

Land of Em

FANTASY RPG



BETA SANDBOX SETTING

Land of Lem

FANTASY RPG

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BETA QUICKSTART RULEBOOK
Version 1.3

Based on the fantasy graphic novel series
RICKETY STITCH AND THE GELATINOUS GOO
by Ben Costa and James Parks

LEGAL SORCERY

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HOW TO USE THIS SANDBOX

GETTING STARTED

This sandbox setting is full of NPCs, factions, quest hooks, and scenarios. You can use them verbatim or for inspiration to build your own plots and stories.

The best location to start with Level 1 characters is Wally's Waffles and Weorgs. It's where the first adventure started in the Quickstart Guide, and it occupies the same Hex as the town of Firedamp, so between the two locations there's a ton of stuff to explore.

If you've already run the first adventure, then all you need to do is read a few rumors from various locations to your players and let them decide what sounds like fun to pursue.

LOCATION TYPES

Sites

Sites are significant locations on the map like a faction's headquarters, a popular place of business, or some other singular building.

Settlements

Settlements are large population hubs, which include villages, towns, and cities.

Zones

Zones are multi-hex areas on the map that share a common feature or landscape.

Points of Interest

Points of Interest are specific locations on the map that are unmarked because they are not common knowledge.

Lairs

A lair is the dwelling or hideout of a powerful adversary or population of creatures. These can sometimes be unmarked on the map.

RUMORS

Rumors are the bread and butter of running a sandbox, driving the PCs from one end of the map to the other. Each location has a number of rumors usually ranging from 3 to 8.

Rumors about a location are designed to make your players want to go there. And "outbound" rumors are what the PCs might hear at that location about another place in world.

QUESTS

The quests vary in detail. Some are more like seeds or hooks, while others are a bit more structured.

In general, the first bullet point text of a quest outlines the player-facing information and objectives. And all the other sub-bullet points describe secret information for the GM, they should reveal at their own discretion.

THE USED T'BE FOREST REGION

THE USED T'BE FOREST

The Used T'be Forest used to be a forest. Now it's nothing more than a wide expanse of sad and rotting stumps, stretching from Fleabag County to Grimly Wood. And most of the felled forest's wildlife has either perished or retreated since the dawning of the Dungeon Era, when a host of goblin tycoons and dungeoneers ushered in an age of unchecked industry and ruin. In just a few short years there was nothing left as competing industrialists felled the trees of three entire woodlands, using the lumber to supply the construction of practically all of the Mucklands cities and the Underlands dungeons below it.

This unforgiving, blasted environment makes for hard and dangerous traveling. And without trees, the sea winds make traversing the Middle-Route Run treacherous and taxing. It's not unheard of for a man-eating skrokwing to swoop down from the sky and carry away an unsuspecting wayfarer, or a rabble of bandits to give chase through the dusty, dry countryside.

But even though the lingering smell of death and decay suffocates the once fragrant and flower-speckled forest floor, on rare occasions, when no one's about, gnomes can be seen planting daffodil seeds and acorns with their tiny thumbs.

CENTRAL CONFLICT

The Used T'Be Forest is the seat of power for the harbingers of the Dungeon Era, the rivaling corporate empires of the great goblin industrialists. Eager to assert their dominance and expand their influence across the Mucklands, these corporations care little for the people of Eem, and focus all of their energy on acquisition and expansion.

The most powerful outfits in the Used T'Be Forest are the ever-expanding Subterranean Pits and Lairs LLC, the ruthless and greedy Krog & Sons, Inc., and the mercilessly efficient Unassailable Co.

The only folk brave enough to stand up to these soulless companies are small, vigilante groups like the Green Gallivanter who work tirelessly to replant the forest, and the Bulwarks who do their best to protect the common folk, refusing to be bribed and look the other way. But these are small victories in a system that is rigged against the lowly peasant wage worker.

To make matters worse, a new threat has emerged across the realm. Rumors of mysterious snake people called sarpathi have spread. The goblin tycoons deny the existence of the snake men, but there is no denying that the locals are frightened, and business is not nearly as good as it used to be.

FACTIONS

THE BOGRIL BULWARKS

The Bogril Bulwarks are an order of paladins that adhere to a philosophy of law and justice to keep free and safe the main trade road known as the Middle-Route Run, or the Great Slog. Named for the hearty-framed bogril peace-keepers who mostly comprise their ranks, the Bulwarks are famed for riding giant tortoises and making long pilgrimages from the mouth of the Middle-Route Runoff all the way up the Great Slog to keep travelers safe from the ever-growing threat of bandits. Many highway harriers flee in dismay at the approach of the Bogril Bulwarks, although these days, their once proud order has dwindled to small numbers. Adventurers are well to know that the Bogril Bulwarks remember the old ways, have their own sense of what's right and wrong, and hold their appointments with great regard.

Goals

- ▶ Return the Mucklands to its former glory: a beautiful land bustling with good-natured craftspeople, fair trading merchants, and cheerful festivals dedicated to family and community.
- ▶ Protect the pilgrims and travelers on the Great Slog, from the Middle-Route Runoff to Grimly Wood.
- ▶ Recruit new, stout-hearted Bulwarks at every turn, to promote order and honest trade throughout the Mucklands.

Threats

- ▶ The apathy of the Dungeon Era's people.
- ▶ The expansion of the industrialists and their unfair, uncouth practices.
- ▶ The corruption of the few Bulwarks that patrol the vast, Used T'Be Forest, who are already outnumbered by bandits, thieves, and rogues.

Who's Who

- ▶ **Captimus Creeb** is the Captimus Paladin of the Bogril Bulwarks and one tough, tortoise-riding, frog feller. Sworn to his position by the last Captimus Paladin, Meebee

Mandee (she having retired at the ripe old age of a hundred and fifty five), Creeb is the master of ceremonies, keeper of the Big Book of Borgil Bulworks, and guy that takes the minutes at every meeting. Creeb polishes all of the tortoise shells every Mondee after tea and toodles. Creeb's an honest, hard-working bogril that does his best to organize the efforts of the last Bulwarks (by his count there's about five), so that the Middle-Route Run will once again be safe for travel. Oh, and he's always recruiting, so do come to his seminar, held every Sundee at Fort Bulwark.

- ▶ **Elrik the Dog** is the famed hound of Bulwark, renowned not only for his ability to speak several languages perfectly, but also for just being one heck of a friendly pooch. Elrik is the groundskeeper at Fort Bulwark and always seems to be up to speed on the latest local rumors. Probably because people tend to have loose lips around dogs.
- ▶ **Paladin Mong** is a boisterous, outspoken Bulwark with a tremendous track record for eliminating crime along the Middle-Route Run. Paladin Mong is quick to point out the failings of his Bulwark brothers and sisters, and is of the opinion that they should be, in his words, "hard as hail on all them bandit scums."
- ▶ **Paladin Garymanderer** is known as the Used T'Be Hero for his gallant deeds, not least of which was slaying the Mad Gwarglebeast of Doomnozzle. But the title has another meaning: the Bulwarks are seen as nothing more than relics of another era, of what used to be.

Rumors

- ▶ The Bulwarks are in desperate need of help. Raids from bandits and beasts have made life in the Used T'Be Forest dangerous for regular folk.
- ▶ If you're willing to take the Bulwark Oath, you can become a Bulwark yourself.
- ▶ There's a one of a kind talking dog who lives at Fort Bulwark.
- ▶ Paladin Mong has ties to the Soot Fingers, a powerful thieves' guild in the Mucklands.

FELMOG OUTRIDERS

The Felmog Outriders, also known as the Order of the Outriders, are an honor-bound confederation of Felmog quest knights, sanctioned by their northern masters to explore the Mucklands and trade with the industrialists that rule the region. The Felmog Outriders are true quest knights, honorable and famed for their prowess in battle. The Outriders are made up of the three primary Felmog martial orders: the Black Candle, Cloven Tongue, and Iron Sun. Despite the political tensions and power struggles common to their orders, the Outriders have always cooperated in good faith, even going so far as to take an oath to keep the peace. Adventurers would be well to know that Felmog Outriders are a serious, stern, and capable group, willing to do what it takes to get what they want.

Goals

- ▶ Explore the Mucklands and gather riches, relics, and objects of power.
- ▶ Thrive in the struggles and challenges of adventure and make names for themselves.
- ▶ Reinforce relationships with their allies to complete their many mysterious quests sanctioned by their masters in Felmog.

Threats

- ▶ Aside from Fort Ironwall, the Outriders rarely keep to a single place, leaving their secret treasure hoards potentially open to reavers or thieves.
- ▶ The Orders of Felmog are often at odds with each other, vying for power. Though the Outriders temporarily forsake their heraldry to adventure in the south, these rivalries bubble up in private, personal ways.

Who's Who

- ▶ **Countess Feoria** is the highest ranking of the Felmog Outriders and member of the Order of the Black Candle. She answers only to Count Khasadar in far away Felmog, and to a lesser extent, the leaders of the Iron Sun, and Cloven Tongue. Feoria, though bound to a wheelchair, is a brilliant tactician, well-versed in the cultures of the Mucklands, and holds a loose, frontier court at Fort Ironwall to the south of the

Used T'Be Forest. Feoria is famed for her adherence to an honorable code of conduct and is sworn to, what the Felmog Knights call, the Alderway--or Old Way to commoners--a kind of loose code of chivalry adopted by most quest knights.

- ▶ **Serr Halnar the Red** is a knight formerly of the Order of the Cloven Tongue, who is known to have been expelled from his family's estate for reasons unknown. Serr joined the Outriders to seek riches and build his own noble house in the Mucklands. Serr is a strong warrior and known for having a temper. Serr cherishes treasure above all things.
- ▶ **Iola of the Black Stones** is a young noble lady of the Order of the Iron Sun, who hails from the town of Black Stones, just east of the Iron Sun capital of Maax in far away Felmog. Iola has come to the Mucklands to find her true love. Tired of the glamorous life of a Felmog noblewoman, Iola is eager to meet someone that is self-made; the mightiest, most harrowing and hard of Felmog's warrior stock. Iola is also quite taken with treasures that have magical properties and trades in them frequently.
- ▶ **Thurwig the Hunchback** is a malformed hunchback wug who serves as a blacksmith for the Outriders at their court in Fort Ironwall. A sheepish, stuttery fellow, Thurwig was cast out of his village tragically, but saved from torment by Countess Feoria herself years ago. Thurwig is a master blacksmith and weapons maker and has found peace among the Felmog Outriders, who treat him with respect, and honor his talents with a home, good work, and true admiration.

Rumors

- ▶ Countess Feoria claims to have lost her ability to walk in a jousting accident, but rumor tells that she actually survived an assassination attempt, when a Black Candle warlord called Ulfrex pierced her with an arrow causing her to fall hard from her mount.
- ▶ The Felmog Outriders are in league with certain officials of the River Watch in River Country and smuggling priceless relics out of the Mucklands via the Middle-Route Runoff.
- ▶ The Outriders are rumored to have strong ties with Subterranean Pits and Lairs, LLC, often employing them to perform building projects.

THE GREEN GALLIVANTERS

The Gallivanterers are a group of highly dedicated gnomes and their environmentally-minded recruits, who have sworn themselves to replant the lost woods of the Mucklands and protect the land from the ever-expanding industrialists. The Green Gallivanterers are strong-willed and friendly, and believe that in time they'll see the complete rejuvenation of the Used T'Be Forest, just as it once grew tall and green for a thousand years before the dawning of the Dungeon Era. Adventurers would be well to know that the Green Gallivanterers take the prosperity of the environment very seriously, and know the wilderness better than anyone. And they are keen to help anyone with a noble, goodly cause.

Goals

- ▶ Replant the Used T'Be Forest and aid the rejuvenation of the old woods and its animal life.
- ▶ Disrupt the operation of the industrialists like Subterranean Pits and Lairs, LLC., Krog & Sons, Inc. and Unassailable Co.
- ▶ Protect what wildlife that still dwells in the Used T'Be forest from total destruction.
- ▶ Help sway the greedy opinions of those employed by Subterranean Pits and Lairs, LLC and Krog & Sons, Inc. specifically.

Threats

- ▶ The Used T'Be Forest has almost entirely been felled and destroyed. Replanting it will take generations, unless more people join the effort, but the common folk are tired and apathetic.
- ▶ The industrialists are more powerful than ever in history. They are far larger and effective as destroyers than the Green Gallivanterers are at preservation.
- ▶ There is a growing splinter group within the Green Gallivanterers that believes the only way to bring about change is by destroying and sabotaging the dungeoneering companies with force, which runs counter to gnomish leadership.

Who's Who

- ▶ **C. Constance Canderbandy**, affectionately known as the Clockwork-Bane of the Used T'Be Forest, is the leader

of the Green Gallivanterers. She earned her reputation as the gnome that unmade the legendary mega-saw that was first employed by the Under King to spark the Dungeon Era. Constance is short for a gnome, but as most folk know, gnome height is no measure of their mettle.

