

Saga of the Splintered Realm

Book 2: Adventures

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In short, the Splintered Realm is now your playground. Have fun in it!

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Introduction

Lurking beneath the human and dwarf settlement of Fort Morovar, the massive dungeon called the Vault of the Goblin awaits exploration and plundering by those daring enough to challenge it.

This book provides an overview of the dungeon itself, expanding to the region around it, and ultimately into the larger realm beyond.

Note: This entire book is written as a resource for the referee to use in running games. If you plan to take part as a player, you should probably put this book down so as not to spoil the fun!

What's Inside?

- **Part 1: Dungeon Crawls; The Vault of the Goblin (page 6).** The heart of the game is the dungeon crawl, and much of this book is dedicated to providing a locale that you can use, again and again, as a place for your fellowship to adventure, explore and pillage. The Vault is intentionally designed as a modular locale; you can use it exactly as written, or you can mix and match pieces of it to suit your needs. For example, if you've moved beyond this dungeon and the fellowship is exploring another region far away, but you need a small fortress for inside of a volcano, you can grab the map and write up for the Node of Elemental Flame and drop it in.
- **Part 2: Social Intrigues; Fort Morovar (page 101).** As they emerge from the dungeon, the characters need to have a place to call home. This is their base of operations; it is the place from which they launch quests, and to which they retreat. It is a place to rest and recover, recreate, barter, trade, and live free from the constant threat of monster attack. Fort Morovar is a typical wilderness fortress, providing both a level of security and close proximity to a wide range of adventure opportunities.
- **Part 3: Wilderness Treks; The Untamed North (page 113).** Eventually your players may feel the call of the wild, wanting to explore the deep woodlands or trackless mountains surrounding Fort Morovar. This section outlines the nearby wild lands, including a number a short adventure that you can plug into any wilderness.
- **Part 4: The Larger World (page 121).** As the fellowship grows in power and influence, their reach may extend beyond even this small forest, and you may travel into the larger world beyond. This section outlines the major regions, forces and factions of the Splintered Realm.
- **Appendix: Realms Beyond (page 142).** Eventually, the fellowship may become aware of the larger tapestry around them, the multiverse of infinite worlds that may draw within their reach. This section explores how the universe is set up, discussing how and why the fellowship may travel into other worlds, encountering creatures of nearly godlike power.

Opening Thoughts: On Building a Saga

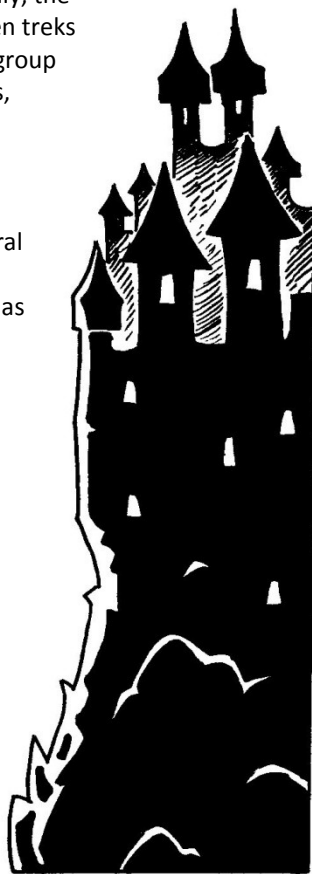
One of the key tasks of the referee is to create and run the adventures (possibly tying these into an extended saga) that the fellowship takes part in. The more interesting, dynamic and varied the adventures you create, the more memorable your games will be, and the more your players will immerse themselves in the game world.

Heroes may take part in three basic types of adventures: **dungeon crawls**, **social intrigues** and **wilderness treks**. Each of these provides a wide range of possibilities for adventure and excitement. Over time, you and your players will decide which types you enjoy the most, and you as GM will develop adventures accordingly.

However, a balanced saga will use elements of all three, even if the focus is clearly on one. If the players love dungeon crawls above all else, you should still look for opportunities to pull in elements of the other two types. It may be that the dungeon complex the group will explore lies in a remote location that requires some wilderness travel to reach. Additionally, the city in which the heroes sell goods and rests between treks to the dungeon might be the home of a competing group of adventurers that secretly plots against the heroes, trying to outdo their success.

Characteristics of a Good Adventure

- A good adventure allows the heroes to use several (if not all) of their abilities. A hero who purchases *Bardic Voice*, but who never gets to work a crowd, has an unused ability.
- A good adventure provides a wide range of conflicts. If all that the heroes do is fight against every creature they encounter, and if each puzzle can be resolved with a single die roll, the adventure will quickly grow stale.
- A good adventure hooks not only the heroes, but the players as well. Each player develops a personal connection to the storyline or the objectives for the adventure, finding personal motivation for his or her hero.



Adventure Design & Sagas

A **saga** unifies an ongoing series of linked adventures, threading these together to create a larger story. At lower levels, the heroes may only touch upon or become secondarily involved in the story, but eventually they are pulled into the larger tapestry. While it may be tempting to use a ‘top down’ approach to designing a saga, it may prove better to start with a general theme or direction, and then ask a series of questions to develop the saga’s larger themes.

For example, you make the primary villain a powerful priest who leads a cult dedicated to rats. Designing ‘top down’, you have the villain march into town and declare, “I am here to take over the world... in the name of rats!” This is not very dramatic, and makes it impossible for the heroes to win; the villain is far more powerful than they are. Instead, start ‘bottom up’:

- *What can the heroes face at level 1?* The heroes find out that local sewers are overrun with huge rats (this is a good opening challenge for level 1 heroes).
- *What’s special about these rats?* They are all branded with a strange symbol, and are especially aggressive, using strategy and tactics.
- *Why?* They are being bred by a merchant who has been pulled into a cult.
- *How do the heroes find the cult?* They either gather the location from the merchant, or allow the merchant to ‘escape’, tracking him to the cult’s hideout.
- *What’s at this cult’s hideout?* Hobgoblin witch doctors experiment with rats, attempting to breed them with other creatures, all branded with this symbol. They have created monstrous rats with a variety of special abilities: regeneration, great speed, great strength, poisonous bites, barbed tails, minor magic, or breath weapons.
- *What leads them onward?* They find orders from a mysterious leader of a distant city to build the rat army for war upon another community.
- *What happens on the way to the city?* In addition to a few minor encounters (unconnected to the main plot), they meet pilgrims fleeing from the city, who warn of the insanity that has gripped its people.
- *What do they find in this city?* People unwilling to speak with them, others who refuse to acknowledge the existence of such a cult, and one figure grateful for their arrival who gives them clues about how to find the cult.
- *Where does this ultimately lead?* In a series of tunnels beneath the city, massive rats and even more monstrous rat hybrids await in the dark, surrounded by devoted cultists, magic users and clerics of some power.
- *What allows the saga to continue?* This leader was but one of several members of the inner circle of a cult, and the heroes find evidence that the cult is preparing to wage its great assault. In fact, it’s already begun.

This arc could easily take a group of heroes from level 1 all the way through level 7 or better. The great thing about this approach is that you don’t need to know all of this before you begin playing. All you have to know is that the rat cult is going to be the central threat, and build from there as needed.

1. Dungeon Crawls

A dungeon crawl encompasses any adventure where the heroes go into a structure and move through it. Whether they are plundering an ancient tomb, clearing out a sewer tunnel, exploring a ruined tower or recovering an item from a lost mine, the heroes have undertaken a dungeon crawl.

Why Use Dungeon Crawls?

Dungeon crawls activate the imagination, since they suggest lost times and forgotten secrets. As remnants of the past, dungeons hide great treasures within dark tunnels. In terms of design, dungeon crawls allow you to control the flow of the action, sequencing events in order. For example, the only way to get to the lair of the salamander is to defeat the spiders standing watch over the portal, but before that you have to overcome the pack of rats that has taken residence in the entry cave.

Dangers of Dungeon Crawls

- Undead often inhabit tombs and catacombs. Since the Great Reckoning, those who revere death have begun working in secret to create undead, desecrating the bodies of the fallen to prepare them for un-life. Now, many of these undead lie in wait, ready to answer the call to rise when it comes. Others have emerged (sometimes hesitantly) from their tombs to plague the living.
- Dark beasts and monstrous insects favor the dark and isolation dungeons offer. Such creatures will actively seek out these locations as a home base, often using the advantage of location to lure unsuspecting creatures in.
- Dungeons are often designed to keep invaders out, and may be littered with a variety of traps and wards.
- A lack of access to simple things like light, breathable air and clean water become dangers when deep underground.

Ten Reasons to Undertake a Dungeon Crawl

1. A creature has come from the deep, reaching out its tendrils into the lands of man, posing a threat to society. The heroes must travel to its lair and root it out.
2. A secret society or beast cult has taken control of a formerly-abandoned ruin, now using it as a staging point to launch attacks (overt or covert) against the larger society. The heroes must break the power of this organization.
3. New rumors emerge of a powerful item or artifact secreted away in a vault. The heroes must delve into the dark and seek the item out.
4. Creatures of evil have established a foothold too close to the lands of man, and now pose a threat to security and travel. The heroes must drive out the creatures and overthrow their leaders.
5. A former stronghold of law has been rediscovered, and the heroes undertake a quest to reclaim it for light by cleansing it of chaos and any vermin that may have infested it in the intervening days since its glory.
6. The dungeon was not created to keep something out, but instead to keep something in. The creature that was once contained inside this prison has now broken (or nearly broken) its confines, and the heroes either have to restore the prison's security or destroy the creature within.
7. The dungeon was built to defend a gate to another realm that has been dormant for a time, but has recently been reactivated, drawing creatures from other lands. The heroes must bypass the creatures that have been summoned by the power of the gate before finding a way to disable it.
8. A magical dungeon complex lying in a space beyond time has been discovered in an unusual place. The heroes must explore this new discovery and report back.
9. The dungeon comes to the heroes. A magical tower appears in the sky over their homes, or an earthquake reveals the entrance to an ancient tunnel complex.
10. A dungeon is discovered underneath their home town. While building a new section of sewers or expanding a mine, excavation reveals a hitherto unknown tunnel complex buried in the deep; the heroes are sent to investigate and report back to ensure that the greater society is not at risk.

The Vault of the Goblin

Before the Great Reckoning, several entities of great evil and power used a mighty army of goblins to construct a huge underground complex. This has fallen under siege several times, ultimately cleansed by the combined efforts of creatures of law. However, old evil has returned, and the Vaults again pose a threat to man and his allies.

Organization:

The Vault of the Goblin is organized into **areas** and **nodes**:

- An **area** is a single room or small section of a larger node. Each area has a unique number within the Vault; the Vault of the Goblin comprises 166 different encounter areas.
- A **node** is a larger section of the dungeon, usually comprising several encounter areas. Nodes are generally themed so that each section has its own internal consistency.

General Notes

- **Doors and locks** that are secured or locked require a *pick locks* FEAT to open, a STR check to force, or the use of magic to bypass. Unless otherwise noted, these are target 20. -2 or -4 indicates that the lock is more difficult (forcing a penalty to the roll result), while +2 or +4 indicates that the lock is easier (granting a bonus to the roll result).

- A **portcullis** (appearing as three dots: ...) is a gate of metal bars that falls to block the path. A portcullis can be operated by a winch from one side, but must be forced open (requiring a STR check at -4 to the roll) to lift from the opposite side.

About Running the Vault of the Goblin

This dungeon is a living, dynamic environment. It will change, reacting to the actions of the fellowship, and continuing to evolve over time. However, the entire dungeon as outlined here as 'frozen in amber' on the first day of Spring of the Year 228 AR. You can elect to change encounter areas based on the passage of time (if encountered later than that date), or use them as they are, regardless of when the fellowship interacts with that area.

Time

For the dungeon to become a believable environment for your players, you should keep track of time carefully, and apply logical consequences in time to the actions of the fellowship. If the fellowship defeats a group of spider cultists on the 3rd day of spring, but a few escape, you should consider how the cult responds. By the 5th day, they may have sent reinforcements to find and exterminate the fellowship, or they may have cut their ties with that section of the dungeon (and attempted to eradicate any evidence they were ever there) – or the cultists who fled may have been forced to return (with no additional help) in order to make up for their previous failures.

Size

The Vaults are a massive complex spanning hundreds of miles of underground tunnels and halls. This book does not attempt to map and define the entire system. Instead, key areas (nodes) are presented, along with notes about the connecting tissue that pulls the whole together. In my own experience, this has made the dungeon more ‘user-friendly’: an evening can be spent exploring a particular node, and the journey to the next node (including such things as two miles of hard travel through broken tunnels) happens between game sessions.

One Dungeon to Rule Them All

The Vault of the Goblin is conceived as a ‘mega-dungeon’, meaning that it comprises a single environment you could use to center an entire saga – or several sagas. The goblin designers of this dungeon have intentionally built connections to other dungeons and underground lairs, so as to allow the goblins to quickly move to other places in the realm. This means that those who enter the dungeon may find themselves stepping through doorways into other dungeons, other lands, or even other realities. Some of the notable links to other dungeon environments in the Splintered Realm include:

- **The Sewers of Torm’s Hold.** The goblins maintained platforms that took them into locales under the mighty fortress of Torm’s Hold. They routinely traded with the orks in both goods and slaves, but now all connections to that mighty hold have been severed.
- **Mount Brim.** This terrible fortress of the Fire King Surdur has a platform connecting it to a deep well within the Vault. Traitorous servants, including a fire giant of considerable power, have traveled here to wrest the mighty Goblin’s Master Forge from its moorings.
- **The Pits of Mistledawn.** Beneath the city of Mistledawn, the elves maintain a complex wherein their most vile enemies are imprisoned. This inescapable prison has recently been infiltrated by servitors of darkness whose sole purpose is to establish a passage into the Vault of the Goblin – a passage that would allow the most heinous prisoners of the elves a means of escape.

History

The goblins claimed the mound upon which Fort Morovar now stands some 210 winters ago, as wandering tribes of goblins (displaced by the Great Reckoning) discovered the natural caves. They crafted a stronghold under the authority of High King Garash. Garash established his clan here, forging an alliance with the aboleth Xahada that lived in the darkness below, learning of the temporal rift in the proximity of the caves.

Under the influence of Xahada, Garash managed to combine 13 individual tribes under his banner, building an army some 10,000 goblins strong. His followers made a mighty stronghold here, digging far underground and constructing a massive complex of tunnels. Eventually, the goblins learned from Xahada that their patron, the demon lord Glyn the Trickster, had been trapped during the Great Reckoning, lost in the deepest abyss. They set to work to find and recover their god, building a series of platforms (using magic learned from the aboleth) that opened gates into other realities.

After decades of searching (during which time Garash grew more vile, now consuming the ichor of the aboleth, and corrupted beyond salvation), the goblins freed Glyn from his prison and brought him here. Seeing the work of his servants, and realizing the power of the Vaults in traversing realities, Glyn called for his own mistress, the Succubus Queen Lilandara. She had been engaged in war with Orkus (Prince of Undead) since the Great Reckoning, both attempting to claim ruler ship of the infernal realms in the absence of Bael. Confident that this dungeon, with its location on a temporal rift, would sway the balance in favor of Lilandara, Glyn set to work to establish a means by which Lilandara could launch a surprise attack upon the very hall of Orkus himself.

But then the Goblin Wars broke out. The goblins on the surface; moving too greedily, acting too rashly; fell into a series of conflicts with men, dwarves and elves. The Goblin Wars ensued well before Glyn and Lilandara had finished their plans, forcing them to divide their efforts between pushing back mortals who descended from the surface, establishing conduits to other realms, and plotting against Orkus. They formed tentative alliances with powerful entities, including lords of minotaurs, giants and dragons. They built a mighty network. But they had not reckoned with the power of men, dwarves and elves.

During the First Goblin War, a combined army of humans and dwarves fell upon the fortress and, at great expense, drove the goblins from the upper halls, scattering their forces. Xahada and her spawn retreated into the deep and waited. During this war, Glyn learned a terrible secret: Lilandara's plans included sacrificing Glyn and all of his goblins in her mad gambit to wrest power from Orkus. Although Glyn ultimately fell at the hands of man and was banished from the realm, he first managed to trap Lilandara in the lowest pits, an inescapable tomb he had devised for Orkus, but which now held his own queen.

During the Second Goblin War, men plundered the halls, slaying Garash, sealing up many sections, and slaughtering vast numbers of goblins that dwelt below. They effectively cast the goblins from the halls entirely, sealing them up and claiming what they assumed was a final victory, believing the vaults had been cleansed and sealed permanently.

Now

The Vaults lie waiting. Glyn has – after his 66 years of banishment – begun to whisper back into the Vaults. His servants have returned to re-establish the Vaults from their dark holes. The aboleth have emerged from the deep places. Followers of Lilandara have set upon a quest to free her from the prison devised by the master trickster, Glyn. Dark creatures have gained access to the Vaults via the teleportation platforms. Fell entities have learned of the Vaults, and have set out to claim them for themselves.

Features: Teleportation Platforms

These stone platforms carved with goblin runes activate teleportation to other places. These use dark magic to power their transport, and routine interaction with these platforms can ultimately have negative consequences, changing characters to think and behave in vile ways.

Game Note: Teleportation Platforms

A character may use a teleportation platform a number of times equal to his WIS score before a platform may affect him. Each use thereafter forces a FEAT. Failure means that the character moves one alignment step towards chaos: a lawful character becomes neutral, and a neutral character becomes chaotic. This is only reversible by exceedingly powerful magic, and would require a quest of great magnitude.

