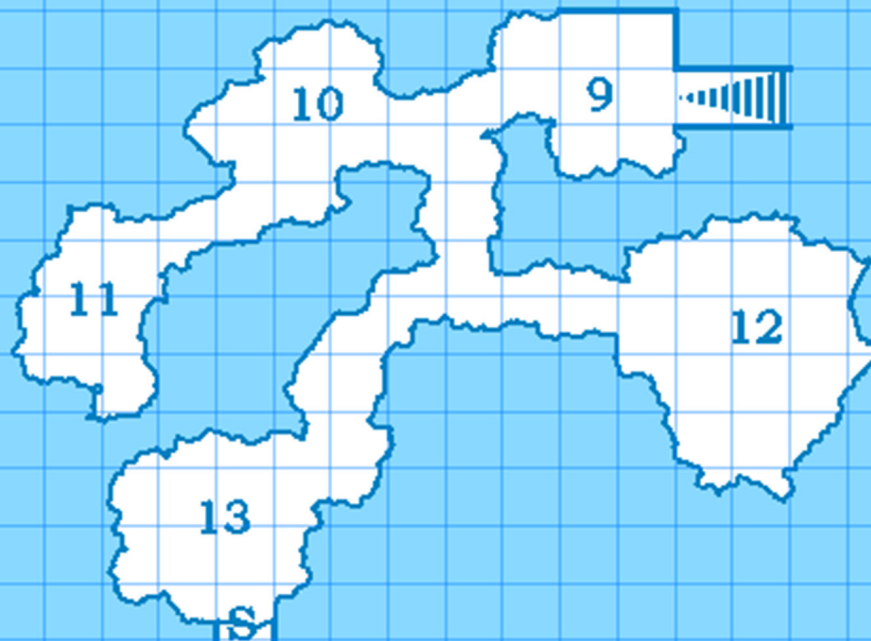
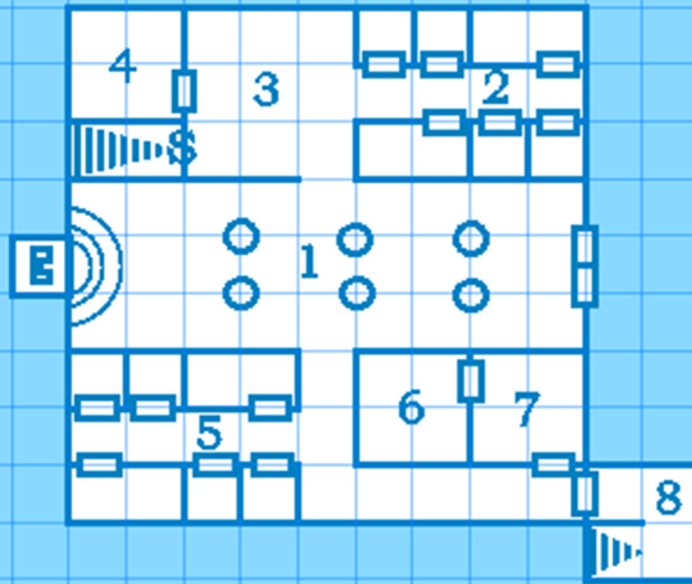
STR: 14 (+2) **INT:** 10 (–) **WIS:** 8 (–1)

CON: 14 (+2) **DEX:** 15 (+2) **CHA:** 8 (–1)

CR: 1/2 **EXP:** 100

Monster Type: Small Humanoid

THE FOLIO



True Level Adventure 2

Gate of Web and War

[Level 2 Characters]

Introduction

This adventure provides roughly six (6) 2nd level characters with everything they need to go up a single level of experience.

A simple run

There is no particular overarching story here, just a prospect gate keep dungeon you can drop into your own sandbox and run as you see fit. I've placed this adventure in an abandoned gate keep, one that could be attached to a great crumbling wall. It has become home to humanoid brigands that use it as a base of operations.

The Gate of Web and War was designed to be part of a once-great wall, perhaps something like the Great Wall of China, but it has since been abandoned and fallen to ruin. This 'pass through' point in the once-mighty wall still exists although the trade road no longer runs through it, and therefore, it isn't of much use and can be circumvented easily by wanderers without wagons.

However, a rogue company of bugbears has taken up residence inside the eastern half of the old gate hold and, along with their gnoll scouts, are using it as a base of operations to strike at the trade routes that still exist to the south of the old wall. They are likely the cause of the party's adventure as several members of local towns, probably merchants, will hire the players to take care of the problem, or a local ranger might tell of the base, and the adventurers can take up a quest.

The western side of the gate hold is more lethal and still unchecked by the bugbears. Here, the ancient god of war held sway, and they believe a curse is within that structure. The party will need to clear both sides of the gate hold to gain their level of experience, but the nice part is the two halves provide some respite once one has been cleared.

The setting can be anywhere: a mountain wall against barbarians, a desert ruin, an ice fortress, or a deep forest ruin. It's completely up to the DM to place it accordingly.

1.

The Pass-through Hall

The stonework of this one hundred and ten-foot hall is mortared limestone, so smooth it appears to be a single carved cave and not a manmade structure. Wagon ruts, cut from many passing trains over the years, pass along the twenty-foot width of the gate, and iron torch sconces line the walls at ten-foot intervals. At the forty-foot mark, an iron portcullis is half-raised into the stone ceiling, and just beyond it, two iron doors are set into the east and west walls.

Although this hall should be being watched by the gnolls in Room 3, they are not at their post and, instead, playing a game of 'gnaw-bone'. However, once the players pass the portcullis, roll a d6 for the gnolls; on a 1, they become aware of the party and then have to decide if they tell the bugbears and risk a beating for not doing their job or simply set an ambush in room 3 in hopes they can take care of the problem on their own.

2.

Lesser Hall

The iron door opens to a seventy-foot hall, ten feet in width, that extends east until it opens into a small half-chamber with two doors. Two other doors, at the thirty-foot mark, open into the north and south walls of the hall.