- ▶ **W. Pency Pendletoe** is an old warhorse of a gnome and has served in the Rainbow Brigade (a famous group of gnome warriors) in three realms. Old Pency, as his compatriots call him, was one of the first Green Gallivanterers, and has decided to spend his considerable years in retirement, about two hundred or so, on the front lines of yet another conflict. Except for donning his rainbow shield, marked by the emblem of a stalwart stag, he carries a basket of wurlwood seeds and thumbs them into the ground every chance he gets.
- ▶ **Wigney the Wug** is no gnome, but she's found a home amongst the Green Gallivanterers, who rescued her from a life of indentured servitude, working in heavy labor as a root-scooter for Krog & Sons, Inc. Root-scooters are notoriously strong members of any forest clearing operation, and that work usually falls to wugs: the big cousins of boggarts. Wigney often carries Pency Pendletoe when his foot is acting up, and the two are good friends.
- ▶ **J. Spanky Nabbernutt** is, perhaps, the most famous Green Gallivanter among the common folk of the Used T'Be Forest. Irrepressibly kind and upbeat, Nabbernutt often approaches travelers on the roads and regales them with the exploits of the Green Gallivanterers, hoping to convert them to the cause. He is known to dispense seeds and ask others to help out during these troubled times. If he has one weakness it is that he is incredibly gullible and always assumes the best in people.

Rumors

- ▶ The Green Gallivanterers are woefully few in number and
- ▶ C. Constance Canderbandy has a lead on a massive, subterranean manufacturing facility managed by Subterranean Pits and Lairs, LLC. Rumor has it that VP Dastina Brenk is planning to clear cut the Grimly Wood.
- ▶ Wigney the Wug has a price on her head for deserting Krog & Sons, Inc. Rumor has it bounty hunters are searching far and wide for her.
- ▶ The Bogril Bulwarks are actively looking to recruit W. Pency Pendletoe as an honorary Bulwark and instructor of any new recruits in the arts of war and jousting.

KROG AND SONS INC.

Krog & Sons Inc. is the success story of the century. A family owned mega-corporation, the empire was founded by the self-made goblin tycoon Krog. The company's early successes sprang from spectacularly lucrative real estate investments, specifically the purchase of mining claims that proved to be astoundingly wealthy with gems and precious metals. Or so that's the story Krog tells, but there's a long line of swindled, bamboozled, and ripped-off miners and prospectors who tell another story. Either way, Krog himself was sole owner and propelled his rinky dink family business into a gigantic concern for Subterranean Pits and Lairs, LLC.

Krog has since established a kind of theme park dedicated to himself called Kroglan, where travelers can tour Krog's childhood home and enjoy rides, funhouses, cheap souvenirs, and bad goods all themed around his life. Being the shameless exploiter that he is, Krog & Sons Inc. is known for their sneaky tricks and outright thievery. Adventurers would be well to know that Krog & Sons Inc. are in direct opposition to Subterranean Pits and Lairs, LLC and will pay handsomely to meddle in their rival's affairs.

Goals

- ▶ Secure the legacy (and celebrity) of the Krog name for a thousand years!
- ▶ Sabotage rivals and destroy their reputations, especially Subterranean Pits and Lairs, LLC
- ▶ Acquire treasure to bribe other factions, as well as grease the wheels to gain favor amongst the population of the Underlands.

Threats

- ▶ Krog & Sons, Inc. is nothing without Krog himself, as his sons Rog and Tog are spoiled screw ups, despite Krog's desire that they one day take over the business.
- ▶ Krog & Sons, Inc. isn't the most organized goblin company in the Mucklands, and constantly at odds with Subterranean Pits and Lairs, LLC. Practically all of their labor is outsourced to small contractors as Krog focuses on espionage and shady deals.

Who's Who

- ▶ **Krog the Tycoon** is the founder, owner, and operator (if in name only) of Krog & Sons Inc. He is a notorious goblin tycoon, stupendously wealthy and devious beyond all belief. Krog is legendary at making deals, but just as legendary for going back on them.
- ▶ **Rog and Tog**, the sons of Krog, are the heirs to the Krog empire, though both are disappointments to their father. Known in private as Goofeth and Goofus, Krog himself has written them in (and then out) of his own will at least dozen times. However, despite their own feeble standing with their father, the rest of the Krog empire treats them like royalty and their orders are followed without question.
- ▶ **Sheesh the Fixer** is Krog's right hand shrym. Sheesh is a sly, slimy (but effective) fixer of all of Krog's shady dealings and he always covers his tracks.

Rumors

- ▶ One of the secrets to Krog's success is that he has moles throughout the Mucklands feeding him information about not only his competitors, but most factions. Well, except the sarpathi.
- ▶ Sheesh the Fixer might be the richest shrym in all of the Mucklands, selling secrets to rivals, keeping the best treasures for himself, and even skimming off of the top at Krog & Sons, Inc.
- ▶ Krog's Kroglan houses a vast multitude of secret passages and even a hidden vault that is rumored to have a ledger and map showing the locations of all of Krog's personal "petty stashes" or treasure.

SUBTERRANEAN PITS AND LAIRS, LLC

Subterranean Pits and Lairs, LLC is the largest goblin dungeoneering outfit in the land of Eem. Founded by the legendary and mysterious Orfong the Defiler, SPL came to prominence at the dawning of the Dungeon Era and profits from a wide variety of activities including, but not limited to: dungeoneering, mining and tunneling, technology innovation, as well as producing cheap, low quality consumer goods. Their headquarters is located in the Used T'Be Forest, and though they have offices all over the continent, they are most prominent in the Mucklands. Adventurers would be well to know that SPL is highly competitive with their rivals, and they are always looking for new recruits to conduct their business.

Goals

- ▶ Expand their enterprise to become the largest and most influential goblin corporation in the land of Eem.
- ▶ Destroy Krog & Sons, Inc. and, to a lesser extent, seize control of the treasures hidden by Unassailable Co.

Threats

- ▶ Corporate espionage, sabotage, and all around shady dealings from business rivals like Krog & Sons, Inc., Unassailable Co., and many others emerging all of the time!
- ▶ Total financial collapse. Subterranean Pits and Lairs, LLC has borrowed too much money, expanded too far, and pushes the limit on safe exploration practices so much that it could be their undoing.
- ▶ The new threat of the sarpathi has compounded SPL's financial troubles. Sarpathi attacks on SPL dungeon operations seems to be a regular occurrence these days.

Who's Who

- ▶ **Madam Mov Wozinski**, is the Chief Execution Officer of SPL. Madam Wozinski is a captain of industry, ruthless competitor, as well as visionary responsible for the sudden growth of the SPL empire. Madam Wozinski is also rumored to be a formidable

warrior, after all, one doesn't rise to the position of CEO without spilling a little blood.

- ▶ **Vice Punisher, Dastina Brenk** is a rising star at SPL and a real mover and shaker in the Mucklands. She's a cunning, hard-nosed, profiteer that'll stoop however low it takes to get the job done. In fact, she believes the position of CEO should be hers.
- ▶ **Kurg Norry** is Overlord of Goblinoid Resources, and the end-all for hiring (and firing) at SPL and a great contact if you're looking to earn some treasure by completing a job. Just remember those "jobs" are more like perilous struggles filled with dungeoneering, cavern exploration, maze navigation, and a healthy (maybe unhealthy) amount of deathtraps.
- ▶ **Frow Naydeen**, Madam Mov Wozinski's executive assistant, is a well-known gossip. Loose lips like hers would normally be punished severely, but Frow is more than what she seems--in fact, rumor has it she also acts as Madam Wozinski's spy and is up to speed on more rumors than you'd believe.

Rumors

- ▶ Vice Punisher, Dastina Brenk is a rising star at SPL and vying for Madam Mov Wozinski's job while the infamous CEO is away on business.
- ▶ Rumor has it Dastina is working on dastardly plots to climb her way to the top of SPL.
- ▶ SPL might be bankrupt, or nearly so, and according to Dastina Brenk, SPL is too big to fail!
- ▶ SPL wants to take over Wally's Waffles and Weorgs. There is a substantial crystal deposit just beneath the restaurant that could be worth a fortune.

THE TRICKY TOE GANG

The Tricky Toe Gang is the biggest, most infamous gang of footpads, brigands, harriers, burglars, raiders, and outright rapsCALLIONS in all of the Mucklands. So big in fact that their gang is broken up into dozens of minor gangs with their own customs, initiations and cultural quirks. The name “Tricky Toe” derives from two things. First, a Tricky Toe gangster must always be quick on their feet. Second, and more importantly, Tricky Toe gangsters are known for double and triple crossing, and always cross their toes during a lie to prevent getting caught.

There are Tricky Toes hiding everywhere, but you can always identify a decorated Trick Toe gangster if their name includes: One Toe, Two Toe, or Three Toe, etc. As for the gang’s history? It’s cloudy. Many infamous bandits have claimed to be the founder: Dwog Chumbree the Boggart, Harn Twinbeard the Dweorg, Ms. Lyrada Loogie the Bogril, and others.

Adventurers would be well to know that the Tricky Toe Gang are cunning, conniving, and believably tricky, but their one glaring weakness is that they have a long history of infighting, power struggles, and backstabbing.

Goals

- ▶ Consolidate the gang’s power center and “unite the scum”
- ▶ Infiltrate the highest offices of the land to squeeze, skim, and curry favor for their criminal enterprises.

Threats

- ▶ Confusion over who’s in charge of the gang.
- ▶ Constant infighting amongst the various Tricky Toe sub-gangs and rivals.
- ▶ The Law: specifically the Bogril Bulwarks of the Used T’Be Forest and the River Watch of River Country, and the Copperhats of Fleabag County.

Who’s Who

- ▶ **Dwog “Old man” Chumbree** is a hunch-backed, cane-leaning, self-proclaimed founder of the Tricky Toe Gang. Though blind in one eye, and barely able to walk without assistance, Old Man Chumbree is cunning, and his enforcers roam from bandit camp to bandit camp collecting tithes.
- ▶ **Harn Twinbeard**, or sometimes referred to as The Dweorg That Speaks, is a hearty oldster, though one could hardly tell due to the prolonged lives of dweorgs. Infamous for his heist of a Felmog Outrider stronghold called The Stone. Harn Twinbeard has also claimed to be the founder of the Tricky Toe Gang, but rarely enforces this claim, as he’s been on the run or in hiding for years.
- ▶ **Ms. Lyrada Loogie**, also known as the Mistress of Munch (no relation to the Munch Family), is the Bogril Godmother of Fleabag County, running the largest pickpocket network in the Mucklands and a substantial illegal gambling and fencing ring that stretches from Quagmash to River Country.

Rumors

- ▶ The Tricky Toe Gang is fractured and at war with itself. Dozens of lesser gangs like the Soot Fingers are stealing territory.
- ▶ The real founder of the Tricky Toe Gang might not be what everyone suspects. Rumor has it, the real founder could be a friendly footpad from Rascalton, now living in Fleabag County, called Terry “Quicky Feet” Allgood. Terry Allgood is a legendary pick-pocket, famous for escaping a life of servitude as a prisoner in the Shar mines. Allgood is genuinely considered to be the best pick-pocket in the world. So good, in fact, he could steal the sword from your hand without you realizing it for a week, or so they say.
- ▶ Harn Twinbeard has disappeared, but he’s spent most of his considerable treasure on a secret hideout built for him by Unassailable Co. The hideout is located somewhere in the Gatormaze of Quagmash, and only Harn himself knows the location, though the native orches might perhaps have an inkling.

UNASSAILABLE CO.

Unassailable Co. is a company best known for how well it keeps secrets. That, and its unassailable mazes and dungeon complexes that guard those secrets and treasures. Unassailable Co. is also the premier bank that does business with just about every outfit you could think of, including two of their biggest rivals: SPL and Krog & Sons, Inc..

Their main headquarters, while located in the Underlands, is accessible from the Used T'Be forest by means of a heavily fortified office compound. Adventurers would be well to know that Unassailable Co.'s facilities are amongst the most secure in the Land of Eem, and filled with insurmountable defenses, confounding puzzles, and deadly traps designed to protect not only their client's precious valuables, but their own mysterious treasures.

Goals

- ▶ Benefit from a secret alliance with the sarpathi to destroy competition, ultimately becoming the most powerful dungeoneering outfit in the Mucklands.
- ▶ Stockpile secrets, magic, and technology to crush their competition.
- ▶ Undermine both Subterranean Pits and Lairs, LLC and Krog & Sons, Inc. at every turn.

Threats

- ▶ Too many secrets can be dangerous and the Felmog Outriders love secrets.
- ▶ Too much treasure can draw the attention of thieves like Krog & Sons, Inc. and The Tricky Toe Gang.
- ▶ Unless controlled, the sarpathi are a potentially dangerous ally.

Who's Who

- ▶ **Mr. Pring** is the unchallenged master of Unassailable Co., a mysterious first-nameless goblin with "a face that tells-no-tales," as his minions would share. Pring is a soft-spoken, aging goblin tycoon who is nearly impossible to read, whose motives are uncertain, but whose reputation for meticulousness is legendary.

- ▶ **Ms. Ezmareld Hagula** is an ancient kobold witch responsible for all hex and blood magic associated with some of Unassailable Co.'s most expensive services. Her lab resides deep in their Underlands headquarters, but she is a frequent visitor to the Crazy Urny Custom Floor Traps company testing labs, where she purchases deathtrap components.

- ▶ **Ood the Invulnerable** is the official Unassailable Co. test subject. Ood is a wug of exceptional intelligence and stamina, who is by all accounts entirely indestructible. Ood's indestructibility has been tested on many occasions and is thanks to the work of Ms. Hagula, who unfortunately has never been able to recreate the experimental hex and potion combination that blessed the wug with such fortune. Ood is a prize at Unassailable Co. and lives a life surrounded by bards, jesters, books, and the best food treasure can buy.

Rumors

- ▶ Ood the Invulnerable might actually be more than invincible, perhaps immortal, and that Mr. Pring's true motives are to find a way to capture the wug's essence for himself.
- ▶ Unassailable Co. headquarters might be a decoy, with their real headquarters located in a secret location, and most likely being one of the most impenetrable fortresses in the Mucklands and home to some of its greatest treasures.
- ▶ An Unassailable Co. vault located somewhere in Fleabag County may have been ransacked by dweorgs who found a rare, stone egg that may or may not be one of the last dragon eggs in the Land of Eem.

