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SUBTERRANEAN ENCLAVE: FANGHOME



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SUBTERRANEAN ENCLAVE: FANGHOME

Set among the ancient ruins of a fallen empire and standing on a bare escarpment overlooking the so-called Twilight Jungle, Fanghome is a relatively peaceful troglodyte settlement. Fanghome's prosperity is built upon the Zji-Zji berry which the troglodytes have learnt, after a fashion, to cultivate and which they sell to those visitors brave enough to enter their fetid home. Not all is peaceful, however, in Fanghome for the troglodytes are an ancient race that once worshipped ancient, fell powers. Once such power has recently taken notice of the troglodytes and has begun to whisper dark dreams of power and conquest into the ear of its newest worshipper.

Design: Brian Wiborg Mønster

Development: Creighton Broadhurst

Editing: Creighton Broadhurst

Cover Design: Creighton Broadhurst

Layout: Creighton Broadhurst

Interior Art: Simon Butler, William McAusland and Matt Morrow. Some artwork copyright William McAusland, used with permission.

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gatekeeper@ragingswan.com

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FANGHOME AT A GLANCE

Troglodytes have no idea when Fanghome was founded, for them it has always just been there. Most likely founded before the fall of the troglodytes' empire, the ruin's current condition is a result of the troglodytes' long-term occupation of the site.

For centuries the troglodytes eked out a miserable existence on the edge of the Twilight Jungle, but then the Ebon Realm's other denizens discovered the Zji-Zji berries' many uses. In a few short months, Fanghome saw an increase in trade and even started growing the berries inside the enclave to avoid the dangerous collection process of the wild berries growing in the jungle beyond the palisade. Today, Fanghome comprises several tents and badly repaired buildings built on top and among the ancient ruins. The skeletal remains of a gigantic beast lie scattered throughout the enclave, the skull serving as the chief's hut. A strong palisade of hardened mushroom stalks surrounds the settlement. Fanghome sits atop a barren escarpment, with a couple of streams running down into the jungle below.

DEMOGRAPHICS

Ruler Chief Scartail

Government Overlord

Population 167 (164 troglodytes, 3 otyughs)

Alignments NE, CN, CE

Languages Draconic, Undercommon

Corruption +1; **Crime** -3; **Economy** +1; **Law** +1; **Lore** -1; **Society** -3

Qualities Prosperous, strategic location

Danger 0; **Disadvantages** None

NOTABLE FOLK

Most of the population are nothing more than normal troglodytes. A few, however, are of interest to adventurers:

Arthra the Whisperer (location 2; NE female troglodyte druid 6)
This aged troglodyte has milky white eyes, and always speaks in a whisper.

Chief Hissk Scartail (location 1; CN male troglodyte fighter 6)
This dark grey troglodyte has piercing yellow eyes and a scarred tail.

Huntsmaster Thrarl Blackclaw (location 3; CE male troglodyte ranger 7) Thrarl has grown bitter over the years, seeing chiefs change, while he hunts in the jungle.

Lisharg (location 7; NE old female troglodyte druid 7) This ancient troglodyte is the former shaman and Arthra's mentor. She has the honoured duty of guarding the spawning pools.

Lisharr the Keeper (location 8; CN female troglodyte expert 3)
This seemingly carefree troglodyte takes great pride in her orchard and knows the value of the Zji-Zji berries.

Shrarg Venomtongue (location 4; CE male troglodyte fighter 4/cleric 3) The bitter former chieftain of Fanghome lurks around the Three Pillars, plotting his return to power.

Yrthus Redfin (location 6; LE male troglodyte expert 2) This frail proprietor of the Fanghome Tavern has a bright red fin running down his back and tail (hence his name).

Zhenryt the Haggler (location 5; NE male troglodyte expert 1)
The chief overseer of the stalls and tents in the market place.