There is nothing of note in this hall; however, if the gnolls in Room 3 have become aware of the party, they likely have opened the door to their room and then slipped back into their secret room to await an ambush.

3.

On-Duty Room

Two hard chairs and three straw mats decorate this simple thirty-by-twenty room. A single weapons rack, filled with long spears and sheafs of arrows, is set into the southwest corner of the room. Signs and smells (musk) of use are prevalent in this room, and there are several half-eaten bones on the floor.

Secret Room

A single secret door is set into the western wall [DC 15]. It leads to a secret room with two stools and sliding stone panels (only slits really) that open to the 'kill zone' in the greater pass through.

There are three gnolls stationed here by the bugbears. They will be in Room 3 playing a game of 'gnaw-bone' (seeing who can get to the marrow of a large bone faster) and won't be doing their duty. However, if they are alerted to the players' presence (1 in 6 chance), they will set an ambush in the Secret Room, hoping to leap out and spear the party's weakest characters and then move to the fighters.

3 Gnoll [AC 5, HD 2, HP 12, #AT 1, D (2-8) (Spear), EXP: 52 (each)]

TREASURE

10 GP EACH, AND ONE OF THEM HAS A LEG 'HOLSTER' WITH A SINGLE POTION OF EXTRA-HEALING [GREATER HEALING].

3 Gnoll [AC 15, HD 5d8, HP 22, Initiative +2, #AT 1, Hit +4, Dam Spear 5 (1d6+2) or Bite 4 (1d4+2), Rampage (If the gnoll reduces an enemy to 0 HP in a round, it can move up to half its speed and make a Bite attack against another foe.)]

STR: 14 (+2) INT: 6 (-2) WIS: 10 (-)

CON: 11 (-) DEX: 12 (+1) CHA: 7 (-2)

CR: 1/2 EXP: 100 (Each)

Type: Medium Humanoid

4.

Food Storage

A dozen barrels and a single rack set with old meat hooks and shelves for smaller mason jars fill this room. The smell of mildew is heavy here, and several of the barrels have been knocked over and split open, the contents of old foodstuffs now little more than yellow piles of mold.

The mold is harmless, and the food is almost completely rotten in this area.

5.

Dining Hall

A single long table, nearly thirty feet in length, is flanked by a dozen low benches. Some of the benches have been splintered and others cast aside against the wall although there does seem to be signs that the northern end of the table is still seeing heavy use for meals.

A meal was had within the last hour in this room by the bugbears, and now, it is empty. A successful Hear Noise [DC 15 Perception] will indicate clanking and grumbling coming from Room 6.

6.

Kitchen

Two large fireplaces are centrally located in this large chamber, the flues moving up through the ceiling at the center. Butcherblock long-tables are located against the northern wall, and great soup cauldrons are stacked in the southeast. There are two bugbears in the room, both seated by a butcherblock playing a game of dice, while a single gnoll slaves away cleaning iron bowls and pans near a large brass pot.

These are the unlucky members of the gang on dish duty although the bugbears have forced the gnoll to do all the labor as they waste time throwing dice.

2 Bugbears [AC 5, HD 3+1, HP 19, #AT 1, D (2-8) (Blade), EXP: 161 (each)]

TREASURE

25 SP AND 3 GP EACH

2 Bugbears [AC 16, HD 5d8+5, HP 27, Initiative +2, #AT 1, Hit +4, Dam Blade 11 (2d8+2), Stealth +6, Brute (Melee weapons deal one extra die.), Surprise Attack (If surprise, does an additional 7 (2d6) damage that round.)]

STR: 15 (+2) INT: 8 (-1) WIS: 11 (-)

CON: 13 (+1) DEX: 14 (+2) CHA: 9 (-1)

CR: 1 EXP: 200 (Each)

Type: Medium Humanoid

1 Gnoll [AC 5, HD 2, HP 12, #AT 1, D (2-8) (Spear), EXP: 52 (each)]

TREASURE

10 SP

1 Gnoll [AC 15, HD 5d8, HP 22, Initiative +2, #AT 1, Hit +4, Dam Spear 5 (1d6+2) or Bite 4 (1d4+2), Rampage (If the gnoll reduces an enemy to 0 HP in a round, it can move up to half its speed and make a Bite attack against another foe.)]

STR: 14 (+2) INT: 6 (-2) WIS: 10 (-)

CON: 11 (-) DEX: 12 (+1) CHA: 7 (-2)

CR: 1/2 EXP: 100 (Each)

Type: Medium Humanoid

7.

Main Barracks

This massive chamber contains bunks enough for half a hundred men, but a large number have been cut down for kindling, their absence clearing out a large section of space in the southeastern corner of the room. Here, a number of lockers, probably once used by soldiers, have been stacked to make a half-wall.

Behind the wall of lockers, in the rear of the room, 3 bugbears are taking a nap after their meal the hour before. They are currently snoring away. A successful Move Silently can get a character over the wall without them knowing [DC 15 Stealth], and the bugbears can be dispatched with a series of backstabs [Sneak Attack]; however, each successful backstab requires another Move Silently [DC 15 Stealth] or the other bugbears will wake. Only a single backstab [Sneak Attack] roll is required to kill a sleeping bugbear; no damage roll is required.

3 Bugbears [AC 5, HD 3+1, HP 19, #AT 1, D (2-8) (Blade), EXP: 161 (each)]

TREASURE

25 SP EACH

3 Bugbears [AC 16, HD 5d8+5, HP 27, Initiative +2, #AT 1, Hit +4, Dam Blade 11 (2d8+2), Stealth +6, Brute (Melee weapons deals one extra die.), Surprise Attack (If surprise, does an additional 7 (2d6) damage that round.)]

STR: 15 (+2) INT: 8 (-1) WIS: 11 (-)

CON: 13 (+1) DEX: 14 (+2) CHA: 9 (-1)

CR: 1 EXP: 200 (Each)

Type: Medium Humanoid

8.