SITES

WALLY'S WAFFLES AND WEORGS

Situated in the north center of the Used T'be Forest, Wally's Waffles & Weorgs is a popular tavern that serves waffles and freshly slaughtered weorg meat.

Founded by Wally Purvis Dunkwhiffle, the retired pirate and human dwarf (not to be confused with dweorg), the restaurant is an icon in bandit, brigand, rascal, and ne'er-do-well underculture. Thieves plan their heists, robbers split their takes, and seafaring freebooters, mostly from Scalawag Strand, traverse the Used T'be Forest in caravans to sell and barter their booty.

While it's true that Wally's is a rough-and-tumble place, Wally insists that it's a family restaurant; as such, a standing "rapscallion's agreement" to refrain from brandishing blades indoors limits the number of patron deaths to only two or three per week.

What's Going On

- ▶ Wally's has been under fire lately from Subterranean Pits and Lairs officials in the town of Firedamp. They aim to shut down the tavern and claim the land for themselves; and they're trying every underhanded tactic to make that happen.
- ▶ Wally hasn't been using real weorg meat for some time now. He's secretly been using kilorat meat because it's easier and cheaper. But if word got out there would be an uproar.

Who's Who

- ▶ **Wally Dunkwhiffle:** Owner and operator, Wally is a beloved local figure who is friends with everyone. Well, almost everyone. He's made more than his fair share of enemies too.
- ▶ **Shumwise the Shrym:** Always on the lookout for the next big money-making scheme, Shumwise is a never-ending source of questionable leads and sketchy rumors. He claims to know a guy for anything you might need, and it's probably true; except the guy he

knows usually hates the shrym for double crossing him in the past. If you give Shumwise a pouch of Copper Coins, he'll give you information or a rumor.

- ▶ **Sally Meatfist:** Sally Meatfist Muldoon is a tough customer, perhaps the toughest to frequent Wally's. She regularly wins arm wrestling contests, not to mention bar fights, and she's well-known for her pit-fighting career that spans the Mucklands.
- ▶ **Happy Dunston:** Happy Dunston is the quintessential barfly, who generally only leaves his stool at the bar to hit the can. He's a generous spirit, and well-liked by just about everybody, being the only patron to ever finish Wally's Howling Hot Challenge without vomiting.
- ▶ **Alistair Jady:** A distraught merchant who has had a little too much to drink has lost it all. Fame, fortune, well mostly a fortune, to a skrokwing that gobbled up his wagon.

Rumors About Wally's

- ▶ Wally is on the verge of losing his business forever. Subterranean Pits and Lairs, LLC claim they own it now that they own the town of Firedamp, but can't prove it without the deed.
- ▶ Wally has a price on his head--a price put there by Ulfrex the Cruel of Felmog, who claims Wally stole a vast fortune from him and hid it on Terror Island.
- ▶ Desperate for cash, Wally has launched an Amateur Night to draw in new customers and he is offering the winner a real magical item.
- ▶ Wally might not be selling real weorg meat anymore...

Outbound Rumors

- ▶ A pair of children from the town of Firedamp have been kidnapped and a hulking creature was spotted bounding through the stumps, just outside of town.
- ▶ A Felmog Knight named Jericor with a broken leg is desperate for help and he's paying handsomely.
- ▶ Bogril War Tortoises are sick and dying in Crickstop and no one knows why.

- ▶ The Bulwarks of Fort Bulwark are desperate to recruit new members, and are holding tryouts.

Quests

- ▶ **Weorg Slayers:** A health inspector from Fleabag County named Sedrick Funch is coming and Wally needs a supply of freshly butchered weorg meat! Go out into the wilderness and slay some weorgs. If you do him this favor, he'll rustle up something nice for you from his personal trophy collection.
- ▶ **The Cast Iron Stomach:** Happy Dunston, the reigning Howling Hot Challenge champion, is in a bit of a pickle. He tells the PCs in confidence that he struck a deal with a witch to give him a cast iron stomach so he could win the challenge. But now his hand has turned to iron! And his foot! "You have to help me!" he pleads.
 - + The witch **Walda Dirtnap**, who lives 6 hexes away, aims to turn Happy Dunston into an iron golem. After all, she needs help winning her lair back. An **ettin** kicked her out of her cave, and now she lives in a pitiful hovel. Somehow the ettin was immune to her hexes and curses. Walda will undo Happy's curse if the PCs can get rid of the ettin.
- ▶ **Pitchwing:** The massive skrokwing known as Pitchwing soars the skies above the Used T'Be Forest and is thought to roost in the mountains to the north. Used T'Be Foresters gave the creature the nickname Pitchwing because its giant wings completely block out the sun before it strikes. More and more frequently, Pitchwing has been known to swoop down and carry away hapless victims, horses, and even entire wagons on the road. A merchant named Alistair Jedly will pay handsomely to have his cargo recovered from Pitchwing's roost.
- ▶ **Arm Rasslin':** Sally Muldoon injured her arm and can't enter the Big Arm Wrestling Tourney to win money for her sick grandmother. She'll train one of the PCs to enter the tournament, and split the reward money.
 - + Sally's rival, a Tricky Toe Gangster called Nob, is favored to win the contest.
 - + The Tricky Toe Gang is using dirty tactics, trying to sabotage the other contestants so Nob can win.
- ▶ **The Secret Stash:** Shumwise has run afoul of some loan sharks and needs you to find a stash he hid somewhere near The Crack. He'd do it himself, but that place is lousy with yowljacks.
 - + It's not actually Shumwise's stash. It belongs to a Terd Weebly, a member of the Tricky Toe Gang.
- ▶ **Pie Bearers:** Lindy the fry cook asks the PCs to deliver a pie to an old friend at Subterranean Pits and Lairs LLC named Snarly Redmaw.
 - + The pie is hiding a lockpick set to help Snarly escape from prison in the SPL dungeons
- ▶ **Wally's Basement:** Wally can't find the property deed to the tavern, which he needs to prove his ownership to Subterranean Pits and Lairs LLC. He needs the PCs to enter his basement to find it.

SPL HEADQUARTERS

Lord Orfong's Dungeon is the headquarters of Subterranean Pits and Lairs LLC and the central command location for all of their industrial activities throughout the world of Eem. The dungeon is massive, dangerous and boasts the largest and most centralized monster populations outside of the Underlands itself.

However, despite their grand reach, Subterranean Pits and Lairs LLC (also known as SPL) is on the ropes. Threatened by massive debt and corporate sabotage, SPL is on the brink of collapse. Largely, they believe the self-made tycoon Krog is to blame, but perhaps the real threat comes from Unassailable Co., a profoundly secretive organization known for making unsavory alliances and advancing spectacular dungeon trap and maze technologies.

What's Going On

- ▶ There's a huge deal going down with a big, secret client that could assure that Subterranean Pits and Lairs LLC are the true masters of the Dungeon Era.
- ▶ A labor dispute is brewing amongst the boggle population.
- ▶ A new tunnel project has uncovered a cave network that presumably leads Wally's Waffles and Weorgs.
- ▶ Orfong's Dungeon is in terrible disrepair and barely has the resources to fix itself.

Who's Who

- ▶ **Lord Orfong** is one of the pioneers of the Dungeon Era, being the founder of Subterranean Pits and Lairs LLC. Orfong rules from behind the curtains, pulling strings and watching plans unfold over long years and decades. It is widely believed that his immortal spirit is the lingering malice of a long dead magician, born of a bygone age.
- ▶ **Madam Mov Wozinski** is the Chief Execution Officer of SPL. Due to a lucrative business partnership that has taken her offsite, Orfong's Dungeon is lacking the leadership and oversight it once had.
- ▶ **Vice Punisher Dastina Brenk** is a rising star at SPL and a real mover and shaker. Brenk is so ambitious, she is eager to usurp control of SPL from

the legendary Chief Execution Office Madam Mov Wozinski herself!

- ▶ **Kurg Norry**, Overseer of Goblinoid Resources, is the end-all for hiring (and firing) talent at SPL and a great contact if you're looking to earn some treasure by completing a job. Just remember those "jobs" are more like perilous struggles filled with dungeoneering, cavern exploration, maze navigation, and a healthy (maybe unhealthy) amount of deathtraps.
- ▶ **Frow Naydee** is the infamous Madam Mov Wozinski's executive assistant and a well-known gossip. Loose lips like hers would normally be punished severely, but Frow is more than what she seems--in fact, rumor has it she also acts as Madam Wozinski's spy and is up to speed on more rumors than you'd believe.

Rumors About SPL

- ▶ Lord Orfong, arguably the most powerful dungeoneering tycoon, is missing.
- ▶ Vice Punisher Dastina Brenk is planning to cut down the last wurlwood tree in the Used T'Be Forest.
- ▶ The treasure hoard in Orfong's Dungeon is empty and the goblins of SPL are scrambling to re-fill it before their debts are called in.
- ▶ SPL dungeoneers are disappearing by the dozen, believed to be kidnapped by the sarpathi.

Outbound Rumors

- ▶ Firedamp is in danger, rumor has it the whole time is about to go up in flames.
- ▶ A precious shipment of gold was raided on the way down the Middle-Route Run and the bogrils of Fort Bulwark aren't doing anything about it. Find that gold and don't let the bandits have it.
- ▶ The Green Gallivanter have sabotaged the biggest mill in the Used T'Be Forrest, one that was under the charge of Nud Branagor, Chief Chopper at SPL.

Quests

- ▶ **Always Hiring:** Overlord of Goblinoid Resources, Kurg Norry has several jobs that pay freelance dungeoneers:
 - ▶ Investigate the clog in Orfong's Sewer, and get it cleared out.
 - + It's muckmen. Lots and lots of muckmen.
 - ▶ Get the black tar machine outside of the Ruins of Ryloch operational again and drive it back to Orfong's dungeon.
 - ▶ Reset all of the floor traps that lead into Orfong's Main Audience chamber. It's dangerous work but someone has to do it.
- ▶ **Milling About:** Chief Chopper's Mill has been sabotaged. Nud Branagor wants you to see who is responsible and put an end to their nonsense in the middle of the Used T'Be Forest.
 - + The Green Gallivanter are behind the sabotage, and they make a compelling case for halting industry in the Used T'Be Forest.
- ▶ **The Treasure Mole:** Frow Naydee suspects pencil pusher Keef Bartlug might be selling secret treasure hoard locations to a one-eyed, shrym underminer named Yeek who lives in Krogland. Travel to Krogland incognito and look for Yeek the shrym. If you find the map to the treasure hoards, bring it right back!
 - + It turns out Keef Bartlug is working under the orders of Dastina Brenk herself who is funding her project by nefarious means.
- ▶ **Wyverns and Scrambles:** A baby wyvern was accidentally hatched when Orfong's favorite cook tried to scramble its egg for breakfast and they've trapped the little guy in the larder. Capture and release the wyvern before it gets too big to handle.
- ▶ **The Curse of Helgroathe Mine:** A mysterious dungeoneer being carted away in a cage enroute to Orfong's darkest prison, begs you to retrieve his sketchpad, lost in the Helgroathe Mine. He will reward you with the location of an ancient treasure, long lost by the old kingdoms.
- ▶ **On the Brenk of Disaster:** The PCs get a missive from Madam Mov Wozinski who implores them to investigate something for her in her absence. She can't trust anyone at Orfong's Dungeon to do the job. Uncover the plans of Vice Punisher Dastina Brenk and stop whatever top secret project she's leading behind Madam Wozinski's back.

FORT BULWARK

Fort Bulwark is the homebase of the armored knights known as the Bulwark. Mostly composed of Bogrils, the Bulwark have taken up the mission of protecting the Middle-Route from bandits and brigands. The Bulwark generally patrol in groups of three (riding their signature Bogrillian War Tortoises) and can be encountered anywhere along the road from the Middle-Route Runoff, all the way to the Cross Roads.

Fort Bulwark itself is a well-guarded compound with anti-siege equipment; it usually houses anywhere from one to two dozen Bulwarks at a time, while the rest are out on runs. In the absence of any sort of official governmental law enforcement in the Used T'Be Forest, the Bulwarks are the only vigilante justice that exists.

What's Going On

- ▶ The Bulwarks are recruiting new Paladins as best they can, but their numbers have dwindled greatly over the years.
- ▶ The goblins, who care nothing for the Bulwarks' noble ways, are pushy about making sure the Middle-Route Run is protected.
- ▶ Bandits and gangs terrorize the Middle-Route. In fact, they are terrorizing much of the Used T'Be Forest and the Bulwarks just can't seem to keep up.
- ▶ Paladin Mong is as corrupt as they come, and is rotting the Bulwarks' moral core from the inside, all unbeknownst to Captimus Creeb and the rest of the Paladins.

Who's Who

- ▶ **Captimus Creeb** is the Captimus Paladin of the Bogril Bulwarks and one tough, tortoise-riding, frog-feller. Sworn to his position by the last Captimus Paladin, Meebee Mandee (she having retired at the ripe old age of a hundred and fifty five), Creeb is the master of ceremonies, keeper of the Big Book of Borgil Bulworks, and guy that takes the minutes at every meeting. Creeb's an honest, hard-working bogril that does his best to organize the efforts of the last Bulwarks, so that the Middle-Route Run will once again be safe for travel. Oh, and he's always recruiting, so do come to his seminar, held every Sundee at Fort

Bulwark.