Gates

Before his banishment, Glyn allied with several powerful entities who taught him secrets of establishing gates. These gates are scattered throughout the Vaults, linking the Vaults to other pocket realms of existence. Each gate is unique in its construction: some are mirrors, some are paintings, some are stone archways; each operates under unique circumstances and requires different methods of activation. These gates lead into many (perhaps dozens) of pocket realms of existence that were cast off during the Great Reckoning.

Doors

Unless otherwise noted, doors will be locked on a roll of 1-3 on 1d6, and will be trapped on a roll of 1 on 1d6. See page 16 for trap options.

Factions

Several factions maintain or are attempting to establish a foothold here:

- **Circle of the Spider.** The Singing Spider (an Arachling dwelling in the area 80) is under the power of the *harp of dominion*. When Regent Andros Ralik (see page 106) assaulted his lair, the Singing Spider charmed Ralik. Realizing an opportunity, the Spider used Ralik to recruit ‘followers’ from among the citizenry of the keep above. His rudimentary cult, the Circle of the Spider, has attained a level of status among youth of the keep, recruiting dozens of new members who are willing to die to advance the purposes of this cult.
- **Followers of Glyn the Trickster King.** Glyn the Trickster was the servant of the Queen of the Succubi, Lilandara. When she betrayed Glyn and his goblins, they fought back. His goblins have recently found ways back into the Vault and are attempting to re-establish a foothold here – and to restore their patron.
- **The Children of Lilandara.** Lilandara is imprisoned in the lowest levels of the Vaults. Breaking into her prison and freeing her is the sole purpose of her followers, many of whom are chaotic clerics commanding undead.
- **The Aboleth.** These powerful creatures dwell in a few large ‘natural’ pools filled with waters from the river Styx that has been trapped here and further defiled by the Aboleth.

About the Nodes

Each node includes a **challenge rating (CR)**, background, and individual area keys. The CR is the suggested average level for a fellowship of about 4 heroes. A solo hero should be at least 2 levels higher than the challenge rating to meet some success, while a larger group could be 1 level lower and still be able to overcome many of the obstacles of that node. **Background** gives a brief overview of the node, who controls it, and the sorts of challenges it presents.

Creature Listings

Creature listings include a shortened version of the stat block in the core rules:

Monster Name (Number Appearing)

Armor Class; Hit Dice (current hit points); FEAT modifier; Move rating; Attack abilities (with the attack bonus/damage ratings/* indicates a special ability)
Any notes about the creature, including a special ability related to damage.

Random Encounters on Lower Nodes

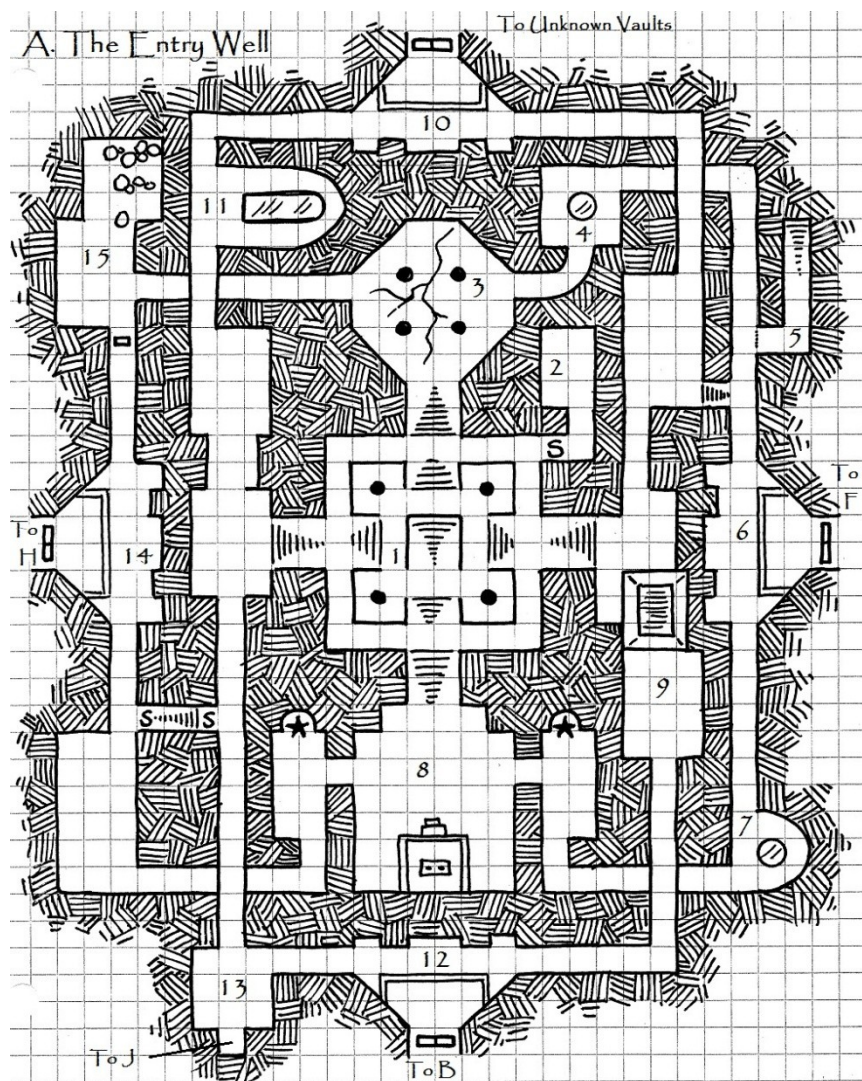
The Entry Well (page 14) has random encounters unique to that area. On lower levels, there is a 1 in 6 chance of a random encounter each hour. Ignore or change encounters where they don’t make sense. If you can’t justify why zombies wander around the Node of Flame, ignore the encounter... or have the zombies flee in terror, screaming “it burns!” as they immolate. Your call.

Random Encounters CR 2 and CR 3 Levels (Roll 1d8)

Roll	Encounter
1	<u>Dire Rats (2d8)</u> AC 12; HD 1d4 (hp 1 each); FEAT +4; Move 20'; attack (+0/1d3*) Bite forces a FEAT or sick for 1d6 days, taking -1 to CON
2	<u>Gelatinous Cube (1)</u> AC 11; HD 4d8 (hp 16); FEAT +8; Move 30'; 1 tendril (+4/2d4*) Tendril paralyzes on a failed FEAT
3	<u>Goblin Zombies (2d4)</u> AC 11; HD 2d6 (hp 7 each); FEAT +6; Move 20'; claw (+2/1d6)
4	<u>Large Spiders (1d4+1)</u> AC 14; HD 3d6 (hp 10 each); FEAT +7; Move 40'; bite (+4/1d10*) The bite forces a FEAT or paralyzed for 1d4 turns.
5	<u>Rot Creeper (1)</u> AC 12; HD 3d6 (hp 10); FEAT +7; Move 30'; bite (+3/1d4*) Bite forces FEAT or paralyzed for 1 turn
6	<u>Shadows (1d4)</u> AC 13; HD 2d6 (hp 7 each); FEAT +7; Move 30'; claw (+2/1d4*) Claw strike forces a FEAT or lose 1 point of STR; returns at 1 point/turn
7-8	<u>Goblins (2d6)</u> AC 13; HD 1d6 (hp 3 each); FEAT +4; Move 20'; sword/bow (+1/1d6)

Random Encounters CR 4+ Levels (Roll 1d8)

Roll	Encounter
1	<u>Dire Rats (3d8)</u> AC 12; HD 1d4 (hp 1 each); FEAT +4; Move 20'; attack (+0/1d3*) Bite forces a FEAT or sick for 1d6 days, taking -1 to CON
2	<u>Goblin Zombies (2d6)</u> AC 11; HD 2d6 (hp 7 each); FEAT +6; Move 20'; claw (+2/1d6)
3	<u>Huge Spiders (1d4+1)</u> AC 15; HD 4d8 (hp 16 each); FEAT +7; Move 40'; bite (+4/1d12*) The bite forces a FEAT (at -2) or paralyzed for 1d4 turns
4	<u>Ochre Jelly (1)</u> AC 11; HD 5d8 (hp 20); FEAT +9; Move 10'; 1 tendril (+5/2d6) Only harmed by cold or fire; other attacks create smaller 2 HD jellies
5	<u>Rot Creepers (1d4)</u> AC 12; HD 3d6 (hp 10 each); FEAT +7; Move 30'; bite (+3/1d4*) Bite forces FEAT or paralyzed for 1 turn
6	<u>Shadows (2d4)</u> AC 13; HD 2d6 (hp 7 each); FEAT +7; Move 30'; claw (+2/1d4*) Claw strike forces a FEAT or lose 1 point of STR; returns at 1 point/turn
7-8	<u>Goblins (4d6)</u> AC 13; HD 1d6 (hp 3 each); FEAT +4; Move 20'; sword/bow (+1/1d6)



Background

This area acts as the primary entry and crossway for a number of factions. Three different exits lead up into Fort Morovar, and five exits lead into other sections of the dungeon, making this a busy crossway from a number of directions. In general, hallways and rooms (unless otherwise noted) have 10' ceilings.

Random Encounters

Roll 1d6 once per hour for a random encounter. Also roll whenever the fellowship makes considerable noise (i.e. during a fight) to see if a wandering monster is attracted. A random encounter occurs on a roll of 1.

Random Encounters (Roll 1d8)

Roll	Encounter
1	<u>Skeletons (2d4)</u> , the remains of dead goblins AC 12; HD 1d6 (hp 2 each); FEAT +6; Move 20'; claw (+1/1d4)
2	<u>Zombies (1d4)</u> , the remains of dead goblins AC 11; HD 2d6 (hp 7 each); FEAT +6; Move 20'; claw (+2/1d6)
3	<u>Spider Cultist Initiates (2d4)</u> , traveling between areas 5 and 13. AC 10; HD 1d6 (hp 3 each); FEAT +4; Move 30'; dagger (+1/1d4)
4	<u>Small Spiders (1d4)</u> AC 12; HD 1d6 (hp 3 each); FEAT +6; Move 40'; bite (+1/1d6*) Poison bite forces FEAT (at +4) or paralyzed 1d4 turns.
5	<u>Poisonous Snake (1)</u> AC 12; HD 1d8 (hp 5); FEAT +6; Move 30'; bite (+1/1d4*) Poison forces a FEAT (at +4) or death in 1d10 rounds.
6	<u>Dire Rats (2d4)</u> AC 12; HD 1d4 (hp 1 each); FEAT +4; Move 20'; attack (+0/1d3*) Bite forces a FEAT or sick for 1d6 days, taking -1 to CON.
7	A Trap. See the next page.
8	Unique Encounter (roll below). <i>Each will be encountered only once.</i>

Unique Encounters (Roll 1d4)

Roll	Encounter
1	<u>The Ore Eater</u> from area 10 (unless already slain) AC 17; HD 5d6 (hp 16); Feat +8; Move 40'; attack (+1/1d6*) Metal items are destroyed by bite unless a successful FEAT is made.
2	<u>Hobgoblins (1d4+1)</u> , investigating the halls AC 13; HD 2d6 (hp 6 each); FEAT +6; Move 30'; bow (+2/1d6) or sword (+2/1d8)
3	<u>Ogre (1)</u> who has wandered up from the lower areas after getting into a fight with his friends. AC 14; HD 4d8 (hp 19); FEAT +7; Move 40'; great club (+4/1d8+3)
4	Lieutenant Kallow (see below), a soldier from Fort Morovar, and <u>Spider Cultist Initiates (1d4)</u> (see table 1) <u>Lieutenant Kallow, Human Fighter 2</u> Fighter 2; AC 14; HD 2d6 (hp 12); FEAT +6; Move 30'; axe (+3/1d8+1)

Traps

The goblins prided themselves on their creation and use of **traps**. Over time, traps have been set, then tripped, then re-set, then re-tripped, then destroyed, then re-built... as a result, the locations and functions of traps have changed dramatically over time.

When a trap is encountered, there is a 2 in 6 chance that the trap is not working; either it already has been sprung and has yet to be re-set, or it was foiled by previous travelers.

Traps may require two rolls: a *sense* FEAT to locate the trap to begin with, and a *foil traps* FEAT to disarm the trap (if necessary). Allow a normal *sense* FEAT to locate a trap if characters are actively searching for traps, but allow a roll (at -4) for a character merely passing near a trap without actively searching. A character running (such as fleeing from a monster) has no chance to notice a trap.

When a trap is encountered, roll for the nature and function of the trap:

Traps (Roll 1d8)

Roll	Trap
1	Ankle Trap. The trap requires a FEAT to avoid, or the target has an ankle caught in a spring-loaded mechanism that deals 1d6 damage and holds tight. A successful MGT check (at -2) is required to force the trap open and free the target's leg.
2	Falling Block Trap. The trap requires a FEAT to avoid (at -2); triggering the trap causes a stone block to fall, dealing 2d6 damage to all creatures in the area of effect (a 5' square).
3	Pendulum Blade Trap. The trap requires a FEAT to avoid, or the target is struck by a scything blade that deals 2d6 damage.
4	Poison Dart Trap. The trap requires a FEAT to avoid or the target is struck by a spring-loaded dart. The dart deals 1 point of damage, and forces another FEAT (at +2). Failure means that the target dies in 1d10 rounds.
5	Poison Gas Trap. The trap requires a FEAT (at +2) to resist; triggering the trap fills a 10' square with poison gas, forcing all living creatures who fail the FEAT to die in 1d10 rounds.
6	Simple Pit Trap. The pit requires a FEAT to avoid (at -2), and deals 1d6 damage to anyone who falls in.
7	Spear Trap. The trap requires a FEAT to avoid or the target suffers 2d6 damage from a spring-loaded spear.
8	Spiked Pit Trap. The pit requires a FEAT to avoid (at -2) and deals 1d6 falling damage, +1d6 damage from the spikes in the bottom. There is a 1 in 6 chance that the spikes are also coated in poison, forcing a FEAT or an additional 1d6 damage from poison is also dealt.

About Magical Doors

Four of the chambers (areas 6, 10, 12, 14) feature large, heavy, reinforced double doors that lead into other sections of the dungeon, and which are magically sealed. The doors (except the door to the south) can only be opened with the correct password. The doors cannot be affected by weapons of less than +2 enchantment or spells of lower than sphere 3. Each of the doors has AC 20 and 50 hp, if the characters try to break them down.

The passwords for the doors are intentionally left out of these rules. The GM should develop his or her own unique passwords. In my home game, these were the goblin words for *north*, *east*, *south* and *west* respectively, but you may want a more challenging set of passwords.

1. Entry

This room features the skeletons of several humanoids, and the remains of a fight from some time ago. Scorch marks of magical fire line the floor of the upper platform (center of the room) and a dried pool of blood covers the southern stairs. Any noise in this room causes a check for a random encounter. Anyone searching the corpses of humanoids (a successful *sense* FEAT reveals that these are hobgoblins) will find a total of 17 sp, a usable short sword, and 23 arrows. Everything else is in such poor condition as to be unusable.

2. Secret Chamber

This small, low-ceilinged chamber (6' ceilings) was used as a storage room. Recently, a stoutling explorer used this to store his findings (including a map of the entire entry well) and a scroll on which he has written three command words (for the doors in areas 6 and 12, and for the platform in area 7). He also left 2 *potions of healing* here, a spare short sword, one week's iron rations, and an extra suit of *studded leather armor* +1. He died several weeks ago, and has not returned (his corpse is in area 6).

3. Ceremonial Hall

This great hall was once a ceremonial meeting hall, but has since been abandoned. It boasts large columns and a huge, vaulted ceiling. A series of large cracks crosses the floor, many as deep as 2'. This serves as the nest for a **large constrictor snake** and its nine newborn spawn (these cannot fight). It is difficult to see into the hole even with darkvision, and the snake takes +11 to *sneak* FEATS while in the hole.

Large Constrictor Snake

AC 13; HD 3d8 (hp 14); FEAT +7; Move 30'; bite (+3/1d6*)

Forces STR check (at +2) to break free of constriction; deals 1d6 per round

4. Teleportation Platform

The command word and destination for this teleportation platform have been lost. This is left for you to develop later, as you see fit.

5. Hidden Hallway

This hallway is difficult to find, hidden behind an illusory wall along the main corridor. The illusion requires a successful *sense* FEAT (at -4) to see through, although the illusory section of wall can just be walked through. Beyond, **2 medium spiders** stand guard at the stairs, leading to area 10 of Fort Morovar.

Medium Spiders (2)

AC 13; HD 2d6 (hp 8 each); FEAT +6; Move 40'; bite (+2/1d8*)

Poison forces a FEAT (at +2) or paralyzed for 1d4 turns.

6. Eastern Doors

These doors once required a password, but have been broken open with magical weapons. **2d8** aggressive **dire rats** dwell in this area, and will attack anyone who enters. If they fail morale, they will flee eastward through the broken doors. The broken doors now hang at odd angles. The doors and the frame have clear marks from an axe; each axe mark has an accompanying mark from lightning.

A creature examining the marks may make an INT check (target 20) to recall lore about the axe *Stormcleaver* that was carried against the goblins twenty winters ago, but whose dwarf bearer never returned from his last foray here (see page 39). These marks could have only been made by such a weapon. Characters may easily move through the doors, but must do so one at a time.

Dire Rats (2d8)

AC 12; HD 1d4 (hp 1 each); FEAT +4; Move 20'; attack (+0/1d3*)

Bite forces a FEAT or sick for 1d6 days, taking -1 to CON.