Watch Commander Quarters

A single bed with writing desk and dressing screen decorate this room. The wall on the western side is stained with smoke in the pattern of a tapestry although it no longer hangs there. An armor stand, like a skeletal scarecrow, rests against the wall in the southwest corner, and a chamber pot is upside down in the center of the room. A large humanoid in heavy armor stands near a chest where the wall hanging once hung, a key in one hand and a spear in the other.

This is the gang boss, and he holds Elohimwhyn, the Wind Reaper, a +2 Cavalry Spear that does 1d8 piercing damage naturally. He will use the weapon to defend himself, receiving a +1 to hit bonus for reach if he can keep enemies at bay (in addition to the +2 magical nature of the weapon, making him +3 overall). The key unlocks the chest in the room where he keeps his small hoard of treasure.

1 Bugbear Chief [AC 4, HD 8+8, HP 54, #AT 2, D (2-8)+2 (Spear), EXP: 996]

TREASURE

INSIDE THE CHEST, THERE ARE 75 GP IN A SACK, (3) GEMS (EACH WORTH 50 GP), AND (2) POTIONS OF HEALING [HEALING]. THE SPEAR IS ALSO TREASURE FOR THIS ROOM.

1 Bugbear Chief [AC 17, HD 10d8+20, HP 65, Initiative +2, #AT 2, Hit +7, Dam Blade 14 (2d8+5), Stealth +6, Brute (Melee weapons deals one extra die.), Surprise Attack (If surprise, does an additional 7 (2d6) damage that round.), Heart of Hruggek (advantage on mind altering saving throws)]

STR: 17 (+3) INT: 11 (-) WIS: 12 (+1)

CON: 14 (+2) DEX: 14 (+2) CHA: 11 (-)

CR: 3 EXP: 700

9.

Watch Priest Quarters

A stone inlay along the eastern wall of this room depicts a massive hammer that radiates with golden light although it has been splashed with dark paint that obscures part of it. An ancient suit of plate armor stands in one corner, a rusted broadsword on the floor at its feet. A small bed has been smashed against the northern wall, and a shelf that once contained scrolls has been toppled from the southern wall, its contents long gone.

The armor in the room is animated (and scares the shit out of the bugbears, who stay away from the room). Once anyone gets close to the sword (it is mundane), the armor will animate and begin pummeling anyone in the room.

1 Animated Armor [AC 2, HD 6, HP 36, #AT 2, D 2-8 (Slam). EXP: 638]

TREASURE

ONCE DESTROYED, THE ANIMATED ARMOR REVERTS TO HUMAN-SIZED PLATEMAIL ARMOR THAT IS DEDICATED TO AN ANCIENT GOD OF WAR.

1 Animated Armor [AC 18, HD 6d8+6, HP 33, Initiative +2, #AT 2, Hit +4, Dam Slam 5 (1d6+2), Antimagic Susceptibility, False Appearance (if not moving, undetectable as an enemy), Multiattack (2 Slams)]

STR: 14 (+2) INT: 1 (-5) WIS: 3 (-4)

CON: 13 (+1) DEX: 11 (-) CHA: 1 (-5)

CR: 1 EXP: 200

Type: Medium Construct

10.

Armory & Training Room

This room boasts an earthen floor, unlike the rest of the keep. The walls are covered in old weapon racks and hooks, and broken weapons and armor are cast about in the dirt along with old blood stains. Three large bugbears are currently engaged in a melee scrum inside the dirt ring, and they turn their attention immediately to the door as it is opened.

These are three bugbears that were using their off time to train, and they are ready for a rumble!

3 Bugbears [AC 5, HD 3+1, HP 19, #AT 1, D 2–8 (Blade), EXP: 161 (each)]

TREASURE

20 SP EACH, AS WELL AS 2 GP, AND ONE HAS A GEM IN HIS POUCH (ALONG WITH A HALF-DOZEN HUMAN FINGERS) THAT IS WORTH 75 GP.

3 Bugbears [AC 16, HD 5d8+5, HP 27, Initiative +2, #AT 1, Hit +4, Dam Blade 11 (2d8+2), Stealth +6, Brute (Melee weapons deals one extra die.), Surprise Attack (If surprise, does an additional 7 (2d6) damage that round.)]

STR: 15 (+2) INT: 8 (-1) WIS: 11 (-)

CON: 13 (+1) DEX: 14 (+2) CHA: 9 (-1)

CR: 1 EXP: 200 (Each)

Type: Medium Humanoid

11.

Grand Rectory

Four huge basalt pillars hold up the small vaulted roof of this octagonal chamber, and a set of tarnished bronze doors are set in the southern wall. The floor is made of red and brown tile, and one of the large blocks of tile has been destroyed, throwing bits of stone and dirt about the floor.

In the vault above, seven animal statues stare down on the tiles below, each one having a different contemplative expression on its face.

One of these statues is a gargoyle, and it rests in an alcove above the bronze doors. If anyone tries to enter the doors, it will drop down and attack. It also will kick off several coins from its perch when it leaps down, which might prompt players to investigate its perch after the combat.

Secret Door

There is a standard secret door in this room in the western wall [DC 16].

1 Gargoyle [AC 5, HD 4+4, HP 28, #AT 4, D 1–3/1–3/1–6/1–4 (Claw/Claw/Bite/Wing), +1 or better weapon to hit. EXP: 345]

TREASURE

HIDDEN ON THE PERCH WHERE THE GARGOYLE RESTS ARE 37 PP, 200 GP, AND A PLATINUM HOLY SYMBOL (TO A GOD OF WAR, YOUR CHOICE) THAT IS WORTH 500 GP.

1 Gargoyle [AC 15, HD 7d8+21, HP 52, Initiative +2, #AT 2, Hit +4, Dam Bite 5 (1d6+2) or Claw 5 (1d6+2), Damage Resistance (nonmagical and adamantite attacks), False Appearance (indistinguishable from stone while not moving), Multiattack (1 Claw/1Bite)]

STR: 15 (+2) INT: 6 (-2) WIS: 11 (-)

CON: 16 (+3) DEX: 11 (-) CHA: 7 (-2)

CR: 2 EXP: 450

Type: Medium Elemental

12.