- ▶ **Elrik the Dog** is the famed hound of Bulwark, renowned not only for his ability to speak several languages perfectly, but also for just being one heck of a friendly pooch. Elrik is the groundskeeper at Fort Bulwark and always seems to be up to speed on the latest local rumors. Probably because people tend to have loose lips around dogs.
- ▶ **Paladin Rork**, a skinny rookie, is a disgraced noble of House Klang, who was banished from Munch after being framed for murder, and though innocent, works hard to redeem herself and prove her quality.
- ▶ **Paladin Mong** is a boisterous, outspoken Bulwark with a tremendous track record for eliminating crime along the Middle-Route Run. Paladin Mong is quick to point out the failings of his Bulwark brothers and sisters, and is of the opinion that they should be, in his words, "hard as hail on all them bandit scums."
- ▶ **Paladin Garymanderer** is known as the Used T'Be Hero for his gallant deeds, not least of which was slaying the Mad Gwarglebeast of Doomnozzle. But the title has another meaning: the Bulwarks are seen as nothing more than relics of another era, of what used to be.

Rumors About Fort Bulwark

- ▶ The Bulwarks are in desperate need of help. Raids from bandits and beasts have made life in the Used T'Be Forest dangerous for regular folk.
- ▶ If you're willing to take the Bulwark Oath, you can become a Bulwark yourself.
- ▶ There's a one of a kind talking dog who lives at Fort Bulwark.
- ▶ Paladin Mong has ties to the Soot Fingers, a powerful thieves' guild in the Mucklands.

Outbound Rumors

- ▶ Lady Shareen of the Soot Finger Gang in Beezleburf has put a price on Captain Creebus' head.
- ▶ The tortoises of Crickstop, the prime breeding ground for the famous Bulwark mounts, are getting sick and

no one seems to have a cure.

- ▶ There's a rumor that Doomnozzle, a cave to the northwest of the Used T'Be Forest is once again home to a gwarglebeast and no one is safe.

Quests

- ▶ **Who Watches the Bogwatch?:** Caprimus Creeb has troubling news from Bogwatch, which is no news at all. The Bulwark hopefuls recruited there have stopped corresponding with Fort Bulwark.

- + Investigate what's happened there and re-establish the correspondence.

- ▶ **How to Hold Up a Heist:** Paladin Mong needs to know the Subterranean Pits and Lairs LLC caravan schedules so that he can make sure the Soot Finger Gang doesn't get the upper hand. Find out the SPL trade schedules at Orfong's Dungeon and report back to Mong.

- + Mong is actually feeding the information to the Soot Fingers for a heist.

- ▶ **The Beast Returns:** Paladin Garymanderer has heard word that a gwarglebeast has returned to Doomnozzle but time has taken its toll on the old Bulwark, and he doesn't think he can take on a gwarglebeast by himself.

- + Travel to Doomnozzle with Paladin Garymanderer to handle the gwarglebeast threat once and for all.

- ▶ **Sniffing Out a Traitor:** Elrik the hound suspects that Paladin Mong is in league with the Soot Finger Gang. He wants you to follow and track his movements, and catch him in the act.

- + Paladin Mong has taken to the Great Slog and is traveling to meet the Soot Finger leader Lady Shareen in Crickstop to discuss business.

- ▶ **Bulwark Bounties:** Captimus Creeb is deputising adventurers willing to brave the Used T'Be Forest to catch bandits. Turn in an arrested bandit to receive a pouch of Copper from the bogril Bulwarks.

- ▶ Slice Nolgarr of the Tricky Toe Gang: wanted for murder in every region of the Mucklands. Last seen around Ettin Horn.

- ▶ Ulawar Hangrip of the Soot Fingers: wanted for a heist of a Subterranean Pits and Lairs LLC caravan. Last seen around the Dirtnap Dunes.

- ▶ Fitz Neebo of Nork's Noodle Gang: wanted for counterfeiting almost a million Krog Bucks in Krogland. Last seen around Blackrill bridge.

- ▶ **Take the Oath:** Any Knight-Errant who has completed quests for the Bulwarks can become a Bulwark Paladin by taking the Bulwark Oath to always protect the innocent and stand up for justice. Sometimes you will be called upon to complete a quest for the Bulwarks which will take first priority above other pursuits. In return, you wear the signature spiked bronze helm of the Bulwarks, and gain the following Perk:

- + Bulwark Paladin: You deal +1 Dread against bandits and thieves, and gain Advantage on Intimidate against all bandit and thief Goons.

KROGLAND

Home to the Krog & Sons, Inc. family headquarters, Krogland was built to immortalize the site where the goblin tycoon, Krog first struck it rich. Known far and wide for its wild rides, fun houses, carnival games, and an emporium of Krog Brand merchandise, Krogland has become a tourist destination for goblins and boggarts throughout the Mucklands. Just turn in your gold for some Krog Bucks and spend to your heart's delight while celebrating the brilliant, beautiful, and gallant Mr. Krog.

What's Going On

- ▶ Krogland, though a major tourist destination, is in a state of terrible disrepair.
- ▶ No one is allowed inside Krog Tower unless they have explicit, written permission from Krog himself.
- ▶ Krog & Sons, Inc. is recruiting the most nefarious dungeoneers in the business to do lots of dirty work.

Who's Who

- ▶ **Krog the Tycoon** is the founder, owner, and operator (if in name only) of Krog & Sons Inc. He is a notorious business goblin, stupendously wealthy, and devious beyond all belief. Krog is legendary at making deals, but just as legendary for going back on them if they don't meet his expectations.
- ▶ **Rog and Tog**, the sons of Krog, are the heirs to the Krog empire, though both are disappointments to their old man. However, despite their own feeble standing with their father, the rest of the Krog empire treats them like royalty and their orders are followed without question.
- ▶ **Sheesh the Fixer** is Krog's right hand shrym. Sheesh is a sly, slimy (but effective) fixer of all the shady dealings Krog performs in his business. Sheesh is even believed to have had dealings with the Tricky Toe Gang, but covers his tracks so well, no one can be sure. And that's why Krog keeps him on the payroll.
- ▶ **Peero Bandernathy** is the imaginative mastermind behind the illustrious Krogland. Peero is a clever, creative fellow, who is touted as Krog's biggest fan. Which is true, Peero Bandernathy knows more about Krog than Krog knows about himself, down to his dirty secrets and uncertain paist. Peero

built Krogland as a massive, immersive theme park, and even commissioned Crazy Urny of Crazy Urny's Custom Traps to have designed some of the most amazing attractions.

- ▶ **Villy Hargar** is the cantankerous goblin cook at Krogland who makes tasty food using very questionable recipes. He's sloppy, gross, and missing a few fingers after a couple bad kitchen accidents.

Rumors About Krogland

- ▶ Krogland isn't just in a state of disrepair, it's gone dangerously haywire and lives might actually be at stake.
- ▶ The Dungeon Ball finals are being held at Krogland and teams are holding open tryouts for professional Dungeon Ballers.
- ▶ A werewolf is mauling the patrons of Krogland, but Krog and his staff are trying to keep it hush hush.
- ▶ A prized zozo Bird was kidnapped from Krogland and Krog wants it back.

Outbound Rumors

- ▶ Peero Bandernathy of Krogland desperately needs the engineering help of Crazy Urny of Crazy Urny's Custom Traps. But Urny disappeared last month in the town of Marshgate.
- ▶ Krog wants to meet the Dread Pirate Daggerheart, or at least hire the legendary pirate of Scalawag Strand, to make life miserable for Unassailable Co. in the Scalawag Strand.
- ▶ Vice Punisher Dastina Brenk of Subterranean Pits and Lairs is cooking up a plan to expand SPL even further across Eem.
- ▶ Krog suspects Unassailable Co. has made some sort of alliance to get a leg up in the arms race between dungeoneering companies.

Quests

- ▶ **The Dungeon Bowl:** The Mucklands Regional Dungeon Ball finals, aptly called The Dungeon Bowl, are taking place in Krogland. Krog's team, the Kroganites, are matched against Unassailable Co.'s team, The Unassailables, five year reigning champions. Rog and Tog want the Kroganites to win this year by any means necessary, if for no other reason than to cheer up their dad.

- + Dungeon Ball is a kickball game where the field of play is a small, rectangular, knee-high maze that directs the ball in random directions like live-action pinball. There is one goalie and four kickers on each team.

- ▶ **The Wild Ride:** One of the rides in Krogland called Krog's Claim, where patrons slowly ride through scenes of Krog's illustrious life, has gone haywire. The animatronic sputterbots have become sentient and taken some vacationers hostage.

- + The sputterbots don't want to work at Krogland any longer. They want to experience the world! Unfortunately, they are mechanically bound to the ride.

- ▶ **Beezelburf Blues:** Villy Hargar has a couple of pressing needs, but can't leave the kitchen:

- ▶ First, Krog's prized zozo bird Zeeta was stolen, and Krog wants it back immediately.

- + The bird was stolen by the Soot Finger Gang as retribution for a deal gone sour and they're taking it to Beezelburf.

- ▶ Second, Villy wants you to track down a shipment of Nork's Noodles to supply Krogland with food for all the guests, but it's gone missing on the way from Beezelburf. Locate the missing noodles and return for a reward.

- + The caravan was attacked and by a pack of weorgs near Dirtnap Dunes.

- ▶ **The Spectacular Spectacles of Sheesh the Fixer:** Sheesh the Fixer has lost his spectacles and will pay his weight in treasure to find them: 3 pouches of gold, to see them found. A lot of money for spectacles, but they were a gift from his grandmother, very sentimental.

- + Sheesh last saw his spectacles in the Blistering Broomstick, a rascal cider pub just outside of Krogland, frequented by kobolds. A kobold called Mymsey the Mooch stole the spectacles to use them for a heist of Unassailable Co.

- + Sheesh's spectacles are magical and allow the wearer to see right through walls.

BOGWATCH

Bogwatch is a frontier tower run by the Bulwarks. The tower was founded to keep watch over Quagmash and the Drippy Downs, but essentially to keep out the swamp riff raff and beasts that dwell there.

The Bogwatch are the same bogril Bulwarks famed for defending the Middle-Route Run, though being placed on Bogwatch is often considered a demotion or punishment. The sticky, swampy air and remote nature of the tower makes life a bit uncomfortable, not to mention the constant raiding by orches and other bog critters.

What's Going On

- ▶ The Bogwatch is woefully understaffed and unmotivated.
- ▶ There are frequent orch attacks, but they are no real threat to the bogwatch, as no orch has ever assailed the heights of the first battlement, and they've never discovered the invention of a ladder.
- ▶ The Bogwatch tower is slowly sinking and the basement is almost entirely flooded already, with mud and muck and quag-slime.
- ▶ A strange gloom billows from the Quagmash at night, obscuring Bogwatch and the surrounding area, making travel at night more perilous.

Who's Who

- ▶ **Commander Trungal** is the leader of the Bogwatch, a wisened, old Bogril who is good friends with Captimus Creeb. For a bogril, Trungal is very pale, something she attributes to living near the cloudy, dreary Quagmash where they get little sun at all. Trungal does her best to manage the crumbling tower, but is getting old and worries that she has no successor.
- ▶ **Torch the Orch** is an orphan orch that Commander Trungal found on an expedition into the Quagmash. The little orch, who is actually quite big, was found alone in a pile of garbage seemingly abandoned and has ever since lived at Bogwatch, serving the tower and training to be a Bulwark Paladin. Torch never learned to speak orch and talks in a high-

pitched drawl punctuated by oinks. He got his name by accompanying expeditions (holding onto his trusty torch) through the gloomy Quagmash. He refers to Commander Trungal as Mama Trungal.

- ▶ **Paladin Ponderwold** is a gruff boggart paladin who keeps to himself and his giant pet chicken Claudia. Ponderwold is being punished with Bogwatch duty for causing a ruckus in Krogland, accusing them of stealing his other pet chicken.
- ▶ **Paladin Mamsy** is the daughter of a bogril Guildmonger in Fleabag County. Mamsy loathes her corrupt mother and has chosen to join the Bulwarks and make a name for herself in the Bogwatch.

Rumors

- ▶ The Bogwatch is sinking so fast it might collapse in less than a year.
- ▶ Bogwatch duty is punishment for Bulwarks who can't cut it elsewhere.
- ▶ The witchbreath coming from the Quagmash could be related to the mysterious Gloom.
- ▶ Quagmash orches are gathering power and pose a serious threat to Bogwatch.

Outbound Rumors

- ▶ Torch the Orch is too big to be a regular orch, usually big orches are considered Quagmash royalty, but only the orches of Orchmire would know for sure.
- ▶ The gloomy witchbreath is most concentrated in a place called Gatormaze.
- ▶ There is a second Bogwatch Tower located in the Drippy Downs but it has been abandoned for years.