NOTABLE LOCATIONS

Most of the enclave comprises troglodytes' homes. A few locations, however, are of interest to adventurers:

1. **The Skull:** This skull from a long dead beast serves as the chief's spacious hut. Tents nearby house his guards and wives.
2. **The Whisperer's Tent:** Here Arthra provides for the troglodytes' spiritual needs. The tent is adorned with various fetishes and totems.
3. **Hunters' lodge:** This crude stone building is the meeting place of the enclave's hunters; trophies are sold outside.
4. **Three Pillars:** Fanghome's largest ruin hides beneath piles of rubble a terrible secret that could change the village forever.
5. **Marketplace:** Here troglodyte traders offer their merchandise, ranging from wooden carvings to mysterious stone tablets from the Twilight Jungle.
6. **Fanghome Tavern:** This large tent provides the means for travellers and locals alike to get a cool drink in the humid conditions, as well as a game of chance or two.
7. **Spawning Pools:** This guarded compound holds the troglodytes' spawning pools.
8. **The Orchard:** Fanghome's main export is cultivated here in the Zji-Zji berry orchard.
9. **The Twilight Jungle:** This massive mushroom jungle, shrouded in perpetual twilight, is home to strange plants and deadly beasts. The mysterious *Orb of Sithrak* floats above the jungle, giving off heat and light.

MARKETPLACE

Resources & Industry Hunting, Zji-Zji berries and bonecarvings
Base Value 900 gp; **Purchase Limit** 3,750 gp; **Spellcasting** 3rd;
Minor Items 2d4; **Medium Items** 1d4; **Major Items** –

When the PCs arrive in Fanghome, the following items are for sale:

- **Potions & Oils** *cure moderate wounds* (300 gp), *longstrider* (25 gp)
- **Scrolls (Arcane)** *haste* (375 gp)
- **Scroll (Divine)** *calm animals* (25 gp), *speak with plants* (375 gp)

ENCLAVE LORE

A PC making a Knowledge (geography) or Knowledge (local) check may know something about Fanghome. A successful check reveals all information revealed by a lesser check.

DC 15: Fanghome is a troglodyte enclave, which has sprung up around the skeletal remains of a gigantic beast fallen among ancient ruins; it is the closest settlement to the Twilight Jungle.

DC 20: Fanghome is the sole supplier of Zji-Zji berries in this section of the Ebon Realms. Zji-Zji berries are small purple berries which have a variety of uses.

DC 25: The Twilight Jungle is a huge jungle near Fanghome; a mysterious orb is the source of heat and light in the jungle.

VILLAGERS

Appearance Most troglodytes wear no clothes; their reptilian bodies are grey in colour with ridges of differing colour.

Dress Some troglodytes wear brown or green loincloths, and the hunters sometimes wear cloaks to help blend in with the fauna of the Twilight Jungle.