Watch Shrine

This large L-shaped chamber has two pillars along the southeast wall that flank a single copper and wood door. The floor is made of brown tile, and a large brass chandelier hanging in the vault above holds ancient unlit candles. The walls are painted with chipped and moldered scenes of battle, and in the northeastern corner of the room, a small door looks to have bloodied handprints on it.

What once occurred in this room is a mystery, but a ‘mummified’ corpse of a gnoll lies inside the closet in the northeast corner of this room. The clever gnoll found a way into the secret passage (and past the gargoyle) in Room 11 before being tracked and killed by the ettercap from Room 14.

13.

Private Shrine

This small chamber has old mats on the floor that face a bronze altar that has been splashed with dark paint. Two skeletal arms reach toward the ceiling on the altar's top, held in place by some otherworldly force, and the room glows with a subtle green light.

This room should freak players out a bit, and if anyone goes close to the shrine to search, the arms will snap to attention and try to grab the target (although they will miss). Think of it as a 'jump scare', but otherwise, they can be easily destroyed, and there is no real threat in the room.

14.

High Priest of War Chamber

This large chamber holds a huge canopy bed with a single chest resting at the foot, a heavy wooden desk, and three armor and weapon racks against the northern wall. A painted symbol of a hammer wreathed in flame looks down from above the center of the chamber. Along the eastern wall, a door stands half open. The entire chamber is filled with webs that cover everything like a haze of fog, making the room hard to navigate or see through.

Water Closet

A sophisticated water closet is in this room, with blessed water that flows if a person touches the brass fixtures on the latrine or the water basin.

Secret Room

This is an observation room for the High Priest into the main pass-through hall of the keep. From here, the priest could hurl spells on those caught by the portcullis [DC 15].

An ettercap waits inside the web. It will know of the presence of any enemy once a person walks into the secret hall (Room 15). It waits inside the Secret Room, hoping to draw an enemy inside and then close the door, knocking them out, and then eating them later.

1 Ettercap [AC 6, HD 5, HP 28, #AT 3, D 1-3/1-3/1-8 (Claw/Claw/Bite), Poison (save vs. poison or take an additional 2-12 points of damage), EXP: 300]

TREASURE

A SUIT OF CHAINMAIL +1 AS WELL AS MACE +1 ARE TANGLED IN THE WEBS OF THE CHAMBER. THERE IS ALSO A LOCKED COFFER [DC 14] IN THE CHAMBER THAT CONTAINS (3) POTIONS OF EXTRA-HEALING [GREATER HEALING] AS WELL AS 100 GP AND (10) FINE CUTS OF TOPAZ (EACH WORTH 100 GP).

1 Ettercap [AC 13, HD 8d8+8, HP 44, Initiative +2, #AT 2, Hit +4, Dam Bite 6 (1d8+2), Claw 7 (2d4+2), Stealth +4, Spider Climb, Web Sense, Web Walker, Multiattack (1 Claw, 1 Bite), Poison (The bite is poisonous, and a DC 11 Constitution save is required on a hit or take an additional 4 (1d8) damage), Web [Recharge 5-6] (DC 11 Strength on a successful hit (+4) to escape a web)]

STR: 14 (+2) INT: 7 (-2) WIS: 12 (+1)

CON: 13 (+1) DEX: 15 (+2) CHA: 8 (-1)

CR: 2 EXP: 450

Type: Medium Monstrosity

15.

The Secret Hall

This long slender hall runs the full length of the keep and provides access to the main keep through three secret doors [DC 15]. It is unadorned, save for spider webs and dust.

GRAND TOTAL EXP

As stated in the True Level Adventure guidelines, this module has been designed to take characters up a single level. If the DM chooses, simply award every player a 3rd level for their character, with 1 experience point over the requirement. However, if the DM wants to award experience points, the below totals are for everything in this module. The only class which will not make a level with the experience below is the AD&D barbarian, which will basically be provided experience enough to gain ½ the 8,000 experience required for 2nd level after this adventure if provided the actual point totals.