Quests

- ▶ **Sinking in Solitude:** The Bogwatch Tower is sinking and within the year it will likely collapse, leaving the Used T'Be Forest defenseless against the savagery and feral beasts of the Quagmash. Commander Trungal asks that you find a way to stabilize it.
 - + The tower is sinking because the sarpathi have built a tunnel network underground that leads from the Quagmash all the way to the Drippy Downs.
 - + Not only will the building need to be supported, but the sarpathi must be defeated and blocked off.
- ▶ **The Orch Prince:** Torch the Orch has always loved Commander Trungal as a mother, but would love to learn where he came from. Found in a pile of garbage on the edge of the Quagmash, Orch is the only orch in Bogwatch and wants to learn his past. Find the orches of the Quagmash and learn Torch's heritage.
 - + Torch was born big and orphaned after a sickness struck the orch tribe.
 - + Big Orch of Gatormaze was worried about a challenger, because Torch the Orch was so big. Big Orch hates Torch, snatched him up, and tossed Torch in the trash outside of Bogwatch.
- ▶ **The Animal Thief:** Paladin Ponderwold believes a cruel, disgruntled Krog & Sons, Inc. employee in Krogland has been kidnapping pets for unknown reasons. Capture the animal thief.
 - + The Krogland culprit is a corpulent tube steak peddler called Villy Hargar. He's been cooking pets into the Krogland tube steaks because there's a meat shortage.
- ▶ **Bridge Trolling:** Groups of unruly, troll youth have been vandalizing the bridges leading from the Used T'Be Forrest to the Drippy Downs. Bogwatch is under a lot of pressure by the Troll Toll Tellers in Dunk to stop these vandalizations of their bridges. Investigate the bridge vandalizations that read: "Down with the Toll Tellers."
 - + Shrugga the Stomper, leader of the Toll Tellers in the town of Dunk, thinks they may operate out of Trollridge.

UNASSAILABLE CO. HEADQUARTERS (HEX 19.14)

Unassailable Co. is a company best known for how well it keeps secrets. That, and its unassailable mazes and dungeon complexes that guard those secrets and treasures. Their main headquarters, while located in the Underlands, is accessible from the Used T'Be forest by means of an above ground office space. It is a highly-guarded dungeon compound rife with deadly traps. Only those with security clearance can freely bypass the gauntlet of death that protects the company's inner sanctum.

What's Going On

- ▶ Unassailable Co. has quickly ascended as one of the top corporations in all the Mucklands in just a few short years.
- ▶ Their Founder and Chief Strategist, Mr. Pring, is incredibly reclusive and only makes public appearances during new product unveilings.
- ▶ Unassailable has secured their future by making a secret dark alliance with the sarpathi. In exchange for wealth and resources, the sarpathi are relentlessly attacking Unassailable Co.'s business competition and sowing chaos in the world.

Who's Who

- ▶ **Mr. Pring** is the unchallenged master of Unassailable Co., a mysterious first-nameless goblin with "a face that tells-no-ales" as his minions would share. Pring is a soft-spoken, aging, goblin tycoon who is nearly impossible to read, whose motives are uncertain, but whose reputation for meticulousness is legendary.
- ▶ **Ms. Ezmareld Hagula** is an ancient kobold witch responsible for all of hex and blood magic associated with some of Unassailable Co.'s most expensive services. Her lab resides deep in their Underlands headquarters, however she is a frequent visitor to the Crazy Urny Custom Floor Traps company testing labs, where she purchases deathtrap components.

- ▶ **Ood the Invulnerable** is the official Unassailable Co. test subject. Ood is a wug of improved intelligence and stamina, who is by all accounts entirely indestructible. Ood's indestructibility has been tested on many occasions and is thanks to the work of Ms. Hagula, who unfortunately has never been able to recreate the experimental hex and potion combination that blessed the wug with such fortune. Ood is a prize at Unassailable Co. and lives a life surrounded by bards, jesters, books, and the best food treasure can buy.

Rumors

- ▶ Ood the Invulnerable might actually be more than invincible, but also immortal, and that Mr. Pring's true motives are to find a way to capture the wug's essence for himself.
- ▶ An Unassailable Co. vault located somewhere in Fleabag County may have been ransacked by dweorgs who found a rare stone egg that may or may not be one of the last dragon eggs in the Land of Eem.
- ▶ Unassailable Co. has aligned with nefarious entities to get a leg up in the race for dungeoneering supremacy.
- ▶ The company hires "testers" to overcome their insane dungeons. The pay is great, assuming you make it to the end in one piece.
- ▶ Unassailable Co. has a secret vault filled with riches and wonders beyond anyone's wildest dreams.

Outbound Rumors

Quests

- ▶ **Hazard Pay:** Ood hasn't been feeling himself lately, so the company is hiring freelancers to test out a brand new dungeon. If you survive, you'll be paid 2 pouches of Gold Coins.
 - + Roll 5 Traps/Obstacles from the Random Dungeon table
- ▶ **The Runners:** Mr. Pring needs a group of discreet delivery people to carry an item across the Mucklands, all the way to an Unassailable Co. agent in Anchorbottom. He calls it a rare jewel, and it is important that no one is aware of its existence.

- + If the PCs remove it from its case, they would recognize it as an Eye of Ekh. However, what they can't tell is that it's not the real thing; it's a decoy.

- + A real Eye of Ekh is being transported to another location at the same time.

- + As the PCs travel across the land, a whole host of factions attack them for the Eye: sarpathi, Felmog Outriders, the Stump Witch's minions. All have received intel that this fake Eye of Ekh is the real thing.

► **Secret Doors:** The witch, Ezmareld Hagula, has become aware of an amazing device created by Crazy Urny of Crazy Urny's Custom Traps. Apparently, Urny has developed a Secret Door locator, capable of identifying the location of any secret door it comes in contact with. Hagula wants the Secret Door locator, both for herself and so no competitor gets it and finds the multitude of Unassailable Co. secret doors. And she'll trade a magic item for it.

- + Crazy Urny was last seen in a town called Marshgate, hidden within Marshgate Manor.

- + But investigating there reveals he's been kidnapped by sarpathi (see the Marshgate Quest: Convincing the King). The Secret Door locator has also been stolen

- + If acquired and used, the Secret Door locator doesn't work exactly as intended: the secret doors it locates actually spit out a random creature or person. Roll 1d12 and the following creatures or characters pass through the door.

- 1-4: Random creature
- 6-10: Random NPC
- 10-12: A random clone of a PC

SETTLEMENTS

FIREDAMP

Firedamp is a bustling mining town just up the road from Wally's Waffles and Weorgs (they occupy the same Hex on the map). Originally a camp of tents and shacks near a mine that suffered a massive flammable gas explosion, Subterranean Pits and Lairs LLC stepped in and rebuilt. Soon the new little town was filled with cabins, stores, smelters, and mills--not to mention a whole slew of opportunists looking to make their fortunes.

What's Going On

- ▶ The town is being rebuilt by Subterranean Pits and Lairs LLC after a gas explosion.
- ▶ A Subterranean Pits and Lairs LLC field office is located under Firedamp, and from there SPL is exerting more and more control.
- ▶ Lots of folks are setting up shop to sell their goods and a criminal element is starting to emerge in the form of the Tricky Toe Gang.
- ▶ A slinky boggart bandit called Slick is recruiting the kids of Firedamp into the Tricky Toe Gang as couriers, or what Slick calls "penny runners," to run stolen goods to bosses in Fleabag County.
- ▶ An injured Felmog Outrider called Jericor is recuperating from a broken leg in his own tent, and is looking to hire adventurers

Who's Who

- ▶ **Mayor Lydia Sarlz** is the elected leader of Firedamp and has done her best to help the town bounce back from the disaster. Mayor Sarlz is no fan of Subterranean Pits and Lairs LLC and despite their help rebuilding, wants them out of Firedamp as soon as their debts are repaid.
- ▶ **Overseer Gurt Gonnergan** is a goblin that Subterranean Pits and Lairs LLC appointed Overseer of Firedamp, a position that doesn't please Mayor Sarlz one bit. Overseer Gonnergan is hellbent on running Firedamp, but also has his eye on Wally's Waffles and Woergs just up the road.

- ▶ **Opie "Noodletooth" Cheddermun** is the local Tricky Toe Gang underboss and runs the gang there. He's a loudmouth, braggart of a boggart, with a penchant for eating Nork's Noodle Nook noodles and beating up the shopkeepers and vendors that don't pay their "fair share".
- ▶ **Slick** is a slinky boggart bandit with a friendly personality, and a well known recruiter for the Tricky Toe Gang. Slick is also Opie Cheddermun's enforcer.
- ▶ **Jericor** is a Felmog Outrider who fell deeply in love with a Felmog Countess visiting Fort Ironwall, however, she does not share his affections.

Rumors About Firedamp

- ▶ No one ever found out what caused the gas explosion under Firedamp, but some conspiracy theorists call it sabotage.
- ▶ A mysterious ghost is terrifying people through Firedamp at the stroke of midnight.
- ▶ Jericor the Felmog Outrider is desperate to relay a message to his superior Captain Nemic about an impending danger.
- ▶ Multiple kids have been kidnapped from Firedamp and no one knows what to do about it.

Outbound Rumors

- ▶ Wally Dunkwhiffle, owner of Wally's Waffles and Weorg's wasn't always just a restaurant owner, he used to be a pirate with a literal boatload of treasure.
- ▶ Marley Skrood, was a Krog & Sons, Inc. taskmaster at the time of the flammable gas explosion. Apparently now he works as an usher in Krogland.
- ▶ A pack of Woergs roams freely, terrorizing the eastern Used T'Be Forest.
- ▶ A collapse in a nearby mine has trapped a group of shyrm miners and they're running out of time! To make it worse, the collapse has disturbed an Inkpot Spider nest.

Quests

- ▶ **Ghosted:** The ghost of Jug Nubber is harassing Firedamp, even scaring a resident into a catatonic state. Linda Sarlz will reward anyone who drives the ghost away.
 - + Jug Nubber is a miner who died in the Firedamp catastrophe.
 - + If confronted, he reveals that he yearns for revenge against a fellow miner named Marley Skrood who betrayed Nubber, and took the lift out of the mine right before the explosion.
 - + Folks in town know that Marley Skrood now works at Krogland.
- ▶ **The Outrider's Tasks:** Jericor, the Felmog Outrider, needs help with a few tasks and will pay for your services.
 - ▶ Before breaking his leg, he was searching the Moldy Cave for a rare mushroom that kobolds frequently employ as a component in ensorceling potions.
 - ▶ He needs someone to deliver a report to Captain Nemic who has a camp near the Ruins of Ryloch.
 - + Jericor's message reads that there is no Eye of Ehk at the Ruins of Ryloch; the eye is actually in a sarpathi temple somewhere in the Used T'Be Forest.
- ▶ **The Flammable Firedamp:** Overseer Gonnergan needs some capable dungeoneers to solve the persistent flammable gas problems in the local mines. He's been following protocol to the tee, but still the gas readings are at dangerous levels.
 - + There's actually an ancient, elderly dragon called Rognarax the Bent sleeping deep within the coal mine. Fighting the old, grumpy Rognarax is out of the question, but perhaps they can be persuaded to leave.
 - + The dragon might be willing to leave if the PCs fetch a tasty Skrokwing Egg. That would be a tasty treat!
- ▶ **The Mayor's Request:** If the PCs completed "Ghosted" or "Flammable Firedamp," Mayor Sarlz wants another nuisance out of Firedamp: Noodletooth Cheddar mun. But the crime boss is gaining more and more influence by the day and his goons are many.
- ▶ **The Kidnapper:** A pair of children from the town of Firedamp have been kidnapped recently by a hulking creature. Witnesses report the kidnapper to be wider than two well-built men, dashing off into the night like a gazelle. Rumor has it this thing lives in the Moldy Cave.
 - + The kidnapper is a blemmy named Zorb who lives in the Moldy Cave. (See page
 - + The blemmy just wants company and holds tea parties with the children. And although the children like the blemmy, this Moldy Cave is no place for children.
 - + The blemmy will match force with force, but can be persuaded.

MARSHGATE

Marshgate is a wet, moldy shanty town run by a loose confederacy of rival goblin dungeoneering companies. The town is mostly populated by the personnel from Subterranean Pits and Lairs LLC, Krog & Sons Inc., Unassailable Co., and more recently Crazy Urny's Custom Traps. There's not much fun to be had in Marshgate, save for a crummy gambling hall called Marty's.

As for the rival groups, they mostly get along, but on occasion their corporate rivalries drive wedges into their workings and spark the occasional prank war. Each group also vies for supremacy so they can collect profit from all of the adventurers, frontier folk, and certified Puddle Jumpers headed to Quagmash.

What's Going On

- ▶ There's a cold war for control going on at Marshgate. A battle of political and social supremacy between the big three goblin corporations: Subterranean Pits and Lairs LLC, Krog & Sons, Inc. and Unassailable Co.
- ▶ Crazy Urny of Crazy Urny's Custom Traps is in the middle of said cold war and every faction wants his eccentric brilliance on their side. "If we can just get Crazy Urny to back us, we'll be unstoppable!" is something that is said in almost every meeting, by every faction.
- ▶ Dundoon wants Vera out of the picture, so he can take over Marshgate and earn back the respect of the SPL Vice Punisher Dastina Brenk.

Who's Who

- ▶ **Vera the Mathemagician** is the troll in charge of Marshgate. Officially, she is an Unassailable Co. mathemagician and brilliant with numbers and technical strategy. A mathemagician is one of the most powerful positions at Unassailable Co. because they are probability testers that are fantastic at identifying the probability of a strategy's success (usually applied to death traps and mazes--but also adversaries). Vera has been the leader of Marshgate for a decade and every attempt from her rivals at Subterranean Pits and Lairs LLC or Krog & Sons Inc. to dethrone her has failed utterly.

- ▶ **Crazy Urny** is the goblin tycoon and Founder
- 24 | [Join our Discord: https://discord.gg/2Y5h82W](https://discord.gg/2Y5h82W)

of Crazy Urny's Custom Traps. He's an eccentric, huckstery small business owner with an astounding knack for making mechanical puzzles and traps that put even Unassailable Co. to shame. Crazy Urny is a bit of an idiot savant and travels frequently from one location to another. He is also famous among all of the citizenry of the Mucklands, mostly from a series of goofy advertisement campaigns with slogans like: "Hurry down to Crazy Urny's or else!" and "Avoid the gurney, buy from Urny!" and "If you don't buy a custom trap from me, I'll stab ya with a carrot!"