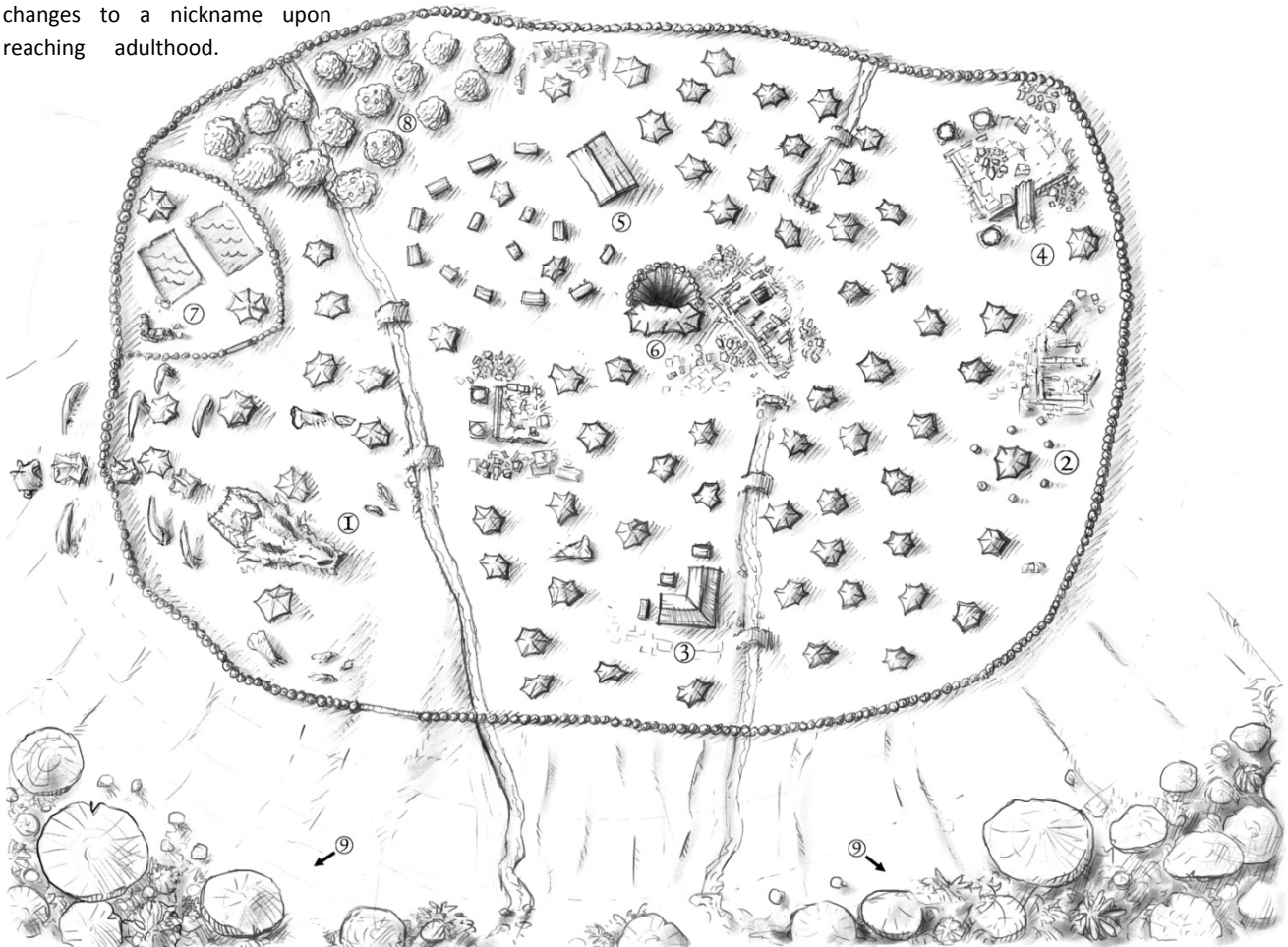
Nomenclature *male* Kvarg, Malark, Rheesk; *female* Aroka, Deesk, Uguri; *spawning* Bluefin, Longfang, Yellowspot; *nicknames* Longtail, Quickfeet, Tallridge. The spawning names changes to a nickname upon reaching adulthood.

Whispers & Rumours

A PC can use Diplomacy to gather information about Fanghome and its surroundings. This takes 1d4 hours and requires a DC 10 check. A PC exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below, to determine which rumour(s) the PC learns.

D6	RUMOUR
1	The former chief, Shrarg, is always skulking about Three Pillars.
2	Huntsmaster Blackclaw is the best hunter in the Twilight Jungle, and the best trapper.
3	Zhenryt the Haggler has special items for customers who put extra coins into his pockets.
4	The Fanghome Tavern is the best place to go for food and drink, and a game of chance.
5	Lisharg is always looking for adventurers to run small errands for her; most entail going into the jungle.
6*	Eating fresh Zji-Zji berries masks your scent from the beasts of the Twilight Jungle.

*False rumour



NOTABLE LOCATIONS

1: THE SKULL

This massive skull dominates the enclave, towering above the surrounding palisade. Two horns reach upwards with a rope between them where numerous grisly trophies are displayed. The creature's fanged upper jaw creates a natural doorway and the eye sockets windows.

The skull serves as Hissk Scartail's (CN male troglodyte fighter 6) home, who won the position from Shrarg Venomtongue two years ago. In a rare moment of weakness, Hissk did not kill Shrarg and even allowed him to remain in Fanghome. This is a decision he now regrets. To compound his woes, Hissk also suspects Thrarl Blackclaw from the Hunters' Lodge has his eyes set on becoming chief.

Two nearby tents house Hissk's elite guards and his three wives. His two years as chief have been relatively peaceful, but he is well aware only the continued flow of Zji-Zji berries keep things that way.

2: THE WHISPERER'S TENT

The Whisperer's Tent is made of black leather-like hide and has huge red and yellow mystic signs painted on it. Poles topped with skulls of fantastical beasts surround the tent.

Arthra the Whisperer (NE female troglodyte druid 6) is Fanghome's druid. She handles everything from treating diseases and injuries to blessing the Zji-Zji berry orchard. She only speaks in a hushed voice hence her name. She has been Fanghome's druid for more than a decade, following in Lisharg's footsteps (who she served as apprentice). Her knowledge of Fanghome's recent history is unequalled but even she has no true knowledge of the site's ancient history. Shrarg has held long nightly conversations with her on topics that have caught her interest but so far he has not divulged too much of his secret.