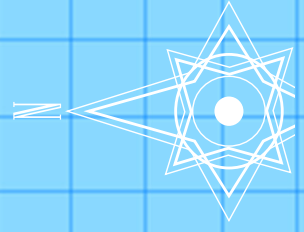
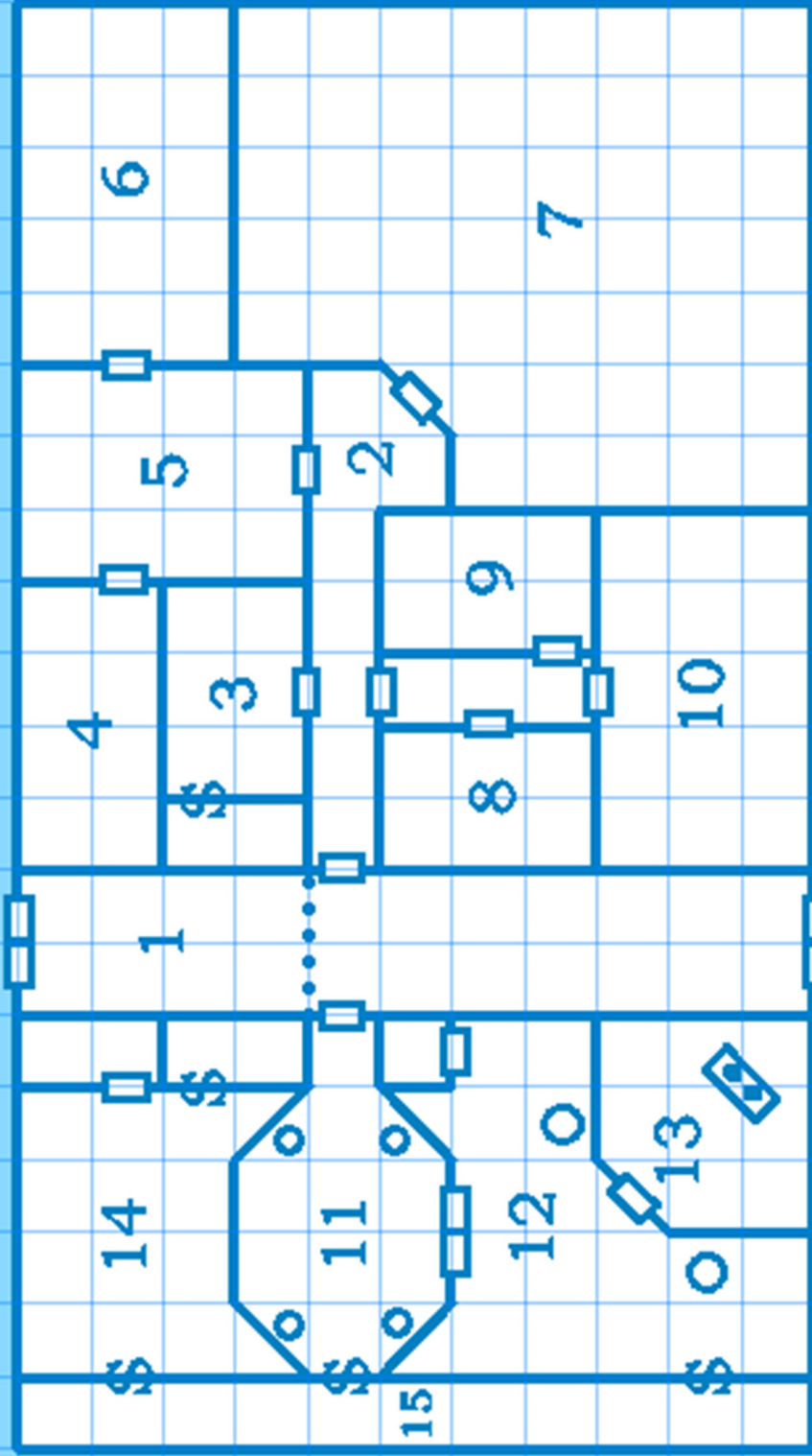
AD&D

18,279 for a party of 6 (3,047 EXP each)

5th Edition D&D

3,600 for a party of 6 (600 EXP each)

THE POLIO



True Level Adventure 3

Monastery of the Lost

[Level 3 Characters]

Introduction

This adventure provides roughly six (6) 3rd level characters with everything they need to go up a single level of experience.

Imagine the possibilities

When I created this adventure, I dreamed of a remote outpost or settlement that had fallen to ruin and the elements, but I didn't really have much of an idea to its geographical placement. As the map began to take shape, the whole outpost idea took on a new meaning, and I decided to theme the adventure around the undead, but I also wanted to leave the base descriptions generic enough that the location of the adventure could be determined by the DM with ease.

Below, I'll give you a few of my ideas for the setting and tidbits to the theming that can go along with the descriptions as you run it. Also, within the encounters themselves, I'll mirror the possible setting descriptions with suggestions.

The Village of Ice and Stone

In this setting, a village becomes frozen. The residential buildings of the village are made of cold stone and heavy logs, with the larger buildings being long halls. The surrounding pine trees are all snow-covered, and the pools of water are frozen with a dark reflective surface. Utilize Norse mythology for the village temple, and awarded treasure should lean toward Viking-type arms and armaments, with perhaps the 'epic' item being a Horn of Valhalla.

Dark Elf Underground Outpost

When I was a kid, I took my first journey through Gygax's epic 'Descent' series, and during the Vault of the Drow module, I was taken by the aspect of moving through drow controlled 'country' beneath the surface. Artist Jeff Dee did some particularly inspiring work that

helped me imagine the setting in a particular way, and if you want to place this settlement beneath the surface, you could easily do so. The residential houses become obsidian and smooth magic-formed stone, and the larger halls are gothic monstrosities with leering demons looking down on the party. The forests would consist of huge toadstools, and the dark water of the lakes could hold white fish with blind eyes.

Oasis of the Lost Souls

This could also easily be adapted to a desert oasis, with palms as the primary trees and the lakes now corrupted with dead animals or even skeletons around their shores. The buildings would be sandstone and tents, and the great halls dedicated to Egyptian gods with statues of desert traders or gods at the doors. I would suggest blowing dunes have breached the walls, and most of the settlement buildings being covered in fine sand.

Other possibilities include a temperate sanctuary or monastery, or you could even change the exterior features to make it an oriental-themed town with the main buildings rising up as grand pagodas and the pools being tranquil meditation gardens with cherry trees around them.

In the setting I'm using below, I envision the trees as skeletal, the ground dead and patching with dry grass growth, and whatever curse now haunts the area coming into full necrotic bloom.

1.

Main Entry

The large wall is framed by two doors, each twelve feet in height. These both give way to a large open way, some thirty feet across and flanked by four settlement buildings. Farther in, two old bracket walls frame the entry into a forested area beyond the main gate.

There is nothing in particular to encounter at the entrance, but be sure to add in elements from your chosen setting. In the case of a fallen settlement of the dead, I would speak about bizarre claw marks on the entrance doors (from human fingernails) and the skeletal and dead nature of the trees just beyond the bracket walls. You could also add a green or ghostly mist that lingers over the ground.

2.

Household

The house stands empty and abandoned but was likely a shared living space between several families. The structure itself is roughly thirty by twenty, and makeshift walls and room brakes were once in place here but have long since fallen away, leaving haphazard piles of rot and a more open floor plan.

There are many houses in this map, all marked with the #2. You can have the players search them as you like, and in any particular house (your choice) they will encounter a 'den of the dead'.