7. Pool

This teleportation platform has been built inside of a stone pool, with 2' deep water of dark yellow. **21 dire rats** live here; 2d6 will be in the pool at any time; if the platform is activated, these will be teleported out. If anyone teleports in via the platform, the rats get automatic surprise. Their treasure is hidden among a pile of refuse along the east wall: 372 cp, 24 sp and a ring worth 7 sp. Sounds of combat will summon a random encounter on a roll of 1-2 on 1d6.

Dire Rats (21)

AC 12; HD 1d4 (hp 1 each); FEAT +4; Move 20'; attack (+0/1d3*)

Bite forces a FEAT or sick for 1d6 days, taking -1 to CON.

8. The Dark Temple

A dark altar rests atop a raised platform at the south of this chamber, and this emits magical *darkness* that fills the entire room (magical *light* will neutralize this effect for the spell duration). **3 shadows** roll *sneak* FEATS at +11 due to this magic. They will attack any living creature moving into the chamber. The altar itself generates the magical darkness; it also summons shadows (one per day), up to a maximum of three shadows that serve it. The altar can only be affected by magic or magical weapons, is AC 15, and can sustain 25 hp before being destroyed. Destroying the altar is worth +10 XP.

Shadows (3)

AC 13; HD 2d6 (hp 8 each); FEAT +7; Move 30'; claw (+2/1d4 +)

Claw strike forces a FEAT or lose 1 point of STR; returns at 1 point per turn.

9. Fire Pit

This was once a feast hall of the goblins, and a large fire pit dominates the center of the chamber. Embers still burn here, fueled by magical flame. A **minor fire elemental** now lives within. It will attempt to wait until creatures draw close to the pit to attack. Creatures must make a *sense* FEAT or be surprised by the elemental. The embers are not magical, but the pit itself draws power from the mighty *Goblin Forge* far below (area 153).

Minor Fire Elemental (1)

AC 15; HD 4d4 (hp 11); FEAT +7; Move 30'; strike (+4/2d6)

10. Northern Doors

The doors to the north require a password to bypass. The areas beyond the north doors are left for the GM to develop. Eventually, these lead to a natural cave that ends at the *Ruins of Beacon Tower*, Area 3. See *Book 1: Saga of the Splintered Realm* (page 129).

An **ore eater** has established its abode here among dozens of pieces of rusted armor, weapons, shields and other rusted items, as well as several pieces of skeletons. There is only a 2 in 6 chance that it is out searching for more food. A careful search allows a *sense* FEAT (target 20) to find a special item. Roll once for each turn spent searching. Each item will only be found once. Roll 1d6: 1) a gem worth 100 sp, 2) a *ring of fire resistance*, 3) a jeweled bracer worth 9 gp, 4) a scroll with 1 spell scroll: *web*; 5) a *club* +1; 6) a *sling* +1.

Ore Eater

AC 17; HD 5d6 (hp 16); FEAT +8; Move 40'; attack (+1/1d6*)

Metal items are destroyed by bite unless a successful FEAT is made.

11. Bathing Pool

A 2' deep pool (once a bath for goblin leaders) dominates the center of the chamber. Although the water is stagnant, it is warm and quite salty. A **minor water elemental** now dwells within. It will attempt to wait until creatures draw close to the bath to attack. Creatures must make roll a *sense* FEAT or be surprised. In the pool are 3 gems each worth 4 gp and *Eldirium*, a *short sword* +1 that causes magical objects and creatures it touches to emit a light blue glow for 1d4 rounds (this is the weapon of the dead stoutling in area 12).

Minor Water Elemental (1)

AC 15; HD 4d4 (hp 9); FEAT +7; Move 30'; strike (+4/1d6)

12. Southern Doors

These large double doors require a password to bypass.

2 rot creepers live here. Their nest is small (1' across) and buried 10' deep into the SW corner, 10' overhead. Seeing the nest while searching requires a *sense* FEAT, at +2 to the check. Their nest contains the bones of a stoutling who carried a small sack with 55 sp and 2 *potions of healing*; he still wears *boot of elfkind* that are dirty but usable. He wore chainmail armor, but it and his non-magical weapons were destroyed by the ore eater to the north (area 10). Only a stoutling or goblin is small enough to crawl into this lair.

Rot Creepers (2)

AC 12; HD 3d6 (hp 11, 9); FEAT +7; Move 30'; bite (+3/1d4*)

Bite forces FEAT or paralyzed for 1 turn.

13. The Mirror of Transit

The mirror magically transports creatures into J, Sanctum of the Spider Cult. Any creature that touches the mirror with two points of contact (i.e. two hands, a hand and forehead, one finger each from two different hands) is instantly teleported into area 68.

14. Western Doors

The great doors here are magically sealed, requiring a password to bypass.

Two gargoyle statues frame the doors on the north and south. These radiate faint magic, but are not actually animated creatures; however, any contact with the statues will summon a **minor earth elemental** in the alcove to the east, directly opposite the doors. The earth elemental gains surprise against any creature failing a *sense* FEAT. It will attack immediately.

Minor Earth Elemental (1)

AC 15; HD 4d4 (hp 10); FEAT +7; Move 20'; strike (+4/1d6+2)

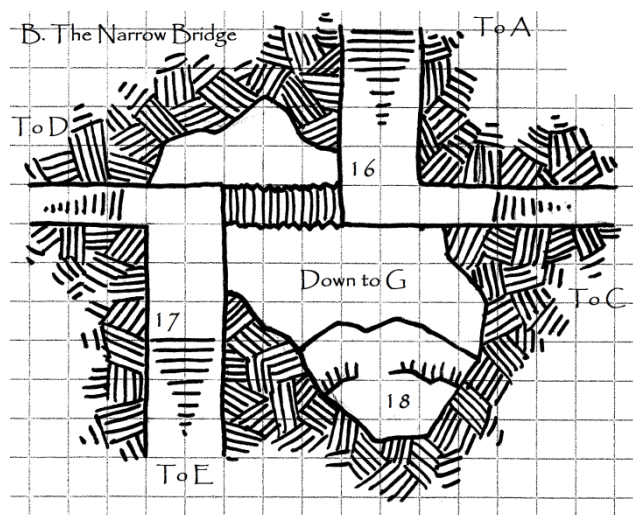
15. Forgotten Chamber

The fellowship finds the skeleton of a huge snake (over 20' long) that died some time ago. Broken wine bottles litter the area. Spider cultists have covered it in graffiti and sometimes gather around it to have meetings (and get drunk). There is a 3 in 6 chance that **2d4 spider cultist initiates** are here now.

At the northern end of the chamber, a large pile of rubble from a partially-collapsed ceiling prevents further exploration. A small niche in the ceiling leads up into the Temple of Law in Fort Morovar (area 2). Servants of the temple occasionally enter here (descending from a rope above) to explore, endeavoring to stem the tide of chaos. The cultists are unaware of this alcove, and it is very difficult to notice even when looking for it (-4 to *sense* FEATS).

2d4 Spider Cultist Initiates

AC 10; HD 1d6 (hp 3 each); FEAT +4; Move 30'; dagger (+1/1d4)



Background

The goblins constructed this crossway through a huge natural cave (with 50' ceilings, and a drop off of 160') to allow passage to other sections of the dungeon. The wooden bridge crossing the expanse is old but solid.

16. The Eastern Stair

The bottom of these stairs is always trapped, although the nature and function of the trap is constantly changing. Roll on the **traps table** (page 16) for the trap currently set here. Setting off the trap will likely (1-4 on 1d6) attract the attention of the **giant bats** in area 18.

17. The Western Stair

The western stair is currently inhabited by a **gray ooze** that blends in with the stonework and is difficult to detect (*sneak* +12).

Gray Ooze (1)

AC 11; HD 3d8 (hp 16); FEAT +8; Move 10'; tendrils (+3/2d8*)

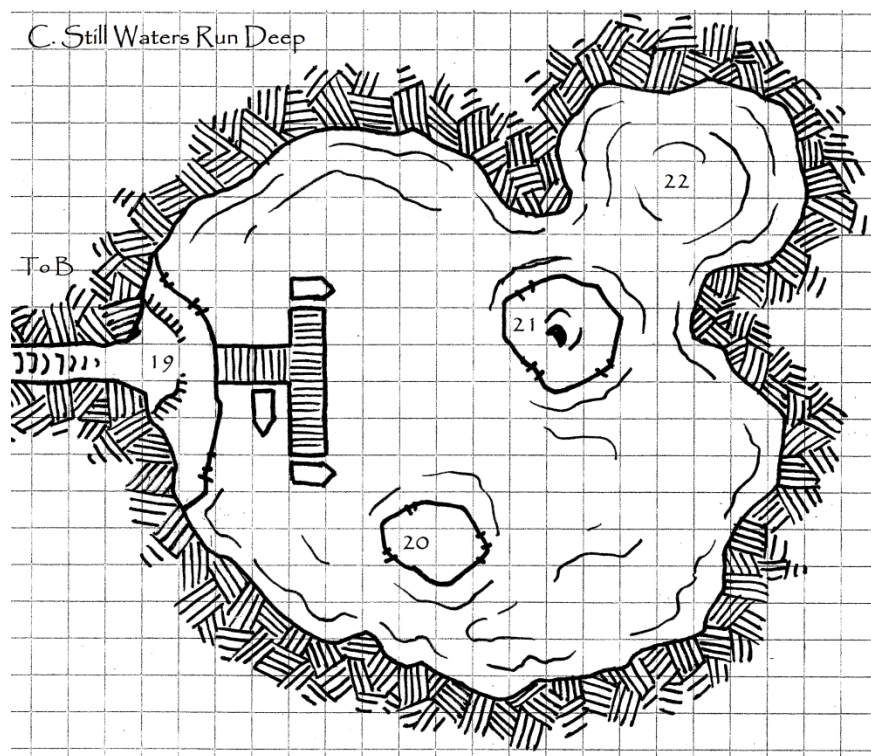
Sticks to victim after first hit, dealing damage each round thereafter; dissolves most objects in one round.

18. Bat Cave

3 giant bats dwell here. Among the excrement and dozens of bones that covers the natural cliff here is their treasure: 43 cp, a *dagger* +1, and a *potion of gaseous form*. Getting to their cliff dwelling, which is 25' from the goblin walkway, may prove challenging.

Giant Bats (3)

AC 13; HD 2d6 (hp 8 each); FEAT +6; Move 10' (fly 60'); bite (+2/1d4)



Background

This small but exceptionally deep underground lake was used by the goblins as a source of food; it is teeming with thousands of cave fish (some of monstrous size) that are moderately aggressive, and 1d4 of the smaller variety will attack a creature that falls into the water. The water is up to 500' deep in places.

A narrow underwater cave (at a depth of 250') leads into an opening that ends at the small pool in area 47. The aboleth (area 22) sometimes travels there, but spends most of its time here in the larger water.

Small Cave Fish (1d4)

AC 12; HD 2d4 (hp 5 each); FEAT +5; Swim 60'; bite (+2/1d4)

19. Shoreline

The rocky shoreline descends quickly to a rotting pier. Two boats are moored here, and they are old but still serviceable. Each boat will comfortably hold four man-sized creatures. The shore has the remains of several broken fishing nets, but none of these are usable.

20. Rocky Island

This small rocky island is the resting place of **2 minor earth elementals** that became trapped in this cave and barely made it to the island before sinking into the deep forever. They slumber on the island, appearing as huge stones.

Minor Earth Elementals (2)

AC 15; HD 4d4 (hp 9, 11); FEAT +7; Move 20'; strike (+4/1d6+2)

21. Cave

This small island has a narrow cave that descends into a slimy hole about 5' deep. This is the lair of an **aquatic troll**. This is like a normal troll in all respects, although it is able to swim at its full movement rate, and is able to breathe underwater. The cave fish have learned that this creature is not edible, and leave it alone. The troll speaks the trade tongue, and loves to trade riddles if given the opportunity. He fears the aboleth, but lives in great envy of the 'very pretty thing' that the aboleth possesses (its magical band). The troll has a treasure including 2 gems worth 12 sp each, *1 potion of water breathing*, *1 potion of greater healing*, and a scroll in a bone scroll case with the faith spell *dispel magic*.

Aquatic Troll (1)

AC 15; HD 6d8 (hp 22); FEAT +8; Move 40'; 2 claws/1 bite (+6/1d6/1d10)

Can breathe underwater; swims at full move; regenerates 3 hp per round

22. Aboleth Lair

The aboleth lairs on a shelf that is only 30' below the surface of the water. Among many fish and humanoid skeletons are littered its treasure: 114 gp, 659 sp, 41 cp, 7 gemstones each worth 6 gp, a *shield +1* and *9 crossbow bolts +2*. It also has a *band of displacement*, which it wears at all times around one of its tentacles.

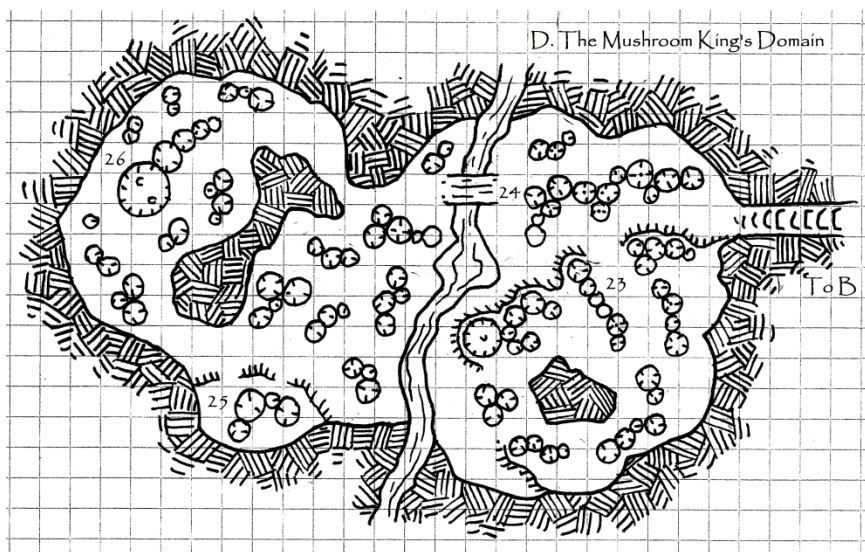
Aboleth (1)

AC 15; HD 8d8 (hp 43); FEAT +10; Move 20' (swim 60'); 4 tentacles (+6/1d6*)

Tentacles force a FEAT or target turns into underwater dweller

Casts *charm*, *darkness*, *phantasmal force* once per turn.

Band of displacement forces an attacker to roll two successful attacks to hit.



Background

This large natural cave (with the ceiling up to 100' overhead in places) overflows with all manner of natural and magical mushroom and other fungi. The warm river causes the entire cave to fill with a constant foggy haze, limiting visibility to about 100'.

The River

A broad river runs from north to south, traveling at a fair pace. It runs 4' deep at its middle, and is surprisingly warm (heated by the Node of Flame). Those trying to wade across the river without help (for example, without using a rope secured to one bank) must make a MGT check at +4, or they will be pulled by the current. A new check is allowed every 30' until exiting the tunnel; at that point, the character is swept away and perishes at a waterfall into razor-sharp rocks 100 yards beyond.

23. Shrieker Fields (Forever)

At one time, **shriekers** lived throughout this cave, but they were all eaten by the **decapus** – except for on this ridge in the southeast corner of the cave. The decapus patrols the ridge, looking for shriekers.

Along the ridge, each square has a 2 in 6 chance of having a shrieker growing in it, among the other various natural toadstools. A creature who doesn't attempt or fails a *sneak* FEAT (target 20) sets off a shrieker within 10'.

A shrieker's siren attracts the decapus at the end of the next round, who spends one round eating the shrieker before deciding whether or not to engage a fellowship of heroes. If he is attacked he fights back, but otherwise he will go back to searching for more shriekers on a roll of 1-3 on a d6.

Decapus (1)

AC 14; HD 4d8 (hp 18); FEAT +7; Move 30' here; 8 tentacles (+4/1d4)

Shrieker (up to 1d4 per 10' section)

AC 12; HD 2d4 (hp 6 each); FEAT +5; Move 3'; No attacks*

Living targets within 30' of shriek must roll a FEAT or take -2 for 1 turn.

24. The Bridge

The old wooden bridge is covered in a thick, light-brown mold. This is actually **yellow mold**, and will emit spores if a living creature within 10' either fails or doesn't attempt a *sneak* FEAT (target 20). The mold will burn easily, but the bridge will be destroyed in the flame, and this will alert the **shroomers** in area 25 of the presence of outsiders.

The mold has no effect on the creatures of the cave, all of whom are immune to its effects either naturally or through adaptation.

Yellow Mold (1 patch)

AC none; HD 2d6 (hp 11); FEAT +7; Move 0'; spores (1d6*)

Targets within 10' must roll a FEAT (at +2) or suffer 1d6 damage and die in 1d6 rounds.

25. The Shroomers

A group of goblins became trapped here some time ago, eating strange mushrooms to survive. Their inbred descendents are the shroomers, a group of 11 strange goblins between 7 and 37 years old. They spend their days here counting mushrooms, contemplating their purpose, and worshipping the Mushroom King in area 4. They are 0-level creatures, will refuse to fight, and are exceptionally mellow. If approached non-violently, they are quite welcoming, and will offer to share food.

Eating the food of the shroomers (pasty, brownie-like objects) forces the target to roll a FEAT or fall under a delusion for 1d4 hours that they are in a perfect place, never wanting to leave. This also makes the character non-violent, willing to defend himself only if he suffers damage first. The shroomers have eaten so much of this that they can never recover from the spell.