3: HUNTERS' LODGE

This near ruined building is decorated with trophies of bleached skulls and preserved shrunken heads, some of which bear a chilling resemblance to humans, drow and other humanoids.

The lodge is where Huntsmaster Thrarl Blackclaw (CE male troglodyte ranger 7) lurks when not hunting in the Twilight Jungle. The hunters sell meat and trophies from their prey outside the lodge. Thrarl Blackclaw also sells trophies taken from the creatures he hunts and rare plants found in the jungle's depths. He is known to often secure the rarest such items, and

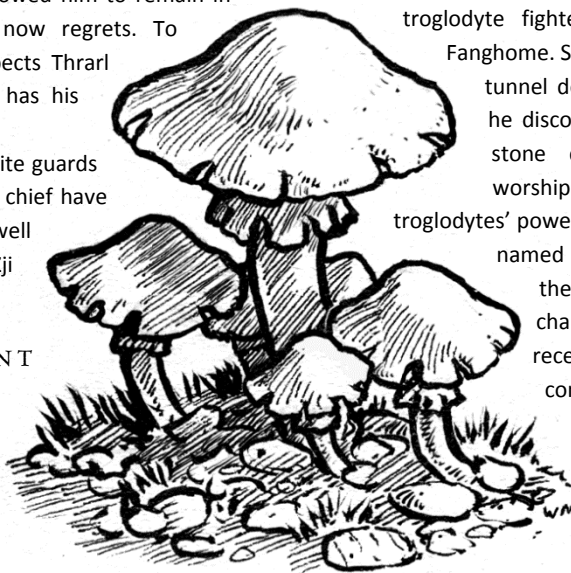
charges accordingly. From his room, Thrarl can see the Skull and the position he so covets. Hunting has taught him weak prey is easier to kill, and he senses Chief Hissk might soon be weak enough to challenge.

4: THREE PILLARS

This huge ruin still has several walls standing as well as the three massive pillars which give the structure its name. Fallen masonry lies scattered all over the site and another toppled pillar.

In a small tent nearby dwells Shrarg Venomtongue (CE male troglodyte fighter 4/ cleric 3), the former chief of Fanghome. Several months ago, Shrarg found a secret tunnel descending deep under the ruins. Within he discovered several chambers decorated with stone carvings depicting troglodytes being worshipped by other races. The source of the troglodytes' power seemed to come from a shadowy being named Amon-Pyr. Shrarg has not deciphered all the carvings but often sneaks down to the chambers to continue his work. He has recently sought council from Arthra and is considering telling her about the chambers.

Amon-Pyr has noticed Shrarg and has whispered to him in his dreams, guiding him towards Amon-Pyr's own shadowy goals.



AMON-PYR

Troglodyte god of darkness, evil, madness and water

Amon-Pyr is an ancient demonic power worshipped by troglodytes since the earliest days of the race's long-fallen empire. A tentacled demon that crawled from the unknown depths of the frigid, slime-coated waters of the Sea of Perpetual Misery, Amon-Pyr is a terrible figure from the world's pre-history. Only a few isolated troglodyte clans yet cling to his worship. Guarding fragments of ancient knowledge, these groups yet perform rituals the meaning and significance of which they have long since forgotten.

Alignment: Chaotic evil

Domains: Chaos, Darkness, Evil and Water

Favoured Weapon: Whip

Holy Text: None survive intact, but fragments of the *Amoninomicon* – a foul text so depraved that possession and knowledge of more than a few pages can drive the possessor mad with terror – are thought to survive.

5: MARKETPLACE

Tents and a few near-ruined buildings surround this open space. The place is run by Zhenryt the Haggler (NE male troglodyte expert 1), an obese troglodyte who rarely moves from his home, yet knows everything that goes on in the marketplace.

In the market, visitors can find everything from bonecarvings to rare plants and parts of weird beasts. Some stalls specialize in trinkets from the ruins lurking deeper in the Twilight Jungle.

6: FANGHOME TAVERN

This huge, patchwork tent houses any visitors to Fanghome. The tavern is the only place in Fanghome where visitors can get food, drinks and rent a room – the choice between a spot on the ground to put your bedroll, or one of the ten ramshackle rooms built in the nearby ruin. The rooms offer more privacy than safety.