- ▶ **Taskmaster Dundoon**, is a goblin taskmaster of Subterranean Pits and Lairs LLC, who was banished from Orfong's dungeon and forced to work the worst gig in the Mucklands, Marshgate.
- ▶ **Branch Manager Pedra Teef** is an over-eager Krog & Sons, Inc. company woman. Pedra Keef is hoping to snake supremacy of Marshgate from Vera the Mathemagician and Taskmaster Dundoon by convincing Crazy Urny to back an equally famous goblin, Krog.

Rumors

- ▶ Crazy Urny has a test lab in the basement of the Marshgate Mansion, where he is working on the greatest trap ever conceived.
- ▶ The Quagmash muckmen are besieging Marshgate and the authorities need help.
- ▶ Taskmaster Dundoon and Pedra Teef are secretly in love, despite their opposing offices, but someone is blackmailing them.
- ▶ Marshgate Mansion is filled with secret chambers and underground tunnels, some even say a treasure.
- ▶ Vera the Mathamagician was run out of the Drippy Downs by a rival Troll Toll Teller, she'll pay handsomely to find out who.
- ▶ Orfong's Dungeon personnel have no idea that Taskmaster Dundoon isn't in charge of Marshgate because he sends false updates every month.

Outbound Rumors

- ▶ Sarpathi spies were caught observing Marshgate, but retreated west when confronted.
- ▶ The rising threat of the muckmen might be the work

of a witch who lives deep in the heart of the Quagmash.

- ▶ A gaggle of gelatinous goos were seen fleeing The Crack, pursued by a team of dweorg hunters.

Quests

- ▶ **Lost Companion:** A swarthy, boggle knight-errant named Reenee, all the way from the River Country, was separated from her companion, a bugbear doctor named Grolug in the town of Skiff.
 - + Grolug was in Skiff, but rushed off into the Orchmire to help some sick Puddlejumpers, something about witchbreath.
- ▶ **Don't Cheat a Cheat:** Taskmaster Dundoon doesn't like it when his employees get cheated and that's exactly what he suspects at Marty's Marshgate Gambling Hall, but has no idea how the wiley boggart Marty is getting away with it. Find out how Marty is cheating and report back to Dundoon, who would love to employ the same method himself.
 - + Marty's sputterservants, who wait on tables, spy on players' hands and report them to Marty through a high-tech earpiece crafted by shrym tinkers.
- ▶ **The Defense of Marshgate:** An army of muckmen has descended upon the town! Whose force will you help to defend the town of Marshgate: Vera the Mathemagician's, Taskmaster Dundoon's, or Pedra Teef's?
 - + Whoever the PCs help will increase their reward to bring Crazy Urny to their side.

- ▶ **Convincing the King:** Vera the Mathemagician, Taskmaster Dundoon and Branch Manager Pedra Teef all want Crazy Urny on their side, but no one has seen him leave Marshgate Mansion in two months. Last anyone heard, Urny was holed up in Marshgate Mansion working on a new trap. Be careful though, he's not called the Floor Trap King for nothing: it's a dangerous trap-filled maze. Convince Crazy Urny to back Dundoon, Teef, Vera, or no one.

- + Crazy Urny isn't in Marshgate Manor, but he's left a riddle on a torn piece of paper to help find him: "Got no legs but ain't a broken chair. Sure got teeth, but haven't got no hair. Down, down to a temple near the sea? Someone come and help little ol' me!"
- + He's been kidnapped by sarpathi, looking to employ his trap building for their Serpent Temple in the Drippy Downs.

ZONES

THE CRACK

The result of a massive earthquake coupled with a mining disaster, the Crack spans over twenty miles like a scar on the land. The immense chasm leads directly to the Underlands, which of course, is full of all manner of ferocious creatures and beasts. But what makes the Crack especially dangerous is the constant competition for resources, as rival dungeoneers, yowljacks, dweorgs, and bandits skirmish over their claims.

Rumors

- ▶ The vicious marauders, the Redtooth Yowljacks, have a hideout somewhere at the bottom of The Crack.
- ▶ Gyr'Gar the Beast Snatcher is illegally capturing beasts around The Crack.
- ▶ The Lost Garden of the Mushroom King is said to be located deep in the tunnels below The Crack. It is filled with mushrooms, toadstools, plants, and herbs precious the alchemy.

Quests

- ▶ **The Howling Red Paws:** A Redtooth yowljack called Yip has been cast out of the clan by their leader Ash-Ash the Ribsplitter for cowardice, and is fleeing for their life. Yip requests aid, specifically to find a place safe from the Redtooths.
 - + Yip hasn't shared the whole truth however. Yip is actually a thief, having stolen a strange black bladed dagger from the Redtooth's recent raid of a group of sarpathi.
 - + Simultaneously the sarpathi are after the black blade, a dagger they call Shadow's Fang, used in their rituals to the god Ehk.

- ▶ **Gyr'Gar the Beast Snatcher:** Gyr'Gar, the hook-handed beast master has grown bored hunting for beasts to sell. The thrill of the hunt is no longer thrilling. Fortunately enough, adventurers have come to The Crack. Gyr'Gar welcomes the party to a feast and to rest easy in safety.

- + At dawn, Gyr'Gar wakes the party, flanked by a dozen heavily armed dweorgs with chained koogras.
- + Gyr'Gar gives the party a one hour head start before hunting them.

- ▶ **Wild Goos Chase:** A lonely caged goo in Gyr'Gar's possession secretly pleads for you to not only free them, but help their brethren who fled the Crack after being pursued by a team of Gyr'Gar's dweorgs.

- + The goos have managed to flee to Krogland where they were captured by the sadistic goblin cook Villy Hargar who plans to use them in a new recipe.
- + The dweorgs are still in hot pursuit and have no qualms getting violent.

THE BLUNDER BLUFFS

Reaching from the foot of Skroknest Mountain, the Blunder Bluffs are so named because of the many dangerous hard to navigate paths that wind into the mountain range, meaning it's a "blunder" to go there at all. In fact, it is believed that many of the mountain roads were cut away specifically to confuse trespassers, and that somewhere deep in some mountainous valley, there is an old fortress, once populated by a forgotten empire.

Rumors

- ▶ The Blunder Bluffs are rife with harpies, chief among them Hagra the Harpy Queen who leads coordinated raids on mountain villages.
- ▶ Deep in the mountains, a lost fortress, rumored to be carved from the mountains themselves once guarded some mysterious secret.
- ▶ Felmog Outriders have been seen mapping the mountain roads, perhaps in an attempt to find the lost fortress.
- ▶ Unassailable Co. surveyors have also been spotted in the Blunder Bluffs, some have even said there was a sarpathi among them.

Quests

- ▶ **The Harpy Menace:** Villagers at the foot of the Blunder Bluffs have become fed up with the harpies constantly raiding their villages. But they have no warriors left to defend their homes; they've all been killed or captured. Go to the mountain harpy nest of Hagra the Harpy Queen and deal with them once and for all.
 - + Hagra the Harpy Queen: Roosting somewhere in the hard to reach peaks of the Blunder Bluffs, Hagra the Harpy Queen holds court in a nest made of swords. An ancient, knobby matriarch, Hagra entertains herself by kidnapping bards and forcing them to play music, perform plays, and juggle dangerous objects. Hagra is a vicious, superstitious leader of the Muckland harpies and always keeps one eye open for treachery.
 - + Use the Random Dungeon rules for the mountain harpy nest.

- ▶ **The Blunder Bluff Challenge:** A competition of mountaineers is underway. Whoever can climb to the top of Gorger's Peak (Hex 14.0) first will win a magic pair of climbing boots.

- + Grungol the goblin mountaineer will sabotage the PCs by leading harpies to them and causing avalanches.

- ▶ **The Road to Rau:** Along the road, a seemingly lost goblin explorer named Samantha, is willing to share a secret if you help her. Many paths in the Blunder Bluffs lead to nowhere, but one, marked by hidden glyphs leads to a cavernous, hollowed out mountain where a fortress called Rau has been hidden for centuries. Follow the glyphs, which are visible only at night.

- + Once the old, stone cut Fortress of Rau is found, there will be many obstacles. Specifically 5 chambers. Use the Random Dungeon rules.

- + Once completed, a treasure room opens with an Ancient Hoard inside.

- + Samantha is looking for a magic door and a magic key. There is an unlocked door, but no key to be found.

- + Samantha explains the door is a gateway, said to travel to anywhere in the Mucklands, but she isn't sure how it works.

- + Entering the door will transport the party randomly to one of the following locations. Roll a D12 for the result. Also roll a random Perilous Encounter for the location.

- 1-2: Ruins of Ryloch in the Used T'Be Forest
- 3-4: Quortlen in River Country
- 5-6: Terror Island in Scalawag Strand (location of Key of Rau)
- 7-8: Mushmash in Quagmash
- 9-10: Castle Klengwyr in the Used T'Be Forest
- 11-12: The Serpent Temple in Drippy Downs

- + After traveling, Samantha realizes that "the key" must let the traveler determine the location. Perhaps the key must be at one of the locations the door travels too.

DIRTNAP DUNES

A barren, sandy swath of land iconic for its rolling dunes, teeming with wild flocks of zozo birds, and the weorgs that prey upon them. There are no towns or population centers in the Dirtnap Dunes, however there is a single zozo bird ranch, managed by a shrym named Darley. The name, Dirtnap, is most commonly associated with the large amount of shifting quicksand pits that make traveling over the dunes treacherous for anyone not accustomed to it. In fact, one of the reasons zozo birds thrive there, is because their feet keep them safely on the surface, almost like snow shoes, but for sand.

Rumors

- ▶ A pack of weorgs, led by Ulgos the Blackmane, has been known to patrol the Dirtnap Dunes
- ▶ Quicksand is a serious threat in the Dirtnap Dunes.
- ▶ Zozo birds are plentiful and wild, drawing the attention of many various groups interested in taming them to be mounts.

Quests

- ▶ **Wolves of the Waste:** A werewolf, traveling by the light of the moon, springs from the darkness. “Do not be afraid,” he says. “I am not the wolf to be feared in the Dirtnap Dunes.” Turns out, the werewolf is named Theor and is seeking revenge upon Ulgos the Blackmane for stealing a prized artifact, the Moon of Mardovia. Theor promises a great prize for the return of the moon stone, said to have the power to control the phases of the moon.
 - + Ulgos the Blackmane is an old ally of Theor, but they had a falling out over the Moon of Mardovia, named for Mardovia the wolf matron of a long-dead civilization.
 - + Theor promises to return to the northlands once the moon stone is found; a promise that he will keep.

- ▶ **Darley’s Dune Ranch:** Zozo birds have been disappearing. At first, Darley the shrym rancher thought it was weorgs, on account of that nasty Ulgos the Blackmane. But it turns out bird rustlers have stolen Marley’s prized stock. Darley needs those birds to live, not to mention a quarter of his business proceeds are donated to an orphanage in Rascalton. Last Darley saw, the bird rustlers rode away south of the dunes.

+ The rustlers are Soot Fingers who answer to the corrupt Paladin Mong at Fort Bulwark!

- ▶ **Ulgos the Blackmane:** The deadliest weorg in the Used T’Be Forest is nearly untouchable, always surrounded by a formidable pack of weorgs. He leads incredibly coordinated attacks on settlements and mining operations, and has drawn the ire of every corporation. Subterranean Pits and Lairs LLC has bounty on Ulgos the Blackmane, who terrorizes the eastern Used T’Be Forest.

SKROKNEST MOUNTAIN

The tallest peak in the Mucklands, Skroknest Mountain is home to all manner of deadly creatures, not least of all are skrokswings, the largest birds of prey in Eem. However, skrokswings, being exceedingly large, tend not to occupy the same territories as one another, so at most there will only be a few skrokswings living on Skroknest Mountain at one time. But numerous skrokwing nests riddle the ascent up the mountain, most of them now inhabited by other creatures like harpies, inkpot spiders, and even terrordacs.

Rumors

- ▶ The skrokwing known as Pitchwing, who terrorizes the Middle-Route Run, lives at the very top of Skroknest Mountain
- ▶ A coven of harpies is ensorceling mountaineers, cursing the hapless explorers to do their bidding for the rest of their lives.
- ▶ A tribe of bugbears actually lives on Skroknest Mountain despite the immense dangers.

Quests

- ▶ **The Lonely Hunter:** Pulgrob the bugbear has embarked alone on his Trial to become a full-fledged hunter of his tribe, but he has his work cut out for him. He is charged to slay the terrordac called Firebeak, who has slain many of his tribe over the years. Help him do the job and you can claim half of Firebeak's hoard.
- ▶ **The Web That Catches the Flies:** Fangol the Giant Inkpot Spider who lives inside the mountain requires some assistance. Every day he can hear the mad cackling of nearby harpies reverberating through the mountain, and he can't get any sleep. Lure the harpies into his web so he can eat them!
- ▶ **Pitchwing:** The massive skrokwing known as Pitchwing roosts on Skroknest. Used T'Be Foresters gave the creature the nickname Pitchwing because its giant wings completely block out the sun before it strikes. More and more frequently, Pitchwing has been known to swoop down and carry away hapless victims, horses, and even entire wagons on the road. A merchant named Alistair Jadly will pay handsomely to have his cargo recovered from Pitchwing's roost.

SOUNDER HILLS

Home to countless ettins, the Sounder Hills are not a place to be traveled lightly. Home to roving, vicious, and petty ettins, it is not uncommon for folk to go missing there.