You can run this one of two ways (I suggest both ways to keep it fresh). The first is to have the characters enter and a group of five skeletons burst from the floor or rise out of the green mist (sand, fog, etc.) that might be leaking in along the floor. The second option is to have the skeletons surround the house, lurking in the haze outside, and perhaps spied by the characters as they search the building.

Whatever the case, in the two houses in the village where an encounter takes place, the characters will find a small trove of treasure, likely dragged there by some unknown person before they were overcome by the dead.

5 Skeletons [AC 7, HD 1, HP 6, #AT 1, D 1-8 (Blade), ½ damage slashing, ¼ damage piercing. EXP: 36 (each)]

TREASURE

Trove #1 – 7 RUBIES (EACH WORTH 350 GP), 100 GP IN A BAG, AND TWIN +2 DAGGERS WITH THE ELVEN NAMES EBB AND EGRESS. TROVE #2 – 2 BLACK PEARLS (400 GP EACH), 37 GP IN A SMALL COFFER (WORTH 100 GP), AND A SUIT OF BANDED MAIL +2.

5 Skeletons [AC 13, HD 2d8+4, HP 13, Initiative +2, #AT 1, Hit +4, Dam Blade 5 (1d6+2), Damage Vulnerability (Bludgeoning)]

STR: 14 (+2) INT: 6 (-2) WIS: 10 (-)

CON: 11 (-) DEX: 12 (+1) CHA: 7 (-2)

CR: 1/4 EXP: 50 (Each)

Type: Medium Undead

3.

Grand Fountain

Four large stone plinths surround a raised pool, the stone walls having taken on a green tinge, and the water long gone. The ground around the

central fountain is covered in old flagstones, their surface cracked and dark as though something has stained their stony surface.

Within this dark (and seemingly dry until the characters come close enough to look down into it from above) pool is a corrupted Water Weird. It will rise up and strike anyone who looks over the edge while standing on the raised platform on which the fountain rests, drawing the victims down into the fountain and a watery death.

1 Water Weird [AC 4, HD 3+3, HP 20, #AT 1, D Nil (Grab), Water Immersion (attacks as a 6 HD monster, and if struck, the victim must make a save vs. paralysis or be drug into its water and drown) EXP: 570]

TREASURE

THERE ARE NEARLY 1,000 GP IN THE DARK WATER IN WHICH THE CREATURE LIVES, AS WELL AS A RING OF ELEMENTAL COMMAND THAT THE BEAST TOOK FROM THE MAGE WHO SUMMONED IT

1 Water Weird [AC 13, HD 9d10+9, HP 58, Initiative +5, #AT 1, Hit +5, Dam Constrict 13 (3d6+3), Constrict (if medium or smaller, grappled at DC 13), Invisible in Water, Waterbound]

STR: 17 (+3) INT: 11 (-) WIS: 10 (-)

CON: 13 (+1) DEX: 16 (+3) CHA: 10 (-)

CR: 3 EXP: 700

Type: Medium Elemental

4.

Worship Hall

Double doors, one set in the north wall and one in the west, open into this grand hall. The forty-by-forty interior houses a flagstone floor that revolves around a large hole in the ceiling.

This great worship hall is now the home of a dark spirit, a wraith of the former high priest who once called his congregation to order here. The spirit will rise from the floor once the party has entered, cutting off their escape and attempting to turn them into specters once they have perished from its touch.

1 Wraith [AC 4, HD 5+3, HP 33, #AT 1, D 1-6 (Touch), Silver or +1 weapon to hit, Energy Drain (1 HD/Level is drained per hit). EXP: 530]

TREASURE

NEAR THE OLD SHRINE TO SOME GOD (YOUR CHOICE DEPENDING ON SETTING), THE PLAYERS CAN FIND A GILDED CHEST (150 GP) THAT HOLDS 12 EMERALDS (100 GP EACH) AND ANOTHER 170 GOLD PIECES

1 Wraith [AC 13, HD 9d8+27, HP 67, Initiative +5, #AT 1, Hit +6, Dam Touch 21 (4d8+3), Life Drain (each necrotic touch attack requires a DC 14 Constitution save or the victim's HP total is reduced by the damage taken), Create Specter, Incorporeal Movement, Sunlight Sensitivity (at disadvantage if in sunlight on all attacks)]

STR: 6 (-2) INT: 12 (+1) WIS: 14 (+2)

CON: 16 (+3) DEX: 16 (+3) CHA: 15 (+2)

CR: 5 EXP: 1,800

Type: Medium Undead

5.

Lady's Hall

This large square hall is forty by forty, with high rafters that support the lofty ceiling. Walls once separated the rear of the room, but have since been torn down, revealing what must once have been a living area with a bed and firepit. Before the tumbledown walls, a dais is still in place, surely once having held a seat, and in along the southeast and southwest walls are shuttered windows.

This hall is now home to one of the two vampire spawn who helped destroy the settlement when they moved in after escaping their more powerful master. The current resident is Ley'Isa Mah, Lady of Deep Shadow, and she waits near the bed, hoping to spring forth and kill anyone who approaches her sleeping area.

She has collected a small hoard of treasure that she keeps in a locked chest inside a hidden chamber inside the firepit Search 1 in 6 [DC 16 Perception]. The chest is trapped with a poison needle, but she has the key, so if she is slain, the characters will have that in their possession.

She also utilizes a Wand of Frost with 35 charges, her first action being to utilize its Cone of Cold power at 2 charges to do 6–36 points to anyone caught in the 20- by 100-foot cone.

1 Vampire Spawn [AC 5, HD 11, HP 66, #AT 2, D 1–10 (Claw) and 2–16 (Bite), +1 or better weapon to hit, Regeneration (5 HP at the start of its round), Spider Climb. EXP: 530]

TREASURE

WAND OF FROST, TREASURE CHEST WITH 500 GP, 2 PINK DIAMONDS SET IN A PLATINUM RING (1,000 GP)

1 Vampire Spawn [AC 15, HD 11d8+33, HP 82, Initiative +5, #AT 2, Hit +6, Dam Claw 8 (2d4+3) and Bite 6 (1d6+3) + Necrotic 7 (2d6), Multiattack (1Claw/1 Bite), Regeneration (regains 10 HP at the start of its turn), Spider Climb, Damage Resistance (nonmagical)]

STR: 16 (+3) INT: 11 (-) WIS: 10 (-)

CON: 16 (+3) DEX: 16 (+3) CHA: 12 (+1)

CR: 5 EXP: 1,800 (Each)

Type: Medium Undead

6.