Yrthus Redfin (LE male troglodyte expert 2) runs the tavern; he makes sure to keep away from the intrigue surrounding the position as chief of Fanghome. This does not mean he does not know what goes on; he just keeps himself out of harm's way. Behind the tavern is a deep pit, where three otyughs dispose of Fanghome's waste. A nearby tent caters for gamblers by hosting various games of chance.

7 SPAWNING POOLS

Behind this palisade wall lies Fanghome's spawning pools; this place is always guarded by the chief's own elite guards. No outsiders are allowed here. Lisharg (NE old female troglodyte druid 7) oversees the pools, administering minerals or plant extracts to the pools. The troglodytes believe certain minerals and plants help the troglodyte eggs grow specific traits: jaweena root is said to grow powerful hunters (Thrarl Blackclaw's spawning is said to have been blessed with a very potent brew of

jaweena root). Lisharg occasionally sends hunters into the jungle to find specific remedies, but she also uses some of the many outsiders to fetch rare plants or minerals, especially in the deadliest parts of the Twilight Jungle. Doing errands for Lisharg pays rather well, and surviving such a quest also grant a certain measure of respect from the troglodytes (and Lisharg herself).

8: THE ORCHARD

Here amid mushrooms and fungus, Lisharr (CN female troglodyte expert 3) tends to the Zji-Zji berries. She is more at home amongst the berries than among her own kind, and hides her awkwardness with a display of over the top friendliness that many find unsettling. The Orchard is located to the north of Fanghome, closer to the Twilight Jungle but still within the palisade wall where it basks in the heat and light of Sithrak orb.

9: THE TWILIGHT JUNGLE

This sprawling jungle contains a multitude of gigantic mushrooms, fungi and other strange animals and plants. Many of the mushrooms are truly huge, towering 100 ft. into the air. Comprising plant and animal life as diverse as any normal jungle, it is a strange place.

Permanently bathed in dim light from the *Orb of Sithrak* (its strangest feature; see sidebar) the jungle is a place pregnant with danger and the bizarre. Scholars who have studied the orb theorize it could not alone create the diverse plant and animals found here; there must be an unknown condition present somewhere in the jungle. Some believe this to be a planar rift of unknown origin or a kind of powerful and as yet undiscovered magic while others believe an ancient race designed the jungle as their home (or possibly as part of a bizarre experiment).

The Twilight Jungle's riotous growth also hides vine covered ruins. Some are built in the same style as Fanghome's tumbled buildings while others are built in far stranger, alien fashions.

SITHRAK AND THE ORB

The *Orb of Sithrak* is an orb roughly thirty feet across floating 500 feet above the Twilight Jungle canopy. The orb glows with a dim inner light and gives off enough heat to create the hot and humid conditions perfect for a "jungle" ecosystem.

While the *Orb of Sithrak* has always been called so, knowledge of Sithrak is fragmentary at best. Obscure texts in dusty collections give small hints to the answer. Sithrak the Traveller was a powerful wizard of undoubtedly ancient and unknown origin, who travelled the planes to study the diversity of creation. Travelling between planes in a special vessel, a glowing orb, fragmentary accounts place Sithrak on several different planes throughout time.

No one has ever breached the orb to see what lies inside, or if they have they have not survived the experience.

ZJI-ZJI BERRIES

These small purplish berries grow in the Twilight Jungle or in the immediate vicinity. Fanghome is the only place where the berries are harvested and this has brought prosperity to Fanghome. The Zji Zji berries are sought after for the different properties they gain depending on the way they are prepared. The drow fleshcrafters of Zaccharine use them to craft strong tinctures to keep their experiments docile while the fire giant mercenaries of the Ember Brotherhood crush the berries to create a paste believed to induce berserker rage in those smearing it all over their bodies.

LIFE IN FANGHOME

Fanghome's troglodytes have taken the discovery of the Zji-Zji berries, their many uses and the resultant influx of wealth calmly. The increased wealth and trade has made them complacent and lazy, something troglodytes of a more traditional outlook, including Shrarg and Arthra (both of whom dream of their people's ancient glories), frown upon.

LAW & ORDER

Fanghome does not have a watch, but Hissk's guards deal with any troublemakers. Fanghome is treated as neutral ground due to the troglodytes' control of the supply of Zji-Zji berries. Most visitors accept this and settle their differences far from Fanghome, lest they be barred from buying the coveted berries.