Shroomer (11)

AC 10; HD 1d6 (hp 2 each); FEAT +4; Move 30'; fist (+0/1 point)

26. The King's Throne

A series of toadstools of increasing size acts as a stairway to a 20' tall toadstool on which sits an organic, twisting throne. The **Myconid King** lives here, along with his **7 wives**.

The King typically lives 1d6 days, while each wife lives 1d4 days. Within 1d20 hours after death, the spirit of the dead myconid settles upon another large toadstool somewhere within the chamber, and the creature rejoins the assembly here, retaining all memories of its former lives.

While generally non-violent, the myconids will fight if pressed. One of the myconids ('the third wife') is prone to bursts of anger, and may be hostile towards outsiders. She tends to linger at the northern end of this area, at the bottleneck across from the bridge.

The king brews three different types of draughts, and has one dose of each currently at the ready, bubbling at his side atop the throne.

- The first acts as a *potion of levitation*.
- The second acts as a *potion of speed*.
- The third forces the drinker to roll a FEAT (target 20) or be transformed into a myconid slowly over the course of 1d4+2 days. After the third day, the change is irreversible. Before this time, the character may have the effect reversed with *dispel magic* or *remove curse*.

Myconid Wife (7)

AC 10; HD 2d6 (hp 10 each); FEAT +6; Move 0'; strike (+2/2d4)

Those striking the wife in melee combat suffer 1d4 hp damage.

Myconid King (1)

AC 10; HD 4d6 (hp 20); FEAT +7; Move 0'; strike (+4/4d4)

Those striking the king suffer 1d4 hp damage; emits spore cloud (see below).

Myconid

Neutral Medium Animated Fungus; CL 1-4

Armor Class: 10

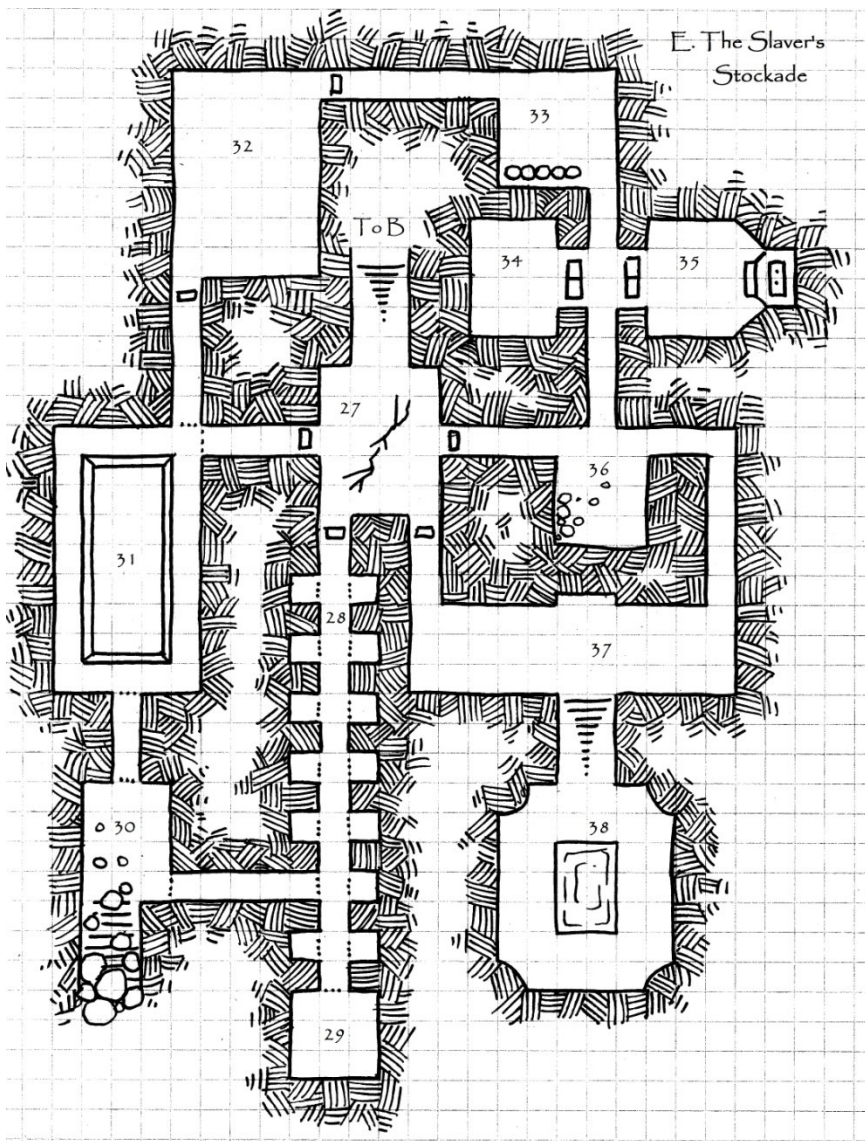
Hit Dice: 1d6 to 4d6

FEAT: +6 or +7

Move: 20'

Combat: Strike (+1 to +4; 1d4 to 4d4 damage) + cloud (see below)

The humanoid fungi called **myconids** are generally peaceful and aloof. Any melee attack or touch of a myconid deals 1d4 damage to the target. A myconid of 3HD or better may exhale a *spore cloud* once per turn. This cloud acts as a *confusion* spell affecting all within the cloud.



Background

This node once served as a slave complex for prisoners of the goblins who would be put to work. Now, the place sits in ruins, unclaimed by any major force, but inhabited by several smaller forces.

27. Entryway

This area is where prisoners were once processed. Broken tables and rotting rolls of poor paper record the names of prisoners and the locations/ assignments for slaves. There is a 1 in 10 chance per hour of looking over various records that a member of the fellowship finds a record of one of his or her own distant ancestors.

Each hour searching also gives a searcher a 1 in 20 chance of discovering the password for the platform in area 38, which is the goblin term for “Ork Slave” (*ursik vek*) alongside notes about agreements with the Orks for slave purchases. On their end, the orks have the pool permanently surrounded with a dozen heavily-armored guards, and only the Ork Overlord Groth has access to the command word, and would never use it. He considers the Vault of the Goblin a cursed place to orks, and will no longer let his minions travel there.

28. Prisons

A series of cells held the most powerful of slaves taken by the goblins. The main door is a heavy wooden portal with a small barred window. The door is locked with a standard lock.

Each cell has a 2 in 6 chance of having something from the *contents* column, and another 2 in 6 chance of something from the *features* column. Contents marked with an (*) require a successful *sense* FEAT (at +2) to discover the item(s) hidden in the dirt or behind a stone.

Cell Random Tables (roll 1 d4)

Roll	Contents	Features
1	A normal skeleton of a man-sized creature	Bars are bent; a stoutling can fit through; others require a STR check to force open further.
2	1 gemstone worth 1d6 sp (*)	Unlocked. The lock still works.
3	A journal with personal notes from a century ago (*)	Mad ramblings scratched into the walls.
4	1d20 cp (*)	Blood stains on the ceiling

29. Guard Post

The **skeletons** of three large goblins (actually bugbears) lie here in rotting armor and with broken weapons. One of the goblins carries a series of keys that opens all of the doors to the prisons (area 28). They come to life and attack anyone entering the room.

Bugbear Skeletons (3)

AC 14; HD 1d8 (hp 7 each); FEAT +6; Move 20'; sword (+1/1d8)

30. Wailing Hall

A series of chains adorns the walls, used to hang prisoners upside down in order to inflict longer suffering. Two of these still contain the skeletons of dead human-sized creatures that expired here.

A **banshee** wanders this hall, but will only use her scream against goblins (or those she perceives as goblin-like). She has no interest in fighting a fellowship of humans and other ‘noble creatures’, and will gladly parlay with a friendly fellowship. She will, however, defend herself if attacked.

At one time, the goblins maintained a deeper hall of terrors where prisoners were flayed and burned, beyond the southwestern staircase. This hall collapsed some time ago, and would require a tremendous effort to free again, as 30’ of collapsed ceiling stand between this area and that one.

Banshee (1)

AC 14; HD 6d6 (hp 20); FEAT +8; Move 30’; 2 claws (+6/1d8*)

Once per turn may wail, forcing all within 60’ to roll a FEAT or die.

31. Prisoner Pit

A 15’ deep pit is filled with bones of former prisoners who died. If someone descends into the pit, **13 goblin skeletons** will arise from the pile of bones and attack. Each turn spent searching has a chance (on a successful *sense* FEAT) of finding 1d6 cp among the skeletons. No more than 133 cp total will be found.

Goblin Skeletons (13)

AC 12; HD 1d6 (hp 3 each); FEAT +6; Move 20’; claw (+1/1d4)

32. Former Barracks

The remains of two-dozen bedrolls and personal belongings, along with dozens of broken weapons and fragments of armor, litter this room. **5 zombies** (former goblin guards) still ‘live’ here. They act as though still alive; they get up, patrol southward, ‘watch’ over the ‘prisoners’ in area 5 for half the day, and then return here to ‘sleep’. They’ve undertaken the same ritual for a century. If not attacked, they will likely ignore a fellowship coming through.

Goblin Zombies (5)

AC 11; HD 2d6 (hp 9 each); FEAT +6; Move 20’; claw (+2/1d6)

33. Feast Hall

The goblins that dwelt here prepared food and ate in this hall. The area is now in ruins and filled with broken items. Along the southern wall are a series of casks filled with a poor wine that has long since turned to a bitter vinegar that forces a FEAT or makes the drinker sick (-1 CON) for 1d4 days.

34. Shaman's Hall

Since the goblins considered torture and enslavement religiously significant, they maintained a chapel (area 35) and a quarters for their shaman (this room). His quarters are still in fair condition, with a rotting bed of straw and several religious objects (that have little value – bat wings, jars of spider webbing, a collection of tongues, various animal bones).

Hidden under his bed is his prayer book, containing the reversed faith spells *cause fear* and *blight*. However, opening this book without speaking a command word (the name of the demon he served, Vazalak) will summon an **ice imp** that will attack the one who carries the book.

Ice Imp (1)

AC 13; HD 3d4 (hp 9); FEAT +6; Move 20' (fly 60'); 2 claws (+3/1d4) or spell

Can cast *elemental spark* once per round, dealing 1d4+2 damage to 30'.

35. Chapel

A blood-stained altar to a minor goblin demon lord Vazalak is here. Defiling the altar is worth +15 XP, but will incur the enmity of this demon lord, who will seek retribution against those who defile this altar. This retribution will appear in 1 of 4 ways (roll 1d4):

1. Summons an aspect of Vazalak (a **gargoyle** of maximum hit points who speaks as Vazalak and will not roll morale, attacking relentlessly until destroyed).
2. Forces all who have participated in defiling the altar to roll a FEAT or lose 1 hit point (no way to reverse this) for 1d4 days.
3. Permanently turns one normal item possessed by one member of the fellowship into a *curse*d item (roll randomly for the member affected and for the type of curse).
4. Makes one member of the fellowship roll a FEAT (at -4) or erupt in open sores that ooze constantly with puss and hurt. This causes the character to take -2 to CHA until magically cured, requiring a *remove curse*.

36. Guard Post

This was once a guard station, and 2 goblin **ghouls** remain here. Their weapons and armor are rotting, but one of the ghouls still carries a *potion of levitation* in a steel flask.

Ghouls (2)

AC 13; HD 3d6 (hp 10 each); FEAT +8; Move 40'; 2 claws (+3/1d6*)

Claw forces non-elf target to roll a FEAT or be paralyzed for 2d4 rounds.

37. Torture Chamber

Here, the goblins conducted some of their torture. A number of torture devices remain, remnants of the suffering that was once inflicted.

The hall is also haunted by **4 shadows**, the tortured remains of prisoners who were slain here under horrific circumstances. They will attack living creatures who enter, but are forever bound to this chamber and will not leave.

Shadows (4)

AC 13; HD 2d6 (hp 8 each); FEAT +7; Move 30'; claw (+2/1d4*)

Claw forces a FEAT or lose 1 point of STR; returns at 1 point per turn.

38. Teleportation Platform

This large, rectangular platform once carried regular commerce of slaves and payments between the goblins and orks, but those days are long gone. Now the platform sits dormant, a thick coating of dust covering the whole. Directly above the door is a large web that serves as the lair of a **huge blink spider**. It takes +9 to *sneak* FEATS, and will drop on the second character who enters, or directly behind a solo character.

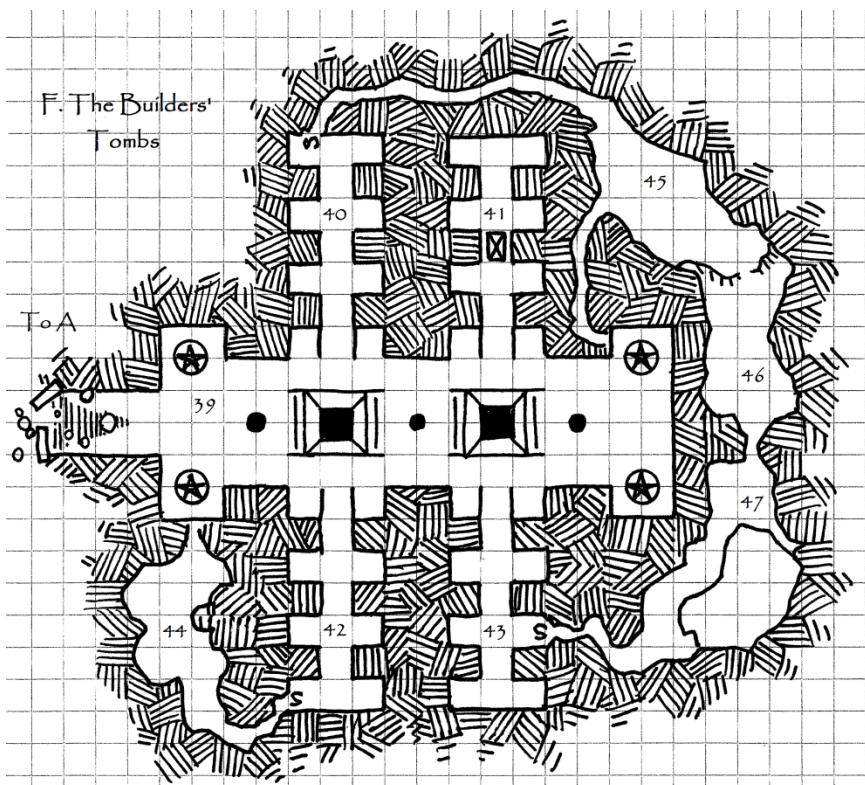
In its web, the spider has collected its treasure: 5 gems each worth 10 gp, a *ring of acuity* +1 and a *cursed war hammer* -1.

Huge Blink Spider (1)

AC 15; HD 4d8 (hp 29); FEAT +7; Move 40'; bite (+4/1d12*)

The bite forces a FEAT (at -2) or paralyzed for 1d4 turns.

Blinks up to 3x per turn, traveling up to 60'.



Background

The architects of the Vault of the Goblin were ceremonially killed as they neared the end of their lives. Their brains were then eaten by their chosen successor, and the work on the Vaults continued. The 24 architects are buried herein, while competing tribes of wererats and their rat minions have infested the node, some of which are vassals of the aboleth that lairs in area 22.

39. Monument to the Builders

The builders were given a grand hall (50' vaulted ceilings) with carvings covering the walls showing the history of the Vaults. Those studying the carvings may make an INT check to decode some of the stories, seeing the organization of the vaults. For those who make a check, secretly roll 1d6; this is how many clues they discern for later revelation. Each time the character encounters a new node, have the character make an INT check to see if the surroundings of that node trigger a memory that may help in the exploration.

For example, the character may remember that a secret door is located along the western wall (because this looks like the area the builder was crafting a secret door and the markings were for the west). This will happen 1d6 times, and after that no more clues will be given.

The statues are effigies of the four goblin high kings that ruled over the Vaults during their construction. The statues are each 15' tall, but otherwise normal. The statues in the northeast and southwest corners have tunnels dug beneath, leading into the rat tunnels. Each requires a *sense* FEAT (at +2) to find.

Pits

Two large pits hold the bones of the goblins who built the Vault of the Goblin. Each of these pits is 30' deep, and filled to 25' with bones. None of the bones are magical or animated. There is miscellaneous coinage at the bottom of each pit (2d20 cp each), but this would require weeks to recover.

The Tombs

The tombs are stone sarcophagi set into the walls. These must be pulled out (a MGT check at -2) and forced open (a standard MGT check). Inside, the remains of each builder is interred. Each tomb has a 1 in 6 chance of a **monster**, a 1 in 6 chance of a **trap** (see page 16), and a 2 in 6 chance of **treasure**.

Monsters (roll 1d4)

Roll	Monster
1	The builder has been changed into a zombie AC 11; HD 2d6 (hp 9 each); FEAT +6; Move 20'; claw (+2/1d6)
2	The builder has been changed into a ghoul AC 13; HD 3d6 (hp 11); FEAT +8; Move 40'; 2 claws (+3/1d6*) Claw forces non-elf to roll a FEAT or be paralyzed for 2d4 rounds.
3	The builder has become a shadow AC 13; HD 2d6 (hp 9); FEAT +7; Move 30'; claw (+2/1d4*) Claw forces a FEAT or lose 1 point of STR; returns at 1 point per turn
4	An insect swarm is with the remains of the builder AC 12; HD 2d6 (hp 10); FEAT +5; Move 30' (fly 60'); bites (2 hp/round)

Treasures (roll 1d6)

Roll	Treasure
1	1 piece of jewelry worth 2d6 gp
2	1 suit of <i>leather armor</i> +1 (only found once) + valuable worth 1d6 gp
3	1 <i>mace</i> +1 (only found once) + valuable worth 1d6 gp
4	1 <i>short bow</i> +1 (only found once) + valuable worth 1d6 gp
5	1 <i>wand of phantasmal force</i> (only found once) + valuable 1d6 gp
6	1 <i>cloak of protection</i> +1 (only found once) + valuable worth 1d6 gp

40. First Tombs

This hall ends in a hidden tunnel (*sense* FEAT at +2 required to find it) that leads into the rat tunnels. Halfway up the passage, a **huge spider** lairs in the ceiling (requiring a normal *sense* FEAT to see). It will drop on those moving up the passage. It has no treasure.