Lord's Hall

A massive bed, complete with stone foundations, rests in the northwest corner of this huge hall, and a central hearth rises up in the middle to a hole in the roof. Several heavy wooden chairs, almost too awkward to move, still rest around the hearth although a few have been pushed onto their sides. A smashed table is in the northeastern corner, and two windows on the eastern wall have been shattered, allowing the elements to enter.

The second vampire spawn is Hugo Arkturus, a once-proud ranger who has fallen to the thrall of a vampire, only to flee with his 'love' to this settlement. He is a deadly adversary, not only because of his vampiric abilities but also because he has an assortment of weapons at his disposal.

Having likely heard the characters' approach (his hearing is excellent), he will have spider climbed up into the hole in the roof and there will have his stash of 24 Arrows +1 ready. Once the players are inside, he will begin raining down 2 arrows per round at them. If/when anyone can make it to the roof, he will drop his bow and draw forth his +2 Sword (campaign will determine the style of the blade) called 'Durnamorn the Hill Hammer' in Dwarven. It is a giant-slaying blade. With it (because he fights two-handed) is a +2 Hammer. When he engages in melee combat, he gets three attacks, one with his bite, one with his sword, and one with his hammer.

1 Vampire Spawn [AC 5, HD 11, HP 66, #AT 2, D 1–10 (Claw) and 2–16 (Bite), +1 or better weapon to hit, Regeneration (5 HP at the start of each round), Spider Climb. EXP: 530]

TREASURE

+2 SWORD (GIANT SLAYER), +2 HAMMER, 24 +1 ARROWS

1 Vampire Spawn [AC 15, HD 11d8+33, HP 82, Initiative +5, #AT 2, Hit +6, Dam Claw 8 (2d4+3) and Bite 6 (1d6+3) + Necrotic 7 (2d6), Multiattack (1 Claw/1 Bite), Regeneration (regains 10 HP at the start of its turn), Spider Climb, Damage Resistance (nonmagical)]

STR: 16 (+3) INT: 11 (-) WIS: 10 (-)
CON: 16 (+3) DEX: 16 (+3) CHA: 12 (+1)
CR: 5 EXP: 1,800 (Each)
Type: Medium Undead

7.

Sacred Pool

The waters of this small lake are dark and calm, and there seems to be an oily substance that reflects light from within. Around the pool are four large trees that still overhang the edges, and on the northern shore, a stone bench can be seen.

Perhaps the most deadly encounter in the adventure lies within the dark pool of the sacred. Here, a rotting flesh golem lurks although it can't fully decompose because of the magic animating it; thus, it is simply bloated and foul. When the characters approach the pool, the thing will rise out of the water (maybe a jump scare would be good with a surprise attack 3 in 6 [DC 18 Passive Perception]).

1 Flesh Golem [AC 9, HD 14, HP 40, #AT 2, D 2-16 (Slam), +1 or better weapon to hit, Lightning Immunity. EXP: 4,400]

TREASURE

THE GOLEM HAS A PLATINUM NECKLACE WRAPPED AROUND ONE BLOATED FIST THAT IS WORTH A STUNNING 2,000 GP

1 Flesh Golem [AC 9, HD 11d8+44, HP 93, Initiative +2, #AT 2, Hit +7, Dam Slam 13 (2d8+4), Multiattack (2 Slams), Berserk (attacks random creatures at less than 40 HP), Aversion to Fire, Lightning Absorption, Magic Resistance (advantage on all saves vs. spells)]

STR: 19 (+5) INT: 6 (-2) WIS: 10 (-)
CON: 18 (+4) DEX: 9 (-1) CHA: 5 (-3)
CR: 5 EXP: 1,800

Type: Medium Construct

8.

Gathering Pavilion

Trees surround a dozen long stone benches that serve as a viewing area for a stone seat raised on a dais to the north of the seating. Two pillars rise on either side of the throne, their tops cupped and dark as though fires once burned within.

Once the characters begin investigating the throne, a gang of overly necrotic zombies will appear from the haze around them. They have been 'blessed' with dark magic, making them stronger than normal zombies. The group was actually a scouting party from a nearby settlement (or a doomed adventuring party if you want to give them some deadly personality), and one of them still has a bronze Horn of Valhalla strapped to his side on a leather thong. He will not use it, of course, but it will surely be seen by the party.

5 Hardy Zombies [AC 7, HD 4, HP 24, #AT 1, D 2-8 (Slam), Slow (always attack last in a melee round). EXP: 157 (each)]

TREASURE

BRONZE HORN OF VALHALLA

5 Hardy Zombies [AC 13, HD 4d10+4, HP 24, Initiative +2, #AT 1, Hit +4, Dam Slam 7 (1d8+3)]

STR: 16 (+3) INT: 6 (-2) WIS: 10 (-)
CON: 12 (+1) DEX: 10 (-) CHA: 7 (-2)
CR: 1 EXP: 200 (Each)

Type: Medium Undead

9.

Settlement Well

A raised stone platform opens to a dark hole in the ground. Two stone braces still stand to either side of the opening, each stained with rust where a crossbar once rested for the collection of water.

This old well is no longer in use, but if you as the DM have a small dungeon you want to run, you could always make the access point to that dungeon at the bottom of this dry well.

10.

Oasis Pool

A large pond is surrounded by a number of trees, the surface dark and the edges of the waterline stained with white, salty brine.

Here is the second lurking place of the same zombie group, this time, however, they will not have the horn among them and simply will appear (perhaps from the water) to attack the party.