Rumors

- ▶ Ettins are raiding local villages, kidnapping folk to cook and eat them.
- ▶ It has been said that there is gold in the Sounder Hills, specifically, an ogre's buried golden tooth that's worth 3 pouches of Gold Coins.
- ▶ A ghoulish creature haunts the hillsides, and even the ettins steer clear.

Quests

- ▶ **Even the Best Need a Hand:** The famous Kade the Bounty Hunter was hired by local villages to rescue their loved ones from the cooking pots of a sounder of ettins in the hills. Kade is a fine warrior, but ettins are big and in the Sounder Hills, there are a lot of them. He needs help.
 - + Kade will split the bounty, a sum worth 3 pouches of Silver Coins, should you help him rescue the villagers.
 - + Five ettins led by Snarbok the Wailer sit around a campfire arguing about who gets to eat what, as frightened helpless villagers dangle in a cage over a boiling pot.
- ▶ **The Creature:** A hideous monster, covered in dark, splotchy, mangy fur wails at the party when they make camp in the Sounder Hills. The creature wails and wails, unable to communicate.
 - + Successfully communicating to the creature reveals he is actually a small, human boy that was cursed by a witch after he mistakenly made fun of her hat. He desperately wants to be changed back.
 - + The witch, by the name of Mildred Frowzywig, lives in a cave in the northern Sounder Hills, and is very temperamental. She casts curses and hexes at a whim!

TROLLRIDGE

Trollridge is a stretch of mountains that house many ancient, abandoned cities and tombs. In days long past, this range is where the trolls of southern Eem dwelled, long before the town of Dunk was established. Today, not many trolls still live here; instead all manner of creatures have taken root in the ruins, like harpies, crag lizards, ramgores, and thunderhorns. Because of its troll roots, there are countless bridges throughout the range, which makes travel less difficult, although you may just find one of those bridges is still occupied by a troll.

Rumors

- ▶ A vampire lives in the castle at Trollridge and holds sway over the surrounding villages and hamlets.
- ▶ Skeletons have awoken in Trollridge and aimlessly wander the mountain passes at night.
- ▶ There are treasure hoards to be found in the old troll tombs.

Quests

- ▶ **Under Her Bridge:** Elya the troll has seen many strange things from her vantage point under her bridge in the past weeks.
 - ▶ Investigate the skeletons that patrol the mountain pass. Where do they come from? Where are they going?
 - + One skeleton wanders all the way to Castle Klengwyr. The awoken skeletons are a side effect of Klengwyr the vampire's necromantic dealings in the tombs
 - ▶ Find out what those rowdy trolls are planning. Whatever they're doing spells trouble for the Toll Tellers of Dunk.
 - + The trolls are planning to blow up the bridge to Dunk, in what they call an act of resistance to the authoritarian mayor and his Toll Teller cronies.

- ▶ **Tomb Raider:** An old dweorg named Akk is looking to make his fortune by delving into the troll tombs. But with the recent undead activity, not to mention all the crag lizards and harpies, he could use an adventuring party to join him.
- ▶ **Slinker:** Slinker is a wily one-eyed blynx who skulks the mountains between Dunk and the Used T'Be Forest. No hunter has ever laid eyes on Slinker for more than a few seconds, and fewer have lived to tell the tale. The Big Fame Hunters would surely respect and reward anyone who took down Slinker.

POINTS OF INTEREST

THE LAST TREE

While the Green Gallivanter have done their best to replant new trees in the Used T'Be Forest, the Last Tree is the last ancient wurlwood tree of the old forest that once proliferated before the Dungeon Era. Despite many attempts to cut it down, the Last Tree has somehow remained. Some say the tree is magical, while others say the wurlwood has petrified and become hard as stone. But anyone with a heart must appreciate the sheer resilience of this magnificent, massive tree that stands like a beacon of hope in a blasted land.

Rumors

- ▶ Witches, warlocks, and greedy tycoons want to cut down The Last Tree in the Used T'Be Forest...and no one seems to be trying to stop them.
- ▶ The Last Tree is dying, and the Green Gallivanter are desperate for a way to save it.
- ▶ Vice Punisher Dastina Brenk of Subterranean Pits and Lais LLC is devising a way to fell the tree once and for all.

Quests

- ▶ **Save the Last Tree, Part 1:** J. Spanky Nabbernutt, the Green Gallivanter, wants you to fetch some nutrient-rich water from the Boiling Lake. He believes it will keep the tree alive and buy the Green Gallivanter time to find a true cure.
- ▶ **Save the Last Tree, Part 2:** Ironically, the powerful magician known as the Stump Witch might be the only person who can help save the Last Tree. But she despises the Green Gallivanter, so someone else will need to ask for her help. Persuade the Stump Witch to part with a Dryad Heart, the magic properties of which could save the Last Tree.
- ▶ **Save the Last Tree, Part 3:** Take the Dryad Heart into the rotted hole of the Last Tree and find the source of the rot.
 - + Level 1: A rooty maze inhabited by tarry, oil slick, muckmen-like creatures, and evil, corrupted lichenoids
 - + Level 2: Defeat the Corrupted Lichenoid Lord, an embodiment of the death and corruption of the land. Use the Dryad Heart to heal the withered and corrupted roots.

HELGROATHE MINE (HEX 21.15)

Once a promising, mineral-rich coal mine, Helgroathe Mine soon fell on hard times. Or perhaps tripped. The Azimuth Corporation, once a major dungeoneering outfit in the Mucklands, suffered a multitude of disasters. Terrible accidents, cave-ins, even black powder explosions, the mine was rumored to be cursed after the worse accident in the history of the Dungeon Era trapped a thousand miners deep below the surface, where they were never heard from again.

Today the derelict mine is avoided, considered bad luck to visit, and lays undisturbed. Some even say the place is haunted.

Rumors

- ▶ Lots of support beams have been sawed and the mine is extremely unstable; prone to collapse.
- ▶ Lord Orfong the Defiler, founder of Subterranean Pits and Lairs LLC, is responsible for the sabotage of the Azimuth Corporation, cementing SPL as the most powerful dungeoneering company in the land of Eem.
- ▶ The mine is believed to be haunted. Locals report hearing the clink off pickaxes, despite the mine being abandoned for years.

Quests

- ▶ **The Nameless Hermit, Part 1:** Not far from the mine, a long-bearded, shabby goblin clings to the past and lives like a hermit. Folks call the goblin Old Noggin, because he can't remember his ownname (a knock to the head from a cave-in is responsible), but knows that Lord Orfong is responsible for the ruin of this mine, though it could never be proved in the court of law. He begs you to look for clues that prove that Lord Orfong and Subterranean Pits and Lairs LLC is responsible for the cave-ins.
 - + Deep in the mine are cufflinks inscribed with the name T. Orfong.
 - + There is a lone skeleton picking deep in the mine. The skeleton will not respond to commands, unless there is a skeleton in the party, but only simple commands inside of Helgroathe Mine.
 - + The skeleton will only attack if it is impeded, and if it attacks, more skeletons will emerge from the

walls...presumably the buried miners.

- ▶ **The Nameless Hermit, Part 2:** Old Noggin will accompany the group to investigate the cufflinks at Subterranean Pits and Lairs LLC, and prove definitively that Lord Orfong was there at the scene of the crime.

- + It will take some sneaking around and trickery to get into Lord Orfong's corner office, which is locked.
- + The office is filled with dreadful paintings of a powerful Dark Lord in black armor, as well as awards and artifacts: a severed unicorn's horn, a sword with a blade made of bone, the ten foot skeletal head of a dragon, and a photorealistic painting of the 1st Subterranean Pits and Lairs, LLC Dungeon ribbon cutting ceremony.
- + Snooping through the file cabinets reveals that Lord Orfong's first name is Tim. Tim Orfong, Founder and Head of Sales. There are old records of Orfong's desire to bring down the Azimuth Corporation and destroy Helgroathe Mine.
- + There's also mention of Azimuth CEO Lumply Pendergoose. Old Noggin instantly remembers: "That's me!, I'm Lumply Pendergoose!"
- + At some point a figure in grand armor walks in the office and sighs, removing his helmet to reveal a sweaty, nerdy looking boggart in his forties, who says: "Oh boy are my dogs barkin'!"
- + When confronted, it is revealed that Lord Orfong is no longer alive, that this boggart, a lowly employee named Elmo, is paid by Madam Wozinski to pretend and keep up appearances.
- + No one outside of this room can know, and SPL is ready to settle with the Azimuth corporation. Everyone will have to sign a non-disclosure agreement.
- + Elmo glibly offers Old Noggin 40 million gold and he readily accepts. Old Noggin hands over the rights to Helgroathe Mine to the PCs, encouraging them to build their own dungeon.

RUINS OF RYLOCH (HEX 17.10)

The ancient Fisher-City of Ryloch stood on the long evaporated lake of Ry (near the western edge of the Used T'be Forest). Some two thousand years before the present day, the lake was the largest in the western hemisphere of the known world, and housed an enormous system of waterways that encouraged trade from far and wide, similarly to the River Country.

No one knows for sure how Ryloch went dry. It has been surmised that perhaps the lake was so overfished that it had to be eventually diverted into aqueducts and channels to water crops to the east, and that a diversion of such magnitude disrupted Ryloch to the point of its abandonment. Others believe there may have never been a lake at all, and that the city was actually a legendary sky-port of airships and the term Fisher-City was a misnomer. However, among fairy folk, there is a well known fable regarding the swallowing of lakes and seas by a terrible Ogre who once traversed the old world.

Today, Ryloch's mighty foundation blocks look far more akin to cairn stones. Passersby rarely reflect upon the wonders that may have once stood in the dusty, prickly-patched landscape of Ry, nor do they notice the sheen of fossilized clam shells speckling the rolling dunes of sand and sticker-grass.

Rumors

- ▶ The cairn stones are home to cairn stingers. Beware!
- ▶ The whole area is littered with fossilized swallower clams, but not all of them are dead.
- ▶ A great army was once marshalled at the Ruins of Ryloch to march north and battle the Gloom King of old.
- ▶ Felmog Outriders have set up camp near the Ruins of Ryloch, and are rumored to be searching the area for relics.

Quests

- ▶ **The Quest of the Black Knight:** A Felmog quest knight named Captain Nemic is searching for a lost treasure,
 - ▶ The Eye of EHK. Nemic will share the knowledge with the PCs only if he deems them worthy
 - + Slay the Queen Stinger and Nemic will share the knowledge that he is seeking an Eye of EHK, attempting to find it before the Sarpathi do.
 - ▶ The Lost Jericor. One of Nemic's knights, a Felmog Outrider called Jericor has gone missing. Find Jericor and tell him that Captain Nemic is close to finding an Eye of EHK. But be secretive about it.
- ▶ **The Army of the Green Fish:** A perfectly preserved banner with a green fish leans against a ring of stones which looks to be an old well. Local lore tells the tale of a Grand Army of the Emerald Fish, led by a hero called Elzaba, who set forth to fight the Gloom King hundreds of years ago. Some say they were cursed.
 - + If the banner is brought to the ghostly soldiers of the Whisperdale Meadow, it will remind them of their origin, and set them to rest.
- ▶ **Sure to be Clam Food:** A goblin Dungeoneer named Ged Humburg from Krog & Sons, Inc. has made the mistake of wandering into a field of bandy clamps and can't find his way out again. One wrong move and he's a goner!
 - + Help him navigate the field and he'll let the PCs in on a secret
 - + Ged has been looking for his brother, Raymund, who worked for a competitor. Ged has searched for a year now, and tracked down a possible location. A secret mining camp located right here in the Ruins of Ryloch.

- ▶ **The Passageway:** There is a marked stone in the center of a giant ring of stones, Beneath it is a narrow passageway that leads to an underground chamber with three rooms.

- + Room 1: A dusty, sooty room is host to a huge cache of coal in crates marked with Azimuth Co. Helgroath Mine.

- + Room 2: A soot-covered iron door is locked with a huge, iron padlock.

- + Behind the locked door looks to be a miner's quarters:

- + A troll skeleton is slumped over a huge desk, long dead.

- + A coat rack with a coat, covered in coal dust.

- + A bookshelf with a book: Azimuth Co. Operations Manual (Ged Humburg wants this so Krog & Sons, Inc. can learn some trade secrets from the old company).

- + A magnificent ax hung above a fireplace

- + Under the mattress is a small treasure hoard.

- ▶ Room 3: The dust is packed to the floor with dampness. A stairway goes down into a small, waterway with a boat floating in the center of it about twenty yards into the water.

- + Another inert skeleton sits in the boat, a sarpathi arrow in its back.

- + The skeleton has the following items in its pockets: big iron key (to the second room), a map of the Used T'Be Forest, and a note that reads: URGENT: The snakes are stealing coal. Don't know why. Asked Unassailable Co. for help. Denied. Send help." R. Humburg

- + Ged Humburg is filled with sorrow. R. Humburg, or Raymond, was Ged's brother who went missing a year ago.

- ▶ **Grimjaw:** Grimjaw the weorg roams to the south of the Ruins of Ryloch, terrorizing travelers and settlers alike. He is a fiend of the highest order, killing any creature he comes across. The Bulwarks will pay a hefty reward for Grimjaw's head.

THE SPORG FACTORY (HEX 16.15)

The Sporg Company was once famed for its wonder food additive called Sporg made from mushrooms, and its catchy slogan: "Sporg. It's for food!" After a mysterious industrial accident, the business and underground factory were shut down. This caused quite a stir when folks couldn't get their beloved jars of Sporg, a much beloved family delight!