Huge Spider (1)

AC 15; HD 4d8 (hp 17); FEAT +7; Move 40'; bite (+4/1d12*)

The bite forces a FEAT (at -2) or paralyzed for 1d4 turns.

41. Second Tombs

This hall has been claimed by a powerful **wight** that has set a trap for the unwary. He waits at the end of the hall, around the northeast corner. The wererats know to avoid this hall. The wight will wait until at least one character has passed over the pit, and then he activates a trigger, opening it. Any character standing over the pit must roll a FEAT or fall, taking 1d6 damage. The character on the north side will be cornered, and then the wight will rush out and attack. In its tomb (around the northeast corner), the wight keeps its treasure: 2 rings each worth 6 gp and a *dagger* +2.

Wight (1)

AC 14; HD 4d6 (hp 23); FEAT +8; Move 40'; 2 claws (+4/1d6)

The wight can only be struck by magic or magical weapons.

42. Third Tombs

These tombs have six standard sarcophagi.

43. Fourth Tombs

These tombs have six standard sarcophagi.

44. The Rat King

The deposed **ruler of the wererats** dwells here, along with his **2 wererats** (loyal servants) and **13 dire rats**. They plot a means of overthrowing the rebel rat leader (area 47) who has been charmed by the power of the aboleth. They have no treasure, and are desperate to reclaim their lair. They will work with a fellowship if given the opportunity, betraying them as soon as the rebellious wererats are slain.

Ruler of the Wererats (1)

AC 12; HD 4d6 (hp 15); FEAT +8; Move 40'; bite (+4/1d4*) or sword (1d6)

If over half of hp are suffered from bite, roll a FEAT or become a wererat.

Wererats (2)

AC 12; HD 3d6 (hp 9 each); FEAT +8; Move 40'; bite (+3/1d4*) or sword (1d6)

If over half of hp are suffered from bite, roll a FEAT or become a wererat.

Dire Rats (13)

AC 12; HD 1d4 (hp 1 each); FEAT +4; Move 20'; attack (+0/1d3*)

Bite forces a FEAT or sick for 1d6 days, taking -1 to CON.

45. Rat Warren

27 dire rats dwell here, ripping apart the carcasses of several large insects they have captured. They are ill-tempered and quick to fight, and will fall upon a fellowship that interrupts them. They are unlikely to try to warn the wererats of outsiders, preferring to fight on their own. They have no treasure.

Dire Rats (27)

AC 12; HD 1d4 (hp 1 each); FEAT +4; Move 20'; attack (+0/1d3*)

Bite forces a FEAT or sick for 1d6 days, taking -1 to CON.

46. Slime Chamber

A pile of rat bones is on the eastern side of the chamber. A **large green slime** lives on the ceiling of this natural cave, along the eastern side (it devoured the rats and left the bones behind). The rats tend to avoid this cave because of the slime, but skirt the western wall if they must move through here.

Large Green Slime (1)

AC 10; HD 3d8 (hp 21); FEAT +8; Move 3'; 1 drip (+3/1d38*)

On a successful attack, slime sticks to victim, dealing damage each round.

Only fire will harm the slime, also damaging target; *cure malady* destroys it.

47. Rat Abode

3 rebellious wererats dwell here, charmed by the power of the aboleth (area 22). They are 'advised' by a **troglodyte** that has been assigned here by the aboleth, who ensures that they continue to serve his master's purposes. **7 dire rats** also dwell here.

In the event of combat, the troglodyte will flee into the pool to the east; the cave crossing over to area 22 is at the bottom of this 60' deep pool. If the aboleth is still alive, it will emerge here and attack after 3 turns.

In a wooden chest (that is locked and trapped with a poison gas trap, see page 16) is the treasure of the rats: 190 sp, a jeweled necklace worth 25 gp, a suit of *chainmail +1*; a *bag of holding*, and a *rope of climbing*.

Dire Rats (7)

AC 12; HD 1d4 (hp 1 each); FEAT +4; Move 20'; attack (+0/1d3*)

Bite forces a FEAT or sick for 1d6 days, taking -1 to CON.

Charmed Wererats (3)

AC 12; HD 3d6 (hp 11 each); FEAT +8; Move 40'; bite (+3/1d4*) or sword (1d6)

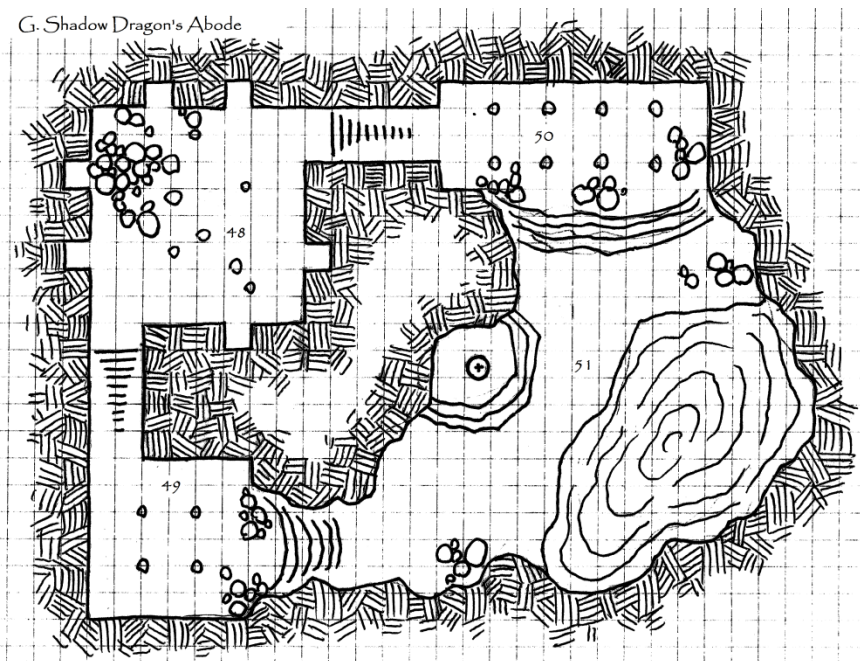
If over half of hp are suffered from bite, roll a FEAT or become a wererat.

Troglodyte Advisor (1)

AC 14; HD 2d6 (hp 9); FEAT +6 (*sneak* +8); Move 40'; 2 claws + 1 bite (+2/1d4)

Those within 10' roll a FEAT or take -2 to hit rolls while in melee combat.

G. Shadow Dragon's Abode



Background

A series of small natural caves at the bottom of the pit (Node B) has been turned into something of a worship hall for a black dragon. About a century ago, two dwarf brothers discovered the lair and assaulted it. They managed to kill the dragon, but at the cost of their own lives. The dragon's shade, the spirits of the dwarf brothers, and a mighty treasure remain 160' down for those daring enough to challenge it.

48. Arrival

This square chamber has been cut into the bottom of the natural pit from B: The Narrow Bridge, 160' below the bridge. This chamber is littered with various rocks that have fallen from above, as well as skeletons of several animals and humanoids that have fallen over time. A large, frayed rope (over 200' long) sits in the middle of the chamber. It is good rope and still usable, but was clearly cut at the top (stranding the ones who used it down here...). There is nothing else of value here.

49. The First Battle

This chamber was once some sort of ceremonial chamber, with four pillars and a 30' arched ceiling. There was clearly a large battle here: one of the pillars is nearly cracked in half, and the western wall is covered in pock marks (a successful INT check reveals that this was caused by acid). Near the south of the chamber, the skeleton of a small humanoid (it was a dwarf) is clad in armor and carries a shield; a hammer lies on the floor next to a huge skeletal wing as if from some great bat. This is the remains of one of two dwarf brothers who challenged the black dragon that once dwelt here. The armor is *scale mail* +1, the shield is a *shield* +2, and the hammer is a *war hammer* +2. Touching the remains of the dwarf summons forth his **wraith**, which lingers in the floor beneath his body. It will attack until destroyed.

Wraith (1)

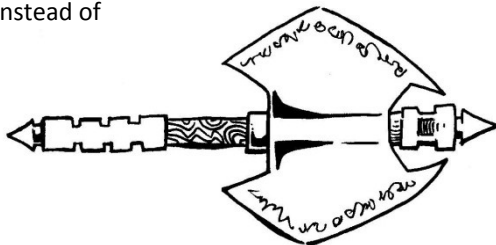
AC 16; HD 5d6 (hp 18); FEAT +9; Move 40'; 2 claws (+5/1d8*)

Can only be struck by magic/magic weapons; drains 50 xp on failed FEAT.

50. The Second Battle

This chamber was a sacrificial hall to the dragon, but now is in ruins. A huge battle once took place, and the skeleton of a dragon (with many broken ribs and a missing wing), whose skull has been broken in half, lies here. In its mouth is the skeletal remains of a dwarf (the other brother). He still wears his armor, a suit of *chainmail* +1, and he has in his grip *stormcleaver*, a *neutral battle axe* +2 that deals an additional +1d4 electrical damage. It speaks via empathy, has INT 9 and EGO 15. Its purpose is to destroy air elementals or creatures composed of elemental air, dealing +1d8 (instead of +1d4) to such creatures.

Touching the remains of the dwarf summons forth his **wraith**, which (like his brother) lingers in the floor beneath his body, and will attack until destroyed.



Wraith (1)

AC 16; HD 5d6 (hp 22); FEAT +9; Move 40'; 2 claws (+5/1d8*)

Can only be struck by magic/magic weapons; drains 50 xp on failed FEAT.



51. The Dark Pool

This large natural cave (30' ceilings) has been and continues to be the abode of the dragon. Once it laired in the 10' deep waters to the east, and now its shade continues to abide there. A living creature coming into the chamber will summon forth the **dragon's shade** in 1d4 rounds, and it will attack.

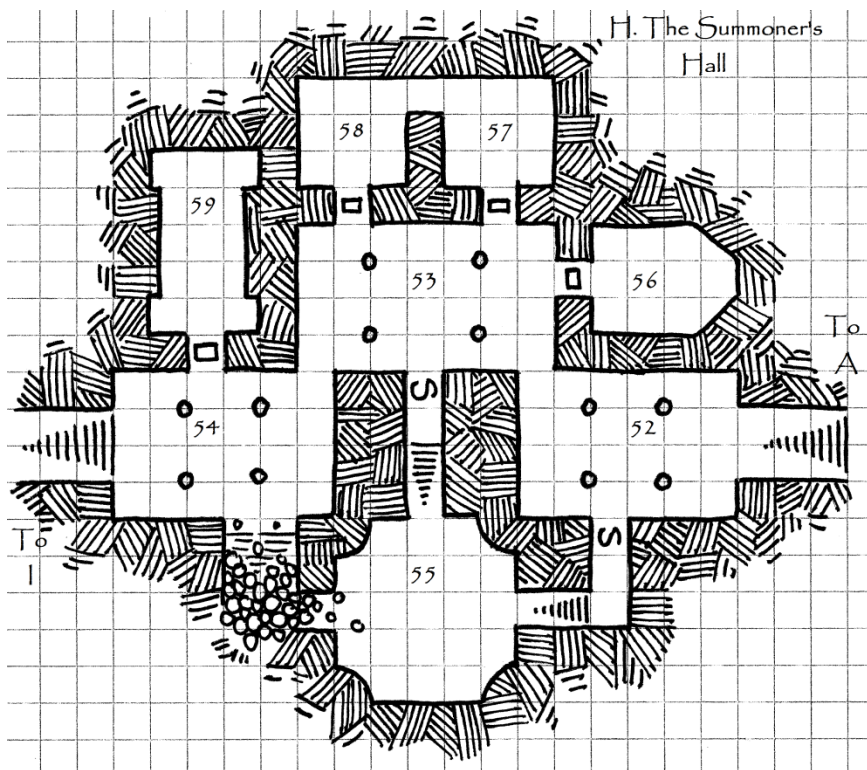
Along the western side of the natural cave is a dark altar built to the dragon. It actually gives the dragon's shade power, allowing it to regenerate 2 hp per round. The altar is AC 16, and can be destroyed if it suffers 15 hp or more damage.

At the bottom of the pool (10' deep) is the dragon's considerable treasure: 93 gp, 770 sp, 3 gems each worth 10 gp, and a *longbow* +2 that has been preserved by its magic.

The Dragon's Shade (1); CL 7

AC 15; HD 5d12 (hp 40); FEAT +9; Move 60'; 2 claws (+5/1d6) + 1 bite (+5/2d6)

Once every three rounds, will breathe a cloud of darkness (60' diameter) that forces all targets to roll a FEAT or lose 1d4 STR for 1d4 hours. Those reduced to STR 0 become **shadows**.



Background

The **high summoner** was an important goblin, charged with calling forth entities from the lower realms to serve the purposes of the goblins. He was slain during an assault on the Vaults, but his spirit remains, and he uses undead goblins to continue his work.

52. Entry Hall

Here the summoner met with outsiders who sought his help. It was once lavishly furnished, but now all is ruined, tattered, and covered in dust. There is nothing of value in this chamber, although a secret door (requiring a *sense* FEAT to find) leads into a deeper hall.

53. Primary Hall

This was once used to summon creatures from other realms, but now all is ruined. The various wards inscribed into the floor have been scratched and broken, and signs upon the walls have been marred. The entire area radiates slight magic, and any attempt to summon a creature here increases the effectiveness of the caster; any summoning or conjuration performed here is as if by a caster at +1 level.

54. Zombie Work Force (or you get what you pay for)

This area suffered a collapse of the southern stairs recently, and the summoner has tasked his **16 zombie minions** with clearing this hallway, chop chop. They are on it, 'trying' to clear it, not realizing that they are only blocking it again. They literally pick up rocks and throw them further down the stairs all day long, eventually getting back to the rocks they started with. They will welcome an opportunity to attack living creatures as a diversion. They have no treasure.

Zombies (16)

AC 11; HD 2d6 (hp 7 each); FEAT +6; Move 20'; claw (+2/1d6)

55. Summoning Hall

This is one of several halls used to summon forth creatures from the lower realms. At present, a summoning circle in the middle of the room holds what appears to be a small human girl. She is trapped in the circle, and is crying. She claims that she just wants to get out... in fact, this is a **succubus** that appears in human form. She wears a *ring of masking*, making it impossible to read her mind, to discern her alignment, or even to detect the evil radiating from her. She reads as 'neutral' to all efforts to discern her thoughts or motives. She is very manipulative, and seeks freedom above all else. She has been trapped in this circle for several decades, and cannot use any of her powers or abilities while so trapped. Any effort to harm her, or any effort to deface the circle, frees her immediately, and she assumes her normal form, attempting to gate a **hellhound** to help her with her first action.

Succubus (1)

AC 19; HD 6d6 (hp 22); FEAT +9; Move 40' (fly 90'); 2 claws (+6/1d4)

Can attempt to *charm* a male once/turn (at -4 if kissed).

Gates a **hellhound** on a successful FEAT; regenerates 2 hp/round.

Hellhound (1)

AC 15; HD 5d8 (hp 22); FEAT +9 (*sense* +15); Move 60'; 1 bite (+5/2d4) or breath

Breath weapon (30' jet of flame) has 10d6 per turn, max 5d6 per round.

56. Summoning Chamber

This is one of several halls used to summon forth creatures from the lower realms. At present, a summoning circle in the middle of the room holds what appears to be a large humanoid of fiendish appearance. This is a **bone fiend**. He appears in his normal form, and is quite willing to barter for freedom. He has been trapped for two decades, and is willing to give a magical weapon, his dagger *bloodtooth*, in exchange for release. He will keep his word, turning over the dagger and leaving immediately if given the opportunity. If attacked, he will attempt to gate a **hellhound** to fight for him, fleeing as soon as the hellhound arrives.

Bloodtooth is a *chaotic dagger +2* that deals a wound forcing a living target to roll a FEAT or bleed for 1 hp per round thereafter until magically healed. It communicates via empathy, has INT 11 and EGO 17, and its purpose is to slay living creatures. If it does not deal at least 20 hp of damage per day, it attempts to take over its wielder, driving him to murder to meet its thirst until the 20 hp of damage have been dealt.

Bone Fiend (1)

AC 20; HD 7d8 (hp 37); FEAT +9; Move 40'; bone hook (+7/2d6*)

Targets hit with hook must roll Feat or lose 1 STR for 1 turn.

Casts *cause fear*; *invisibility* at will; regenerates 2 hp/round.

Hellhound (1)

AC 15; HD 5d8 (hp 22); FEAT +9 (*sense* +15); Move 60'; 1 bite (+5/2d4) or breath

Breath weapon (30' jet of flame) has 10d6 per turn, max 5d6 per round.

57. Summoner's Study

The summoner keeps his workshop here, with several tables and dozens of scrolls scattered across them. He moves from table to table, babbling incoherently, lost in thought. Any effort to *sneak* is at +4 against him, since he is so distracted. He wears *boots of levitation*, and always moves around floating 3' over the ground, even though he doesn't know he's doing it.