5 Hardy Zombies [AC 7, HD 4, HP 24, #AT 1, D 2-8 (Slam), Slow (always attack last in a melee round). EXP: 157 (each)]

TREASURE

NONE

5 Hardy Zombies [AC 13, HD 4d10+4, HP 24, Initiative +2, #AT 1, Hit +4, Dam Slam 7 (1d8+3)]

STR: 16 (+3) INT: 6 (-2) WIS: 10 (-)

CON: 12 (+1) DEX: 10 (-) CHA: 7 (-2)

CR: 1 EXP: 200 (Each)

Type: Medium Undead

GRAND TOTAL EXP

As stated in the True Level Adventure guidelines, this module has been designed to take characters up a single level. If the DM chooses, simply award every player a 4th level for their character, with 1 experience point over the requirement. However, if the DM wants to award experience points, the below totals are for everything in this module. The only class which will not make a level with the experience below is the AD&D barbarian, which is kind of a broken class if you ask me, but such is life.

AD&D

35,917 for a party of 6 (5,986 EXP each)

5th Edition D&D

11,000 for a party of 6 (1,833 EXP each)



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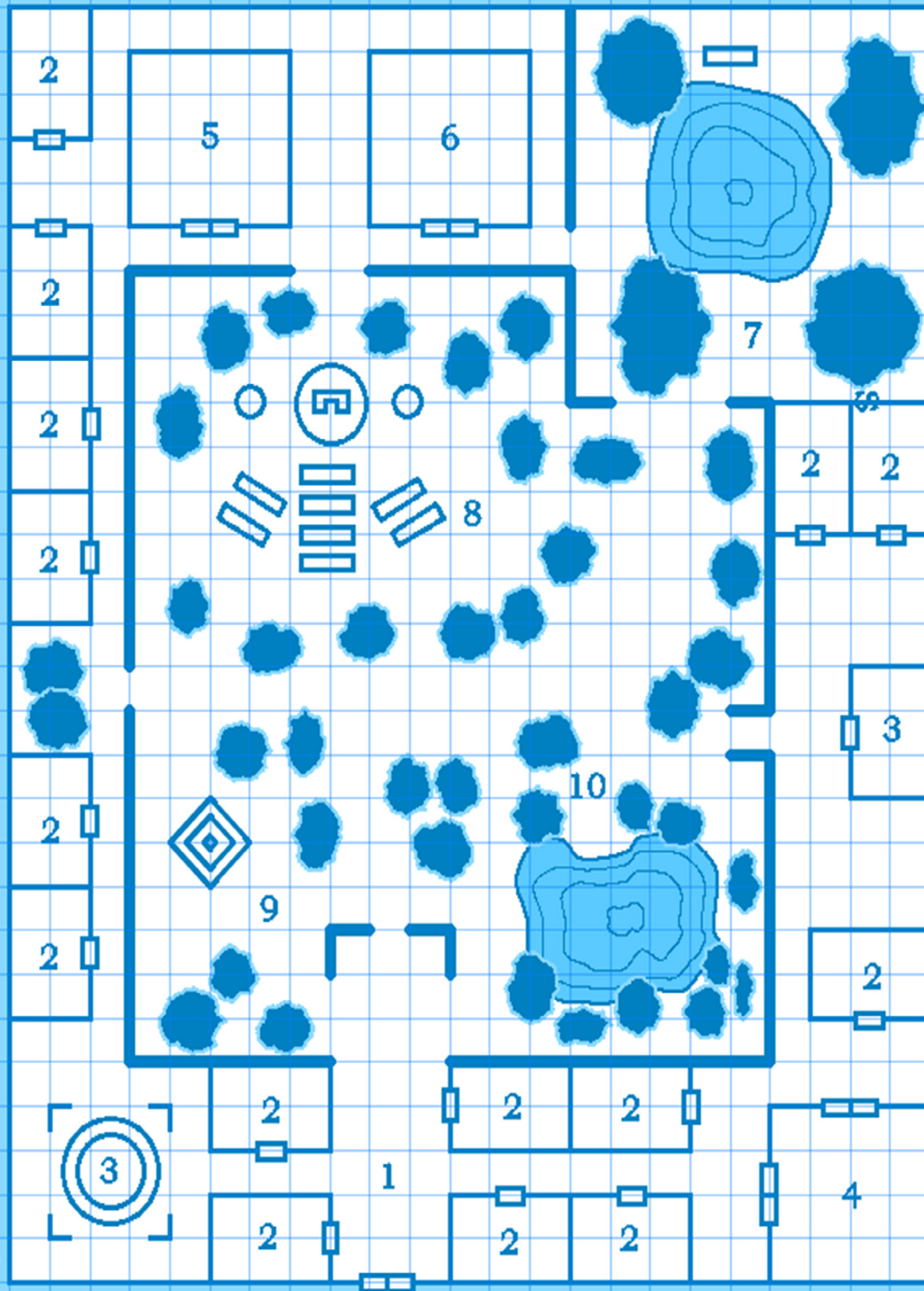
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THE FOLIO





Artifacts of Adventure

Scott Taylor

'I walk between two worlds, the way of the gun and the way of the sorcerer, but now amid the falling stars of civilization and the swirling currents of time I make a stand. There are those who believe you live but one life, but I know that is not the case. In the multiverse there are infinite lifetimes to be had amid the swells of war, peace, and the whims of fate...'

Within the pages of this tome you will find eight incredible adventures that cover time periods from the 'powder and magic' Gun Kingdoms to the more traditional dungeons of standard fantasy. Three adventures follow the exploits of a post magical apocalypse crew as they look for lost magic and gold amid the ruins, while five other adventures staying within the confines of true fantasy. Delve into a frozen dungeon, sail on magical currents between planetary spheres, and fight against the undead and dark Templars of a dread temple. These are just a few of the adventures awaiting your characters in Artifacts of Adventure, a compiled work of six Folio: Digital Quarterly adventures and the True Level Adventures trilogy by Art of the Genre.



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