Rumors

- ▶ Strange disappearances have been reported near the old Sporg Factory.
- ▶ Krog & Sons, Inc is looking to buy the Sporg brand and restart manufacturing.
- ▶ The inventors of Sporg went missing shortly after the Sporg Company went under.

Quests

- ▶ **"Sporg. It's for food!":** A goblin alchemist named Doctor Maud has a small camp at the mouth of the Sporg Factory. She is trying to discover the secret of Sporg's deliciously addictive qualities, but she needs more sporg paste to test. She thinks the sporg jars can be found deep in the mine, but it's dangerous and filled with funghouls.

- + Doctor Maud is actually working for Krog and Sons Inc., and wants to make all food in Krogland addictive by stealing the Sporg secret.

- + Deep inside the Sporg Factory, there are hostile funghouls and mushrooms. Led by a mushroom overlord they sabotaged the Sporg company and shut down the factory. They plan on uprising and destroying every last jar of Sporg in the world.

- + It turns out Sporg is made from sentient mushrooms and funghouls and they are not happy about it.

- + The creators of Sporg, boggle twins named Botch and Batch, have been captured and put in prison jars.

ETTIN HORN

Ettin Horn, sometimes referred to as the Howling Hill, is a gathering location for Ettin sounders, bands of nomadic, barbaric ettins that gather to establish the ground rules for themselves. Mostly these gatherings devolve into wrestling matches, which set off the ettins to howl and hoot and holler with enjoyment as they watch their strongest troop members struggle for dominance.

No one knows for sure why the Ettins meet here, but one thing is certain, avoid Ettin Horn at night. But, if you absolutely must venture to the Ettin Horn, bring a few chickens to trade. Because the Ettins might just decide to eat the chickens instead of you.

Rumors

- ▶ The winner of an Ettin wrestling contest often gains complete control of the Ettin sounder for at least one full cycle of the moon.
- ▶ Only one non-Ettin has ever won an Ettin wrestling contest at Howling Hill. The legendary gnome named P. Gandy Gandermun.
- ▶ Apparently there's a talking chicken somewhere on Ettin Horn.
- ▶ Ettins are notorious people eaters, but one in particular ate a magician and is paying for it...

Quests

- ▶ **The Ettin Wrestling Contest:** A sounder of Ettins getting ready to celebrate the full moon, prepares for a wrestling contest. The creatures have kidnapped an entire troupe of bards on their way to Rascalton, and plan to divvy them up to eat, once the matches are through.
 - + The Bards, led by a puppeteer named Wilbus, pleads for aid.
- ▶ **Kitty Trouble:** A young ettin called Vrak is in trouble. Vrak is not supposed to have pets, but brought home a Used T'Be Tiger and his mother, Wurga, is furious.
 - + Vrak can't keep his beloved (and stupendously dangerous), Used T'Be Tiger, Mimi, and demands the party find her a good home.

▶ The Tale of the Hexed Hiccups:

An ettin called Yarg ate a magician and now has horrendous hiccups that are causing chaos all over Ettin Horn. Help Yarg get rid of his hiccups.

- + Every hiccup has a varying effect on things (roll a D12)
 - 1: Roll 2 hiccups at once
 - 2: Summon a random creature
 - 3: Ettin splits into two hiccuping ettins
 - 4: Ettin doubles in size
 - 5: Ettin halves in size
 - 6: Ettin breaths fire
 - 7: Ettin flies like a bird
 - 8: Random adventurer doubles in size
 - 9: Random adventurer halves in size
 - 10: Random adventurer turns into a talking chicken for a week
 - 11: Ettin regurgitates the living magician
 - 12: Ettin turns to stone permanently

- ▶ **The Talking Chicken:** A lost, talking chicken named Gabe clucks at the PCs like he's trying to speak. If anyone speaks chicken, he's asking for a big favor, otherwise he'll follow the party indefinitely. Turns out he was a bandit who was turned into a chicken by a crazy ettin witch, and just wants to get back to the Old Place.

- + At the Old Place, there's a kobold warlock named Gerrick Hexkey that might be able to change him back into a boggart but he'll need some witchweed first.

LAIRS

THE MOLDY CAVE

The Moldy Cave is a largely unexplored tunnel network to the north of Firedamp. Many of the strange occurrences that take place in the area of Firedamp and the nearby villages are blamed on the Moldy Cave and its vile inhabitants.

Two decades ago, a group of miners working for the now-defunct Azimuth Corporation discovered the Moldy Cave on a routine survey mission. Only one miner lived to tell the tale, and the horrors he described have been told and told again in tales at taverns like Wally's ever since. Over the years, many brave and foolhardy folks have ventured into the cave on a dare or desire to destroy whatever lurks in its depths, but none have ever succeeded. They mostly end up dead, or if they're smart, running home with their tails between their legs.

In recent years, the things that dwell in the Moldy Cave have become more brazen, venturing out into Firedamp and nearby villages at night, causing havoc and mischief.

Rumors

- ▶ The Moldy Cave is rife with mung. There's even reported to be a mung the size of a wagon that roams the tunnels.
- ▶ Children have been kidnapped recently by a hulking creature, wider than two well-built men, who dashed off into the night like a gazelle.
- ▶ The cave is lined with deadly mold spores that can kill a person within days or leave a lasting affliction called the Mold Sickness.
- ▶ Aggressive mushrooms have been seen in the vicinity of the cave in the past weeks, attacking passing travelers
- ▶ Jericor the Felmog Outrider broke his leg exploring the Moldy Cave and narrowly escaped with his life.

Quests

- ▶ **The Moldy Surveyor:** A shrym botanist named Ella Skrunch is studying the strange black mold growing in the Moldy Cave, but she can't get far into the cave without encountering hostile mushrooms.

Use her hazmat suit and get a mold sample from deep within the cave.

- ▶ **The Great Mung:** The mushrooms of the Moldy Cave cower under the oppression of the Great Mung that dwells there. They do its bidding and worship it as a god, despite being deathly afraid.

- + The mushrooms will attempt to capture the PCs and bring them to the Great Mung as tribute, but will cease their hostile ways if the mung is defeated.

- + If the Great Mung is defeated, the mushrooms will bestow a Magnificent crystal spear to the one who struck the final blow.

- ▶ **The Lonely Blemmy:** The blemmy inside the Moldy Cave, who has resorted to kidnapping children for company, is really just a simple, lonely brute. His name is Zorb, and he longs for friends.

- + He'll readily accept friendship from the PCs, but ultimately wants companionship from his own kind. But he doesn't know where to find other blemmies.

- + A Realms Check or asking around reveals that there's a blemmy cave somewhere in Trollridge. Zorb would be grateful if the PCs took him there.

- + Zorb is prone to eating all the rations and resorting to violence when insulted. And not many normal folks like blemmies!

CASTLE KLENGWYR (HEX 13.15)

At the peak of the Trollridge Mountain range, Castle Klengwyr looms over the land like a dark cloud. Home to the vampire known as King Klengwyr, it is said that centuries ago, the castle was built by a Hamarung warlord who held dominion over the southern Mucklands. Now Klengwyr's influence is spreading ever outward among the outlying tiny towns and villages.

What's Going On

- ▶ The threat of the sarpathi has made people needy for a leader, someone to guide them during these uncertain times. Klengwyr the vampire has seized the opportunity to become such a figurehead, and sway these malleable folks, extending his dominion further than ever before.
- ▶ The people look to Klengwyr for protection from the sarpathi kidnappings, but Klengwyr is just using this as an opportunity to kidnap folk to sate his dark, vampiric thirst.
- ▶ Klengwyr has surrounded himself with a cult-like following of trolls, dweorgs and humans who all work for him and protect his interests.

Who's Who

- ▶ **King Klengwyr** is beloved by the surrounding villagers on either side of his mountain, and extremely hospitable and welcoming to travelers. He appears to be an open book, and will aid those in need. But Klengwyr is hiding a dark secret. He is using the people's trust to kidnap villagers and feed upon them while blaming it on the sarpathi.
- ▶ **Gharn the Troll** is the fiercely loyal aid to Klengwyr. Gharn is a troll of few words who protects the castle, the folk, and serves his vampire master in everything. Gharn, however, is not all that he seems, but is actually Klengwyr's vampire familiar. With an enslaved mind, Gharn helps his master kidnap locals to feed his master's thirst.
- ▶ **Hankle Grobberdee:** Hankle is a human groundskeeper who has worked at the castle for the last few months. He doesn't have a bad thing to say about the vampire, but he has noticed some pretty strange

things lately that give him the willies.

Quests

- ▶ **Snakes in the Hills:** Klengwyr explains the sarpathi menace, and how it has caused so much trouble for "his" people. He provides protection for the nearby mountain villages, but the sarpathi are relentless. Help root out the sarpathi in the area and Klengwyr will pay you handsomely.
- ▶ **What the Groundskeeper Saw:** Hankle Grobberdee approaches the PCs with his concerns about recent events. He thinks there might be a ghost below the castle! And he swears he saw Gharn the Troll in the middle of the night, walking side by side with sarpathi! But when he brought it up to Klengwyr, the vampire utterly dismissed it.
 - + If the PCs investigate these happenings, and then try to speak to Hankle again, he's nowhere to be found. Everyone at the castle will say he took some days off to return to his village.
 - + In fact, Hankle has been killed by Klengwyr for witnessing too much. Hankle's family hasn't seen him since the last time he left.
- ▶ **The Ghost Below:** Getting down into the dungeon below the castle will take some sneaking around. But if the PCs manage to do it, they will find a restless, hostile ghost who is angry for being awakened from eternal rest.
 - + The ghost, whose name it itself cannot recall, was sleeping peacefully until "a pointy toothed ninny woke up the phantasms and me along with them!" The Ghost now haunts the halls, complaining.
 - + The Ghost wants nothing more than to be put back to rest, but that will require whatever spell awoke it to be undone. Luckily, the Ghost knows it was Klengwyr who cast the spell, and raised phantasms in the area.

THE STUMP

The Stump is a multi-room hive of wily creatures, all (mostly) loyal to the boggart witch known simply as the Stump Witch. It is from the massive rotted stump of an ancient wurlwood tree that the Stump Witch rules over her cronies like a crime boss. But crime is not her game; she specializes in the dark arts, and the manipulation of weak minds to achieve her wild whims.

Rumors

- ▶ A rival witch is imprisoned in a cage of roots beneath The Stump, for crimes of embarrassment against her ladyship.
- ▶ The Stump Witch's treasure hoard is said to be hidden in the belly of a giant toad.
- ▶ The Stump Witch has an affinity for hats and has a private collection that would rival any royalty.

Who's Who

- ▶ **The Stump Witch** is considered by most gnomes and fellow witches to be the most powerful witch in the Used T'Be Forest, perhaps even all the Mucklands. Surrounded by a cadre of familiars and tricksters, it is quite difficult to gain the audience of the Stump Witch. But her power and influence is considerable. Some say she could cure the Mold Sickness if she so desired, or even extinguish the Witchbreath.
- ▶ **Mogo the Toad**, an enormously fat merga toad, is the most beloved of the Stump Witch's company. She spoils him, loves him, and always takes his side. Although "his side" is usually whatever she determines it to be. Mogo is a toad after all.
- ▶ **Urmatha the Spine** is a pale, molting clunch dragon, who coils her enormous bulk around the roots and hollowed-out wurlwood hallways of the stump. Her head is comfortably resting on a slew of throw pillows, carefully eyeing those that enter the audience chamber of the Stump Witch. Urmatha is slow, lethargic and enjoys watching folks squirm in the magnificent presence of her master.
- ▶ **Pigwish**, hunched over and with a bulging eye, is an orch bone-reader and the Stump Witch's seer and advisor. Oft derided and abused, Pigwish dutifully

does his master's bidding. But he secretly foresees a day when the Stump Witch shall be dethroned by a mysterious outsider, so he bides his time for when he'll be released from servitude.

Quests

- ▶ **A Favor For a Fez:** Whatever the PCs may want from the Stump Witch, she'll only do it if they steal a prized hat for her. But this is no ordinary hat. It is the Black Fez of Klengwyr the Vampire, who resides at his castle in Trollridge. The Black Fez is said to be an ancient artifact of necromantic power! Acquire this hat, and the Stump Witch will do any favor in return.
- ▶ **Make No Bones About It:** The orch dwimmercrafter called Pigwish tosses a bag of rat bones onto the floor and consults them. Suddenly, the orch goes wild, gibbering frantically. The Stump Witch translates the outburst into a weird omen: "Where the moon grins and the air thins, they'll find the winged-woman's crown."
 - + Pigwish foretells that the adventurers will travel to the Blunder Bluffs and steal the crown of Hagra the Harpy Queen from her head and bring it to the Stump Witch, who will then become the Harpy Queen.
 - + The bones never lie. So should the adventurers refuse, the Stump Witch will transform one of them at random into a newt.
- ▶ **Urmatha's Children:** If the PCs have completed any quests for the Stump Witch, Urmatha will sheepishly make a request of the PCs. Will they venture south into the swamps for her, and check on her children and give them aid should they need it? She has not seen them in decades. One lives Orchmire, one lives in Boiling Lake, and one lives in Puddlejump. In return, Urmatha will give each PC a magic item.
 - + The daughter in Orchmire has been captured by orches, now an emaciated pet.
 - + The son in Boiling Lake is cantankerous and unfriendly, ready to attack anyone that approaches.
 - + The daughter in Puddlejump is ill with a cough from the Witchbreath.



The Mucklands

Land of Fem
FANTASY RPG