Among the scrolls here, the summoner keeps nature magic scrolls of *summon ally II* and *poison cloud*, as well as faith magic scrolls of *augury*, *spiritual hammer*, and *locate object*. He has all of these spells prepared, and will use *spiritual hammer*, *poison cloud* and *summon ally II* (calling forth a **huge spider**) before entering melee combat with his claws.

The Summoner, a Wight (1)

AC 14; HD 6d6 (hp 28); FEAT +9; Move 40'; 2 claws (+6/1d6)

The wight can only be struck by magic or magical weapons.

He casts all spells as a caster 6.

Huge Spider (1)

AC 15; HD 4d8 (hp 16); FEAT +7; Move 40'; bite (+4/1d12*)

The bite forces a FEAT (at -2) or paralyzed for 1d4 turns.

58. Summoner's Chambers

The summoner has a house staff of **3 zombie goblins** that clean his room. They do that without fail, and will ignore a fellowship of heroes unless attacked, or unless someone attempts to touch the master's belongings... in a locked and trapped chest (poison needle as per page 16, dealing 3d6 poison damage on a failed FEAT) he keeps 210 sp.

Zombies (3)

AC 11; HD 2d6 (hp 7 each); FEAT +6; Move 20'; claw (+2/1d6)

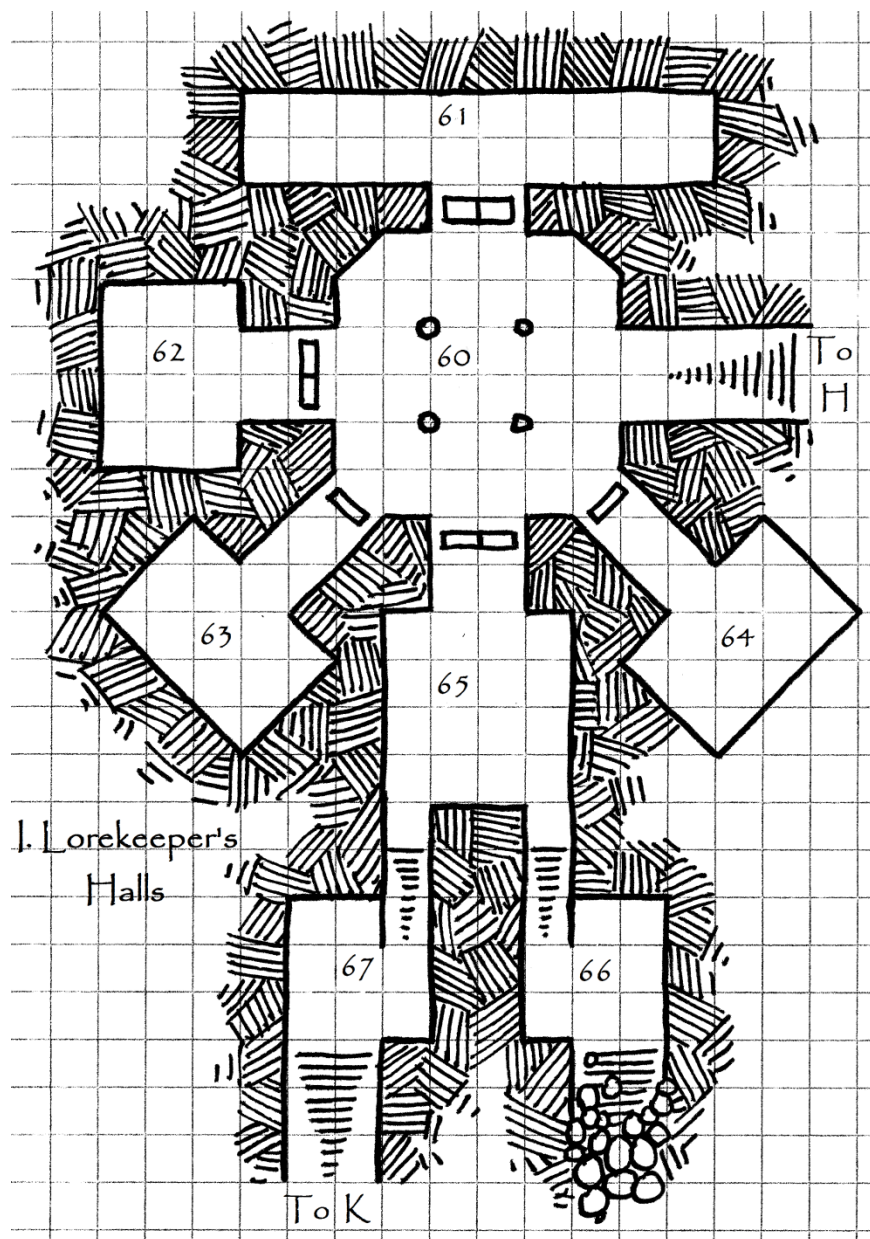
59. Owl Bear Laboratory

The summoner accidentally called forth **2 owl bears**, and had to trap them in a laboratory until he decided what to do with them... they have since destroyed the study, subsisting on giant insects that the summoner calls forth once per day for them to eat. They beat at the door constantly (it is barred from the outside, so is easy enough to open from this side), and will savagely attack any creature foolish enough to open the door. They once had several potions and magic scrolls in this room, but these have all since been destroyed in their trashing of the chamber.

Owl Bears (2)

AC 14; HD 5d8 (hp 27, 23); FEAT +8; Move 40'; 2 claws (+5/1d6) + bite (+5/1d8)

If both claws hit, hugs for 2d8 damage each round thereafter.



Background

The Lorekeeper was a goblin of some import, although few beyond the summoner, the chief, and the elder shamans saw his work as important. He kept the historical records of the goblins, maintaining texts of names, events, lineages and blood lines.

60. Great Hall

This hall is a testament to the power of the goblins. Carved images show goblins laying siege to great cities, marching across wastes, and engaged in violent battle with humans, elves and dwarves. At the center of the room, a skeleton of a man holding a book lies on the floor. This is a normal skeleton clutching a cookbook, but it is a form of bait that has been set by a nearly-emaciated **lair lurker** that is spread out on the floor at the middle of the hall; it will starve to death in a few days if it doesn't eat (its weakness is reflected in its low hp total). It will attempt to surprise a fellowship.

Lair Lurker (1)

AC 14; HD 10d10 (hp 24 of 65); FEAT +10; Move 10'; traps for 1d6 per round

A successful *sneak* FEAT allows attack at +12 total, trapping those within 10'

61. The Library

Here dozens of shelves hold hundreds of ancient scrolls, tomes, volumes and papers. These are horribly disorganized, and the entire room is nearly in ruins. Examining any document requires 1 turn and a DEX check (target 20) to handle, or it crumbles in the hands of the examiner. Each document has a 1 in 10 chance of being magical; it will be a random arcane or faith spell of spheres 1 through 3. (1d6 for type: 1-3 = arcane; 4-5 = faith; 6 = nature; roll 1d4 for sphere). These scrolls must be scribed or cast while in this room; any effort to take the scrolls out will inevitably destroy them. No more than 10 total spells will be found here. Throughout are histories, lineages, records and books of poetry all composed by goblins, all serving as pro-goblin propaganda.

62. The Lore Keeper's Chambers

The door to this room is locked. The Lore Keeper dwells here. His room appears to have been undisturbed for several decades; thick dust and cobwebs cover everything. Next to his bed rests a large, locked foot locker (standard lock, no trap). Within, he keeps 180 gp and a *shortbow +2 of elemental cold*.

This foot locker radiates both magic and evil if checked for. The foot locker serves as the lore keeper's coffin (he's small enough to fit inside), and here he will retreat if he is wounded, and if the foot locker is still intact. The foot locker can be destroyed by burning it or can be rendered inert by pouring a vial of holy water upon it.

63. The Hall of Oozes

6 large glass jars of various sizes (from about 3' wide to 10' wide) hold 6 different oozes, slimes or jellies. Jars are AC 10 and break when they suffer 5 hp damage. Each has a table nearby with several pages of notes, sketches and logs of the activities and reactions of each creature. The room also has a variety of tools for examining and testing the creatures.

While the oozes pose no danger while in their jars, the **gibbering moulder** continues to emit its gibbering of confusion; on a roll of 1 for confusion results (page 41 of the core rules), the confused character begins trying to smash glass jars holding oozes (roll randomly for which jar is attacked first). Oozes have treasure (visible through the glass) as noted. The oozes here include:

Black Pudding (1)

AC 13; HD 10d8 (47 hp); FEAT +12; Move 20'; 1 touch (+10/3d8)

Only harmed by fire; other attacks create 2 HD puddings.

Gelatinous Cube (1)

AC 11; HD 4d8 (hp 25); FEAT +8; Move 30'; 1 tendril (+4/2d4*)

Tendril paralyzes on a failed FEAT

Has a *jewel of water walking* and 3 jewels (value 12 gp each) inside.

Gibbering Moulder (1)

AC 18; HD 4d8 (hp 19); FEAT +8; Move 10'; 6 bites (+4/1 per round)

The gibbering forces targets within 60' to roll a FEAT or suffer *confusion*.

Gray Ooze (1)

AC 11; HD 3d8 (hp 16); FEAT +8; Move 10'; tendril (+3/2d8*)

Sticks to victim after first hit, dealing damage each round thereafter; dissolves most objects in one round.

Large Green Slime (1)

AC 10; HD 3d8 (hp 21); FEAT +8; Move 3'; 1 drip (+3/1d38*)

On a successful attack, slime sticks to victim, dealing damage each round.

Only fire will harm the slime, also damaging target; *cure malady* destroys it.

Ochre Jelly (1)

AC 11; HD 5d8 (hp 24); FEAT +9; Move 10'; 1 tendril (+5/2d6)

Only harmed by cold or fire; other attacks create smaller 2 HD jellies

Has a *crystal dagger +2 of elemental earth* stuck inside.

64. The Hall of Potions

This was once a hall wherein magical potions were stored. However, a group of **9 lightning imps** has recently been freed here, ravaging the place. They will turn and attack a fellowship. All that remains of the former potions are 2 *potions of extra healing*, 2 *potions of giant strength* (STR 15), and 2 *potions of speed*.

Lightning Imps (9)

AC 13; HD 3d4 (hp 9); FEAT +6; Move 20' (fly 60'); 2 claws (+3/1d4) or spell

Can cast *elemental spark* once per round, dealing 1d4+2 damage to 30'.

65. The Lore Keeper and the Sphinx

The **Lore Keeper**, a goblin vampire, is here, engaged in a heated discussion with a **sphinx**. The sphinx has been here for some time, kept in magical chains by the Lore Keeper, who keeps demanding knowledge from it. The Lore Keeper will react violently and harshly to interruptions, attacking if a warning to leave is not heeded. The sphinx has no interest in fighting, and is here against her will. The four chains binding it are magical, and require a magic weapon to break them. Each has AC 16 and 10 hp, and all four must be broken to free the sphinx.

If freed, the sphinx (a lawful female) will offer to cast any cleric spell of up to sphere 5 to benefit the fellowship that they desire, casting additional spells if they can answer her riddles. For each correct answer, she will cast one additional spell as desired. If the sphinx is freed, and after parlaying with the fellowship, it will flee to the southwest, escaping through the Minotaur Maze to return to its home.

Three Riddles for the Sphinx to Use:

1. The man who invented it doesn't want it; the man who bought it doesn't need it; the man who needs it doesn't know it (A coffin).
2. What belongs to you, but others use it far more than you do? (your name)
3. Why is it a crime for a man living in the north to be buried in the south? (because he's still alive)

The Lore Keeper, Goblin Vampire (1)

AC 17; HD 7d6 (hp 23); FEAT +11 (*sense* +13); Move 40' (fly 60');

2 claws (+5/2d6*); hit requires FEAT or lose 70 xp; regen 3 hp per round.

Sphinx, Lawful Female (1)

AC 19; HD 10d10 (hp 67); FEAT +11; Move 60' (fly 120');

2 claws (+10/2d6) + bite (+10/3d6)

Casting abilities as human cleric 10; roar (1x per turn) forces FEAT or flee.

66. Lost Entry to the Underdark

Here was once a passage to the underdark (an evil realm deep underground), and here the Lorekeeper met with creatures of terrible evil to barter in secrets and knowledge. Now, the chamber is ruined, the ceiling collapsed by servants of good who realized the existence of great evil beyond, cutting it off since it could not be driven out. Only about a half mile beyond (although 700' of this includes collapsed tunnel) is a city inhabited by powerful shadow elves. They are quite happy to be rid of contact with the goblins, and post only one guard at their end in case someone should re-open the passage, but otherwise ignore it entirely.

In the middle of the room, a **stone golem** still stands watch. It will prevent any creature from crossing the middle of the room. It will give a mechanical warning of "Only the Lorekeeper may pass" as anyone enters the room, but anyone attempting to get past it will get a stone fist to the face for his efforts.

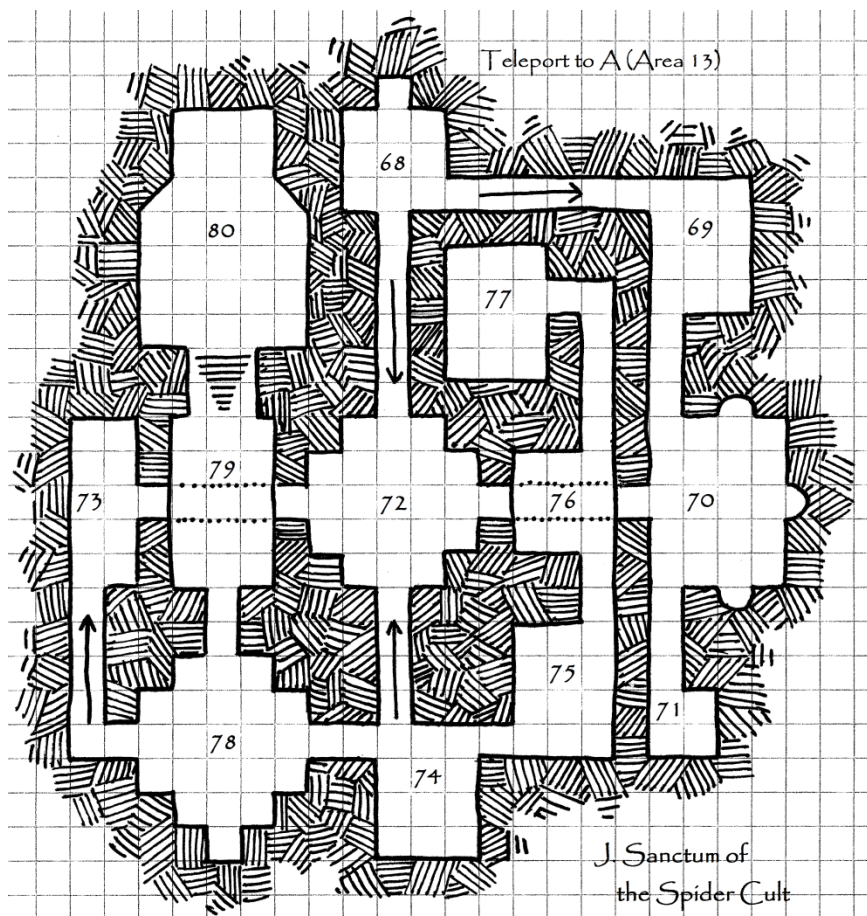
Stone Golem (1)

AC 18; HD 10d8 (45 hp); FEAT +11; Move 40'; 2 fists (+10/2d6)

Once per turn emits 30' wide cloud of gas forcing FEAT or *slowed* for 1 turn.

67. Entry to the Labyrinth

Here is a passage that leads into the Labyrinth. Before the Elemental Nexus (Node O) was constructed, the Lore Keeper had to travel through the Labyrinth to consult with creatures from other realms. The creation of the Elemental Nexus, which he was a key architect of, made this much easier. At one point, a stone golem stood in the middle of the room. All that remains of the golem is its legs (both broken at the knee) near the middle of the room, and large chunks of its body that are cast behind it.



Background

This hall is accessible only through the magical mirror that connects to area 13. It has been claimed by the arachling (area 80) and his minions. They are under the sway of the *harp of dominion* (see page 54).

68. Arrival

Those arriving here (via the mirror) must roll a FEAT the first time, or be stunned for 1d4 rounds as they recover from the sensation of traveling through the mirror. This area is empty.

69. Cultist Entry/Guard Chamber

3 charmed spider cultists stand guard here. They are fiercely loyal to the arachling, and are frustrated with the other cultists who don't 'get it'.

Spider Cultists (3)

AC 10; HD 1d6 (hp 3 each); FEAT +4; Move 30'; dagger (+1/1d4)

70. Temple of the Cultists

The cultists stay here. There are 12 sets of bunk beds, and the room shows signs of revelry and drunkenness; bottles and empty kegs, dirty cups, and pieces of old meals litter the chamber. Only **5 spider cultists** are here now, and they whisper in fear; they have not yet been charmed by the harp. They do not want to attract the attention of the spiders in area 72.

Spider Cultists (5)

AC 10; HD 1d6 (hp 3 each); FEAT +4; Move 30'; dagger (+1/1d4)

71. Cultist Storage

The cultists have used this area to store supplies. Many common goods are kept here, but nothing valued at better than 10 sp.

72. Crossway and Guard Post

2 large spiders stand guard here. They are particularly mean-spirited.