TRADE & INDUSTRY

The Zji-Zji berries are responsible for over two-thirds of Fanghome's income; hunting makes up most of the remainder. Most curiosities from the jungle ruins are sold by the finder and Hissk levies a tithe on each such sale.

EVENTS

While the PCs are in Fanghome, one or more of the below events may occur. Choose or determine randomly:

D6	EVENT
1	Lisharr from the Orchard has discovered several Zji-Zji plants have become infected with a rapid spreading fungus that ruins the berries. The antidote can be distilled from a fungus growing deep in the Twilight Jungle.
2	A group of hunters have not returned from a hunting trip. Thrarl looks for volunteers to mount a search.
3	Shrarg and Hissk are having a loud "discussion" over a trivial matter. Shrarg quickly backs off, but not before he has had a chance to see who sides with the chief.
4	Rumours that a massive reptilian beast has been spotted near Fanghome circulate among the troglodytes.
5	Theryl deGarr, a drow merchant, is waiting for the next harvest of Zji-Zji berries to take back to Zaccharine. The presence of his caravan, guards and slaves, makes fights more common, especially between the guards and adventurers passing through Fanghome.
6	A wounded, and delirious duergar wanders into Fanghome. Before he collapses from blood loss and exhaustion in the marketplace, he whispers Sithrak's name over and over again.

SHRARG VENOMTONGUE

CR 6 (XP 2,400)

This troglodyte has piercing yellow eyes and mottled grey skin. He carries a shortspear and shield slung over his back and wears a chain shirt. His tongue which he often uses to lick his snout is a sickly green colour.

Male troglodyte fighter 4/cleric (Amon-Pyr) 3

CE Medium humanoid (reptilian)

Init +4; **Senses** darkvision 90 ft.; Perception +6, Sense Motive +2
Speed 30 ft., base speed 30 ft.; **ACP** -4; Climb +3, Stealth +4 (+8 in rocky areas)

AC 24, touch 10, flat-footed 24; **CMD** 18

(+5 [+1 *chain shirt*], +6 natural, +3 mwk shield [heavy wooden; Shield Focus])

Fort +10, **Ref** +4, **Will** +6 (+7 vs. fear)

hp 62 (9 HD)

Space 5 ft.; **stench** 30 ft.; **Base Atk** +6; **CMB** +8

Stench (Ex) All creatures not immune to poison must make a DC 15 Fortitude save or be sickened for ten rounds. Creatures making the save cannot be affected by Shrarg's stench for 24 hours.

Melee +1 *shortspear* (Power Attack [-2/+4]) +10/+5 (1d6+5) and bite (Power Attack [-2/+4]) +1 (1d4+2) or

Melee 2 claw (Power Attack [-2/+4]) +8 (1d4+2) and bite (Power Attack [-2/+4]) +8 (1d4+2)

Ranged sling (range 50 ft.) +6 (1d4+2)

Atk Options Blind-Fight

Touch of Chaos (Sp [standard; 5/day]) As a melee touch attack (+8), Shrarg imbues a creature with chaos. For the next round, anytime the target rolls a d20, he must roll twice and take the less favourable result

Touch of Darkness (Sp [standard; 5/day]) As a melee touch attack (+8), Shrarg causes a creature's vision to be fraught with shadows and darkness. The creature touched treats all other creatures as if they had concealment (20% miss chance) for 1 round.

Special Actions channel negative energy (5/day; 2d6; DC 13)

Cleric Spells Prepared (CL 3rd; concentration +5; chaos, darkness)

2nd—*blindness/deafness*^D (only to cause blindness), *bull's strength*, *hold person* (DC 14)

1st—*bane*, *obscuring mist*^D, *shield of faith*, *true strike*

0—*bleed* (DC 12), *detect magic*, *detect poison*, *light*

Combat Gear bullets (20), *potion of cure light wounds* (2), *wand of comprehend languages* (10 chgs.)

Abilities Str 14, Dex 10, Con 12, Int 10, Wis 15, Cha 15

SQ armour training (+1), bravery (+1)

Feats Blind-Fight, Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack, Shield Focus, Toughness, Weapon Focus (shortspear), Weapon Specialization (shortspear)

Skills as above Knowledge (history) +5, Knowledge (religion) +5 Spellcraft +5, Survival +7

Languages Draconic, Undercommon

Gear as above plus crude holy symbol of Amon-Pyr, pouch with 40 gp

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