Large Spiders (2)

AC 14; HD 3d6 (hp 11 each); FEAT +7; Move 40'; bite (+4/1d10*)

The bite forces a FEAT or paralyzed for 1d4 turns.

73. Slaves

3 human slaves (spider cultists) await transformation into ettercaps. They are thralls of the harp, and hang here (chained to the walls) in misery, crying out to hear the harp 'one more time'. They will gladly submit to the process that transforms them to ettercaps as long as they are promised another chance to hear the harp. They will savagely attack anyone who frees them, seeking only the harp and its presence.

Spider Cultists (3)

AC 10; HD 1d6 (hp 3 each); FEAT +4; Move 30'; dagger (+1/1d4)

74. Worship Hall

Paintings to the spider queen adorn this chamber. It is otherwise empty.

75. Rat Cages

A dozen large wooden cages hold **76 dire rats** between them. These are the primary food for the spiders and the ettercaps. The rats would love to get out, and squeal loudly at all times. They are just as likely to attack as they are to flee if freed. The spiders are accustomed to their squealing, and ignore it.

Dire Rats (76)

AC 12; HD 1d4 (hp 1 each); FEAT +4; Move 20'; attack (+0/1d3*)

Bite forces a FEAT or sick for 1d6 days, taking -1 to CON.

76. Guard Chamber

2 large spiders keep watch here, charged with making sure the neo-ettercaps from 77 do not try to escape. They are bored, and one of them will be sleeping unless previously awakened.

Large Spiders (2)

AC 14; HD 3d6 (hp 11 each); FEAT +7; Move 40'; bite (+4/1d10*)

The bite forces a FEAT or paralyzed for 1d4 turns.

77. Lair of the Neo-Ettercaps

3 recently-changed **neo-ettercaps** dwell here among spider webs, feasting on dead rats and alternately writhing in pain as they change. They are sufficiently changed to attack non-spiders, although they are not full ettercaps yet. They have no treasure, unless you count rat carcasses as valuables.

Neo-Ettercaps (3)

AC 13; HD 3d6 (hp 10 each); FEAT +7; Move 30'; bite (+3/1d4) + 2 claws (+3/1d4)

Bite forces targets to roll FEAT (at +2) or suffer +1d6 poison damage

78. Transformation Chamber

Here, the spiders transform humans into ettercaps. Several stone tables with straps, fragments of parchment with dark rituals, and various ointments and salves fill the chamber. **2 large spiders** prepare a table for the next victim.

Large Spiders (2)

AC 14; HD 3d6 (hp 11 each); FEAT +7; Move 40'; bite (+4/1d10*)

The bite forces a FEAT or paralyzed for 1d4 turns.

79. The Egg Chamber

This hall is filled with webs that crisscross the chamber, supporting hundreds of eggs that pulse with life. The entire chamber emits an eerie green glow. Two ettercaps have been charged with protecting and nurturing the eggs, and these creatures move about the chamber, checking on the eggs and making sure they are wrapped tightly in webbing. They will seek to protect the eggs rather than warning the arachling to the north.

Ettercaps (2)

AC 13; HD 5d6 (hp 17 each); FEAT +7; Move 30'; bite (+5/1d6) + 2 claws (+5/1d4)

Bite forces targets to roll FEAT or suffer +1d8 poison damage

80. The Singing Spider's Lair

This large temple to the spider queen serves as the sanctuary of the "singing spider" and its adherents. They hang in an intricate series of webs strung up in hammocks around the chamber. The 'singing spider' is an **arachling** that has come into possession *the harp of dominion*. He has used this harp to bring the leadership of Fort Morovar under the harp's authority. He, too, is a thrall of the harp, spending all of his time admiring the harp and gently strumming it while spiders attend him. While the harp is, far and away, his greatest treasure, he also keeps a pair of locked chests. They are both trapped with poison needles (see page 16) that deal 3d6 poison damage on a failed FEAT to resist. Inside the first is a velvet cloth holding 12 gems each worth 10 gp and his scrolls of *arcane dart*, *web* and *hold person*. Inside the second is 600 sp, a *potion of fire resistance* and 12 *crossbow bolts* +2. He also wears a *ring of protection* +2 (hence his improved AC). His first action will be to attempt to *charm* a member of the fellowship to fight on his behalf; if he is slain, any charmed member of the fellowship will seek the harp for his or her own (see notes on the harp on the next page).

Arachling (1)

AC 18; HD 6d8 (hp 33); FEAT +11; Move 60'; spear (+6/1d8) or spell

In addition to the powers of the harp, he knows *arcane dart*, *web* and *hold person*.

Large Spiders (3)

AC 14; HD 3d6 (hp 11 each); FEAT +7; Move 40'; bite (+4/1d10*)

The bite forces a FEAT or paralyzed for 1d4 turns.

The Harp of Dominion

The *Harp of Dominion* is a relic of great power and danger, crafted by Lilandara the Succubus Queen. Once per turn, it may be strummed to cast a mighty *charm* that forces one living target within 30' to roll a FEAT at -4 or be charmed by the bearer of the harp for life. Only the bearer can remove the charm, and only by playing the exact sequence of notes that first charmed the listener. If the bearer of the harp is slain, all former victims of its charm will seek the harp with almost manic purpose, and the next possessor assumes control of all previous thralls to the harp's charm, but no knowledge of the specific sequence of notes needed to release them.

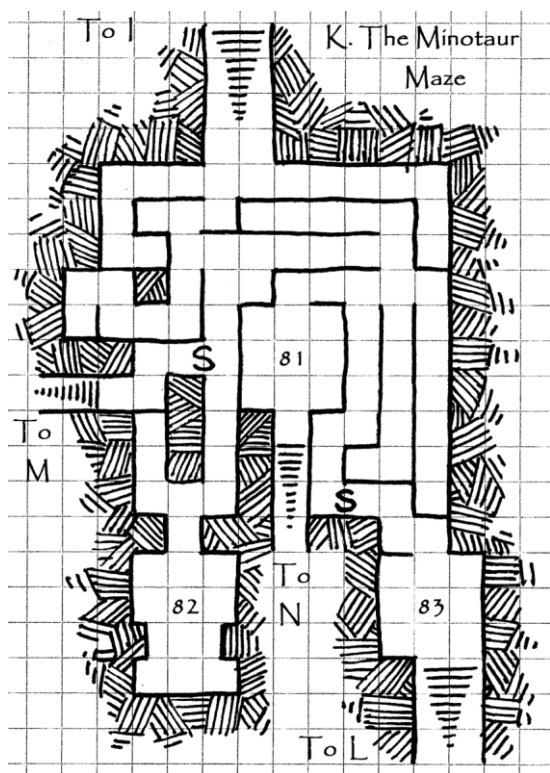
The Harp is an intelligent object (INT 13) of chaos with EGO 24. It speaks in soft whispers that only its bearer can hear, but which will eventually drive its bearer mad. Its sole purpose is to enslave mortal creatures.

Each time the harp is used, the bearer must make a WIS check against its EGO or be forever enslaved to the power and will of the harp. If the harp goes 24 hours without enslaving someone, it will use its EGO to try to compel its bearer to use it against a mortal creature.

A *remove curse* or *dispel evil* spell will allow a victim of the harp's power to roll another FEAT (at -4) to fight off the charm, but only if cast by a caster of level 10 or better, and this effort may only be made once per year.

Only destroying the harp will free its thralls forever. While there are a few methods by which this could be accomplished (crushing it against the Gates of either Valhalla or Pandemonium, breaking it in the maw of the skeleton of Cinnabryl the Dragon King at the bottom of Lake Dragonspear), the easiest would be to burn it in the mighty Goblin Forge in area 153. The goblins have recorded lore about this harp in areas 39, 57 and 61, and there is a small chance (-4 on an INT check) that a character may have heard rumors of this elsewhere.

Destroying the *harp of dominion* and freeing the leaders of Fort Morovar from its hold can become a major sub-plot driving the exploration of this dungeon, if you so choose. Destroying the harp is worth 5,000 xp.



Background

Here the goblins forged their first access points into other realms, building alliances with minotaurs to construct conduits linked to their Abyssal Labyrinth (Node M). This maze still links the Labyrinth to lower passages. In addition to the three minotaurs who dwell within, a terrible **black pudding** wanders this maze.

Roll 1d10 once per turn for its appearance; the fellowship crosses its path on a roll of 1.

Black Pudding (1)

AC 13; HD 10d8 (hp 55); FEAT +12; Move 20'; 1 touch (+10/3d8)

Only harmed by fire; other attacks create 2 HD puddings

81. First Minotaur

A **minotaur** clad in *scale mail* +2 stands guard at the top of the stairs. He attacks with a *battle axe* +1. He attacks all creatures in melee range of his axe each round, due to his *sundering* talent.

First Minotaur (1)

AC 20; HD 7d8 (hp 47); FEAT +9; Move 40'; axe (+8/1d8+3) + gore (+7/1d6)



82. Second Minotaur

A **minotaur** clad in *chainmail* +3 stands guard at the top of the stairs. He attacks with a *greatsword* +1. He attacks twice per round, due to the *quick strike* talent.

Second Minotaur (1)

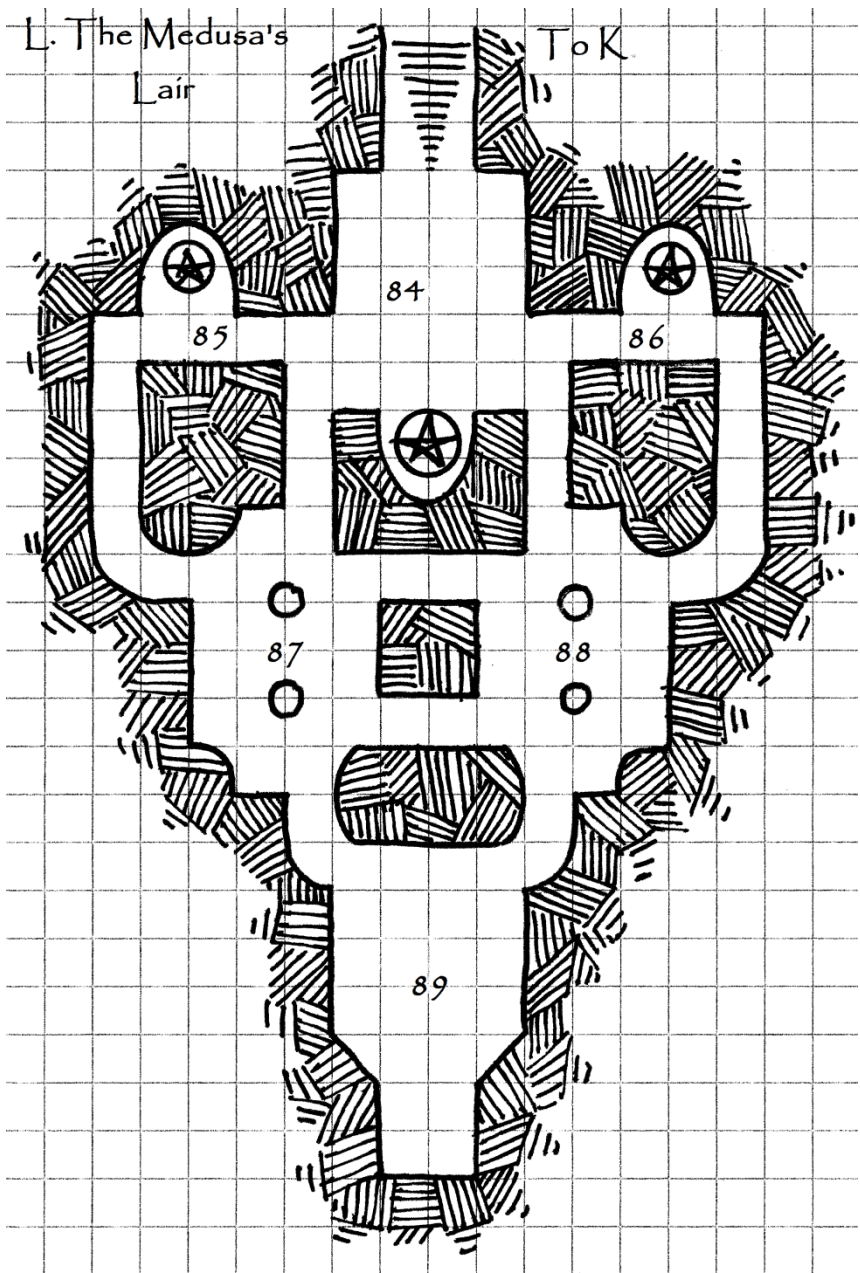
AC 20; HD 7d8 (hp 40); FEAT +9; Move 40'; sword x2 (+8/1d10+3)
+ gore (+7/1d6)

83. Third Minotaur

A **minotaur** clad in plate mail +1 stands guard here. He attacks with 2 *short swords* +2, which he attacks with each round due to the *two weapons* talent.

Third Minotaur (1)

AC 20; HD 7d8 (hp 44); FEAT +9; Move 40'; 2 swords (+9/1d6+4) + gore (+7/1d6)



Background

A group of medusa sisters dwells here, paying homage to their powerful master, a cruel hag that has made them her vassals. They hate each other, all living things, and their vile mistress. They only seek to overthrow each other and take the hag's place. The fellowship may have several problems here, but facing a group of disciplined foes that work together isn't going to be one of them.

84. First Medusa

A **medusa** is here, cleaning a 20' tall statue of a monstrous woman. She will pretend not to notice anyone entering the room, and will wait for her **gargoyle** pet (who sits on a perch above the entry) to fall upon a fellowship of heroes before she turns around and attempts to petrify them. She has no treasure.

Gargoyle (1)

AC 14; HD 4d6 (hp 15); FEAT +8; Move 30' (fly 50');
2 claws (+4/1d3) + bite (+4/1d6) + horn (+4/1d4)

Medusa (1)

AC 11; HD 4d6 (hp 14); FEAT +8; Move 40'; bite (+4/1d6) or bow (+4/1d6*)
Look forces FEAT or petrified; poisoned arrows force FEAT (at +2) or die.

85. Second Medusa

Likely alerted by sounds of commotion from area 84, the second **medusa** will be hiding around the western corner. Her **gargoyle** stands as a statue in the small alcove to the north, attempting to appear as a normal statue. The medusa carries 56 sp in a satchel with her arrows, along with a magical *arrow of giant slaying* (it will kill any one giant it strikes who fails its FEAT).

Gargoyle (1)

AC 14; HD 4d6 (hp 18); FEAT +8; Move 30' (fly 50');
2 claws (+4/1d3) + bite (+4/1d6) + horn (+4/1d4)

Medusa (1)

AC 11; HD 4d6 (hp 17); FEAT +8; Move 40'; bite (+4/1d6) or bow (+4/1d6*)
Look forces FEAT or petrified; poisoned arrows force FEAT (at +2) or die.

86. Broken Statue

This was once a gargoyle, but it has been destroyed. It appears as if some effort was made to put the gargoyle back together (metal wire ties pieces of it atop the broken legs and waist), but this effort was eventually abandoned.

87. Basilisk's Lair

A **basilisk**, the pet of the hag, roams this chamber among piles of straw, dung and broken statues. It avoids the medusa sisters, and they avoid it. It wanders amid seven statues, all of which have been sufficiently broken that they cannot be restored to life. If the basilisk is slain, the creatures crumble to skeletons and withered corpses, but their valuables can be recovered. All told, the creatures here carried 320 sp, 800 cp, and 40 *sling bullets* +2.

Basilisk (1)

AC 15; HD 6d8 (hp 48); FEAT +9; Move 40'; 1 bite (+6/2d6) or gaze

Those within 30' meeting the gaze must roll a FEAT or be petrified.

88. Hall of Statues

The **third medusa** sister dwells here, amid dozens of broken statues. These were turned to stone long ago by the mother of these three, a more powerful medusa who still lives, albeit in another realm. These statues cannot be recovered during this adventure (although the fellowship is free to make a plan to track that creature down and try to save some of these statues... and the GM is free to plant a statue here of a character they would have an interest in saving). The statues are arranged in such a way that the medusa has *sneak* +12 in this chamber, and +2 to AC against missile weapons due to the excellent cover she is able to take behind and amid statues. Members of the fellowship take only +1 to cover, since they are not as familiar with the layout of the room and organization of statues. She carries a satchel containing 37 gp and fights with a *longbow* +1.

Medusa (1)

AC 11; HD 4d6 (hp 21); FEAT +8; Move 40'; bite (+4/1d6) or bow (+5/1d8+1*)

Look forces FEAT or petrified; poisoned arrows force FEAT (at +2) or die.

89. The Hag's Hall

Jacinth the Hag sits at a long table here, shuffling cards. She has grown bored with reality, with her role as ruler over the medusa, and with constant assaults upon her power. She will gladly parlay with a fellowship of mortals, and would rather play games with them instead of battling to the death. She will do the latter if hard pressed, but seeks entertainment of a non-violent sort if only for a change of pace. She possesses a **deck of fate**, and will allow characters to draw cards from it if they cut themselves with her ceremonial blade (a *chaotic dagger* +1), placing one drop of blood into a bowl she keeps nearby. A character doing so gives up 1 hp permanently, but may then draw from the *deck of fate*.

Jacinth, The Hag (1)

AC 16; HD 10d6 (hp 39); FEAT +11; Move 30' 2 claws (+10/2d4) + spells

Caster 10 (favored spells *hold person, lightning bolt, mass cause wounds*)

Deck of Fate

This powerful magic item grants either a boon or bane upon the drawer of a card. You can either roll randomly, or sort standard playing cards (as listed) for the results of the draw. No matter what, no character may draw from a *deck of fate* more than once per year.

A creature taking possession of a *deck of fate* must reckon with its great power. It wants nothing more than to gamble on the lives of mortals. A chaotic relic of great intellect (INT 15) and strong will (EGO 25), it will attempt once per day to take control of its possessor, driving that creature to do nothing but offer the deck to others, demanding blood sacrifices and becoming its slave entirely (and likely a non-player character controlled by the GM).

Deck of Fate Results (roll 1 d 12 or select a card)

Roll	Card	Effect
1	Jack of Hearts	Take permanent +1 to CON
2	Queen of Hearts	Take permanent +3 to hit points
3	King of Hearts	Take permanent +1 to FEAT rating
4	Jack of Diamonds	Take permanent +1 to CHA
5	Queen of Diamonds	Take permanent +1 to WIS
6	King of Diamonds	Move to XP midpoint of next level
7	Jack of Spades	Take permanent -1 to CON
8	Queen of Spades	Take permanent -2 to hit points (beyond previous payment to use the deck)
9	King of Spades	Take permanent -1 to FEAT rating
10	Jack of Clubs	Take permanent -1 to CHA
11	Queen of Clubs	Take permanent -1 to WIS
12	King of Clubs	Drop to XP midpoint of previous level

Background

An inter-planar network of passages that undergirds all of creation, much of the Abyssal Labyrinth survived the Great Reckoning, and still serves to connect various fragments of reality, both within and beyond this realm. The Labyrinth is a series of inter-connected minor nodes, each represented by one of six geomorphs (see page 63). When crossing into the Labyrinth from K (the Minotaur Maze), characters step into one of the six geomorphs on page 63 (roll 1d6 for which geomorph, and roll 1d8 for which entry point, starting from the 'western' entry on the 'north' side) they cross into. That entry point always becomes the direction from which the fellowship arrived; if they exited the previous geomorph on the 'east' side, they enter the new geomorph on the 'west' side, even if the result was 'south' on the next geomorph. Turn the map sideways as needed to represent the new direction.

You can always go back from the geomorph you are in to the previous one, retracing your steps backwards as far as needed. However, if you exit the labyrinth into any other realm of existence, the labyrinth 're-shuffles' for your encounter with it, making return to your original entry point virtually impossible. Minotaurs know their way through the labyrinth intuitively, and can always travel to their desired destination, which always requires travel through 2d6 of the geomorphs.

When exiting a geomorph, roll for the nature of the next area encountered:

Exiting a Geomorph (roll 1d10)

Roll	Area Entered
1-6	One of the geomorphs on page 62.
7	Exit into a geomorph of your own creation (10 squares by 10 squares, with entry points at squares 3 and 8 on each side)
8	Exit into another point in this realm
9	Exit into another realm of existence
10	Exit into Synod, the Minotaur City at the center of all things.

Note: These geomorphs are based on a design popularized by Dyson Logos. If you do a web search for geomorphs, you will find hundreds of designs that others have created, and you can substitute these in place of the ones in these rules, as needed. An encounter with the labyrinth can, and should, be an incredibly expansive, confusing, and disorienting experience.

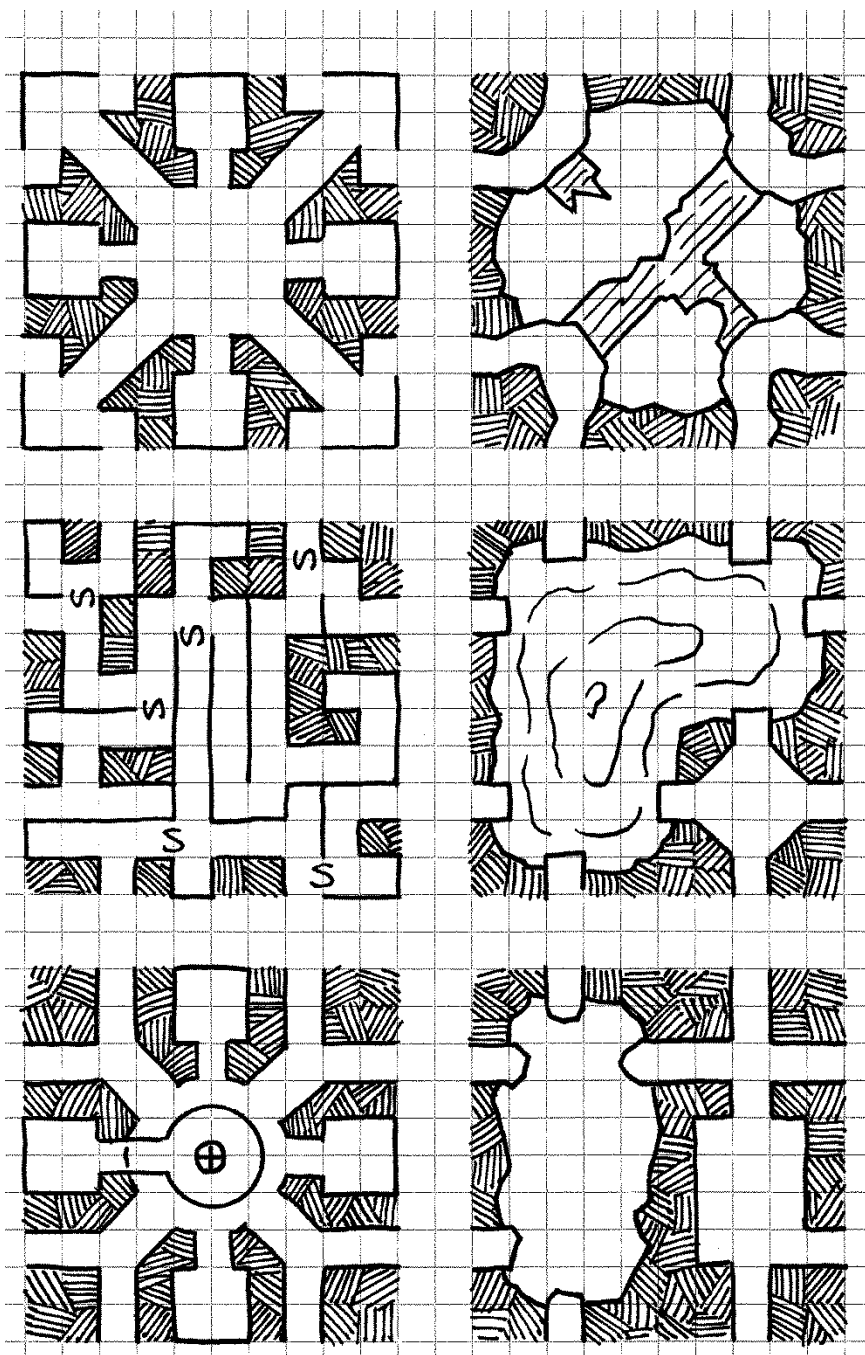
90. Challenges of the Labyrinth

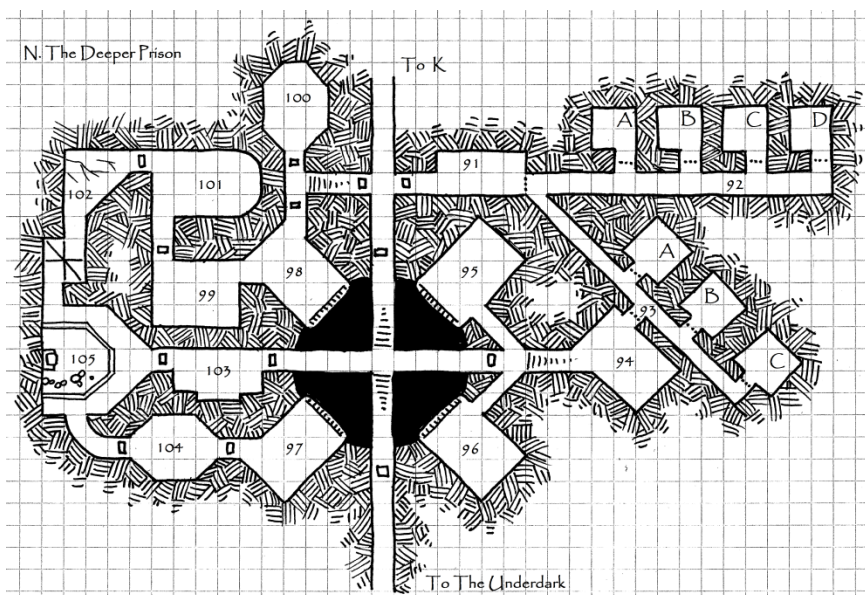
Each of the geomorphs presents a different challenge. Every time the fellowship encounters the 'same' map, it will be different; its orientation will likely change (what was 'north' is now 'west') as will its general properties (what was a hall of ice is now a place of infernal energies carved from brimstone) and inhabitants (no longer flame salamanders, but a cruel tribe of brutal gargoyles).

For example, the pool in geomorph 4 could represent a pool of acid the first time the fellowship enters that area; however, when they enter this area 'again' later on (randomly finding it, probably from a different access point, traveling in a different direction), this is now a pool of flame... or a pool of green slime... or a pool of liquid crystal. The nature and inhabitants of the geomorph will change, even though the basic map remains the same.

A Geomorph's Nature (roll 1d12)

Roll	Nature and Inhabitants
1	A link to infernal realms, inhabited by fiends
2	A place of elemental cold, inhabited by frost elementals
3	A place of elemental earth, inhabited by earth elementals
4	A place of elemental flame, inhabited by fire elementals
5	A place of elemental ice, inhabited by ice elementals
6	A place of elemental lightning, inhabited by storm-touched creatures
7	An aquatic place, claimed by an aboleth and his troglodyte servitors
8	Inhabited and guarded by 2d6 minotaurs
9	Many webs cut through natural caves; inhabited by spiders and ettercaps
10	The lair of a hag and her harpy minions
11	The lair of a mad dragon
12	Tombs of fallen souls, inhabited by ghouls and wights





Background

Here the goblins bartered with creatures of the underdark, trading in slaves, chaotic magical devices, and other dark things. They maintained prisons for their most powerful foes (who they had deemed to let live for some reason, likely more torture). The great pit at the center of the node is a seemingly bottomless abyss leading into a nether realm near the lost throne of Bael himself. The hall has been, until very recently, protected by forces of law to keep evil from returning from below; the members of the fellowship are free to leap into the pit if they so desire, and they're sure to find plenty of adventure at the bottom. They just may have a hard time getting back.

Now, this area is being used by several fiends of some power as a staging area for an assault on the Pit of Despair, in an effort to destroy Lilandara, who they hate. The four archons who once stood guard over the pit have been nearly destroyed, and evil is about to claim a major victory here, unless...

91. Guard Chamber

This was once a guard chamber, but now is in ruins, having been ransacked by previous visitors. The portcullis to the east is broken, requiring a STR check (at -4) to force open.

92. Prison Hallway

Prisoners were once kept here. The prison marked (B) is the pen of a **ghost** of a fallen human thief who attempted to steal from the goblins. He is clearly a ghost, and can freely move through the bars; he is unaware of this, and will remain unaware unless the fellowship tells him. Then, he becomes instantly violent and aggressive, attempting to possess a member of the fellowship, immediately seeking to slay the horned fiend Balrak who runs this prison (area 101). The ghost has no treasure.

Ghost (1)

AC 19; HD 10d6 (hp 33); FEAT +11; Move 30'; 1 touch (+10/2d4*)

Touch ages 10-40 years on failed FEAT

may possess target within 60' unless target makes FEAT

93. Prison Hallway

Prisoners were once kept here. Only one of the cells (cell C) is currently occupied, holding an imprisoned succubus of especially nasty temperament. She has been unwilling to cooperate with her captors, and is fiercely loyal to Lilandara, seeking to free her from the prisons below (Node U). Cells A and B once held succubi, but only their bloody carcasses remain. She wears a collar that makes it impossible for her to *gate* in allies. Only Balrak can remove it.

Succubus (1)

AC 19; HD 6d6 (hp 21); FEAT +9; Move 40' (fly 90'); 2 claws (+6/1d4)

Regenerates 2 hp per round

94. Guard Chamber

4 gargoyles stand watch here. They are tasked with making sure the succubus (area 93 C) does not escape.

Gargoyles (4)

AC 14; HD 4d6 (hp 14 each); FEAT +8; Move 30' (fly 50');

2 claws (+4/1d3) + bite (+4/1d6) + horn (+4/1d4)

95. The First Archon

At one point, an archon stood watch over the terrible pit that leads into the abyss. Now, that archon is dead, its bloody remains smeared across this chamber, its great sword broken in many pieces. A horrid fight happened here. 31 dead goblins are here.

96. The Second Archon

A scene of a lost battle appears much like area 95. 14 dead goblins are here.

97. The Third Archon

A fight happened here, but there is no sign of either archon or its sword (it is now in area 105). 22 dead goblins litter the hall.

98. The Fourth Archon

A dead archon is here (as in area 95), although its sword is conspicuously absent. **35 goblins** are here, ripping the archon apart. They may react to a fellowship at any of the other balconies, and will mobilize to attack.

Goblins (35)

AC 13; HD 1d6 (hp 3 each); FEAT +4; Move 20'; sword/bow (+1/1d6)

99. Chained Werebear

A werebear named Marmaduke is chained here. He is the plaything of the gargoyles and goblins, and Balrak allows them to come here to torment it for their amusement. Though prone to fits of violence and rage, Marmaduke will work with a fellowship (possibly joining for a time) as long as they make vengeance upon Balrak their utmost priority. His chains are AC 18 and each can sustain 10 hp before breaking. 4 chains bind him. He currently has 3 hp of his 29 total.

Werebear (1)

AC 16; HD 6D8 (29 hp); FEAT +9; Move 60'; 2 claws (+6/2d4) + bite (+6/2d8)

100. Balrak's Vault

Balarak keeps his treasure here in three heavy chests carved from brimstone. He has chained an invisible 6-headed hydra here to protect his valuables; the hydra will allow only Balrak to enter, and will immediately attack all other creatures. A *sense* FEAT (at -4) is required to notice the hydra, which is sitting in the middle of the room, unmoving. As soon as it strikes, it will become visible. All three chests are locked and trapped (-2 to rolls to find and to disarm) that deals 4d6 unholy damage (roll a FEAT for half) to anyone setting the trap off.

- The first chest contains 180 gp and 210 sp
- The second chest contains 630 sp
- The third chest contains an *amulet of telepathy*, *gauntlets of ogre power*, a *ring of spell storing*. Balrak wears all three when he prepares for combat, but he isn't expecting combat today... he might have been wrong about that.

Hydra (1)

AC 14; HD 6d10 (hp 60); FEAT +8; Move 40'; 6 bites (+6/1d10)

For every 10 hp suffered, one head ceases attacking.

101. Balrak's Lair

The horned fiend **Balrak** dwells here along with **4 gargoyles**. He is making plans to destroy the final archon (area 105). He plans to make an assault on Node U, slaying the succubus queen and claiming her power for his own. He has a number of plans written in an ancient, fiendish script that is nearly impossible to decipher (-6 on INT checks to read it); these reveal what happens if someone slays the succubus queen (see page 99).

Balrak the Horned Fiend (1)

AC 21; HD 8d8 (hp 50); FEAT +10; Move 30' (fly 60');

2 claws (+6/1d4) + bite (+6/1d6) + tail (+6/1d4) or flail (+6/2d6*)

The flail forces a FEAT or target suffers 1 hp of damage per turn until healed
ESP, cause fear at will; gates a hellhound on a successful FEAT

He regenerates 2 hp per round

Gargoyles (4)

AC 14; HD 4d6 (hp 14 each); FEAT +8; Move 30' (fly 50');

2 claws (+4/1d3) + bite (+4/1d6) + horn (+4/1d4)

Hellhound (1)

AC 15; HD 5d8 (hp 20); FEAT +9 (*sense* +15); Move 60'; bite (+5/2d4) or breath

Breath weapon (30' x 5') deals up to 10d6 per turn, up to 5d6 per round

102. Wounded Hellhounds

Two hellhounds are here, licking their wounds from a recent battle with the archon (area 105). They are at 8 hp and 11 hp, respectively.

Hellhounds (2)

AC 15; HD 5d8 (hp 22); FEAT +9 (*sense* +15); Move 60'; bite (+5/2d4) or breath

Breath weapon (30' x 5') deals up to 10d6 per turn, up to 5d6 per round

103. Gravity Trap

The room appears empty, except for the 30' ceiling that is covered in spikes. Among the spikes are many bones and fragments of armor and weapons. The entire room has gravity reversed, causing objects entering the room to 'fall' against the ceiling, suffering 4d6 damage. *Dispel magic* will end this effect for 1 turn, but nothing else will affect the gravity. Any creature 'falling' to the ceiling will be attacked by the skeleton of a huge snake that waits amid the other bones. From the broken and rusted objects, the fellowship could recover 7 arrows +2 and 14 gp. The fiends have learned to avoid this trapped chamber.

Skeletal Snake

AC 15; HD 5d8 (hp 30); FEAT +8; Move 40'; bite (+5/1d10)

104. Berserker Trap

The skeletons of several fallen adventurers from long ago lay in various states throughout the room. Their skulls are crushed, many bones broken, and they died from what appear to be very violent strikes. The room may be entered from other side, but when the opposite door is touched, both doors arcane lock (at caster level 12), and the room fills with a thick gas. The gas forces all creatures to roll a FEAT or fall into a berserk frenzy for 1 turn. The character(s) suffering from this frenzy immediately attack the nearest creature with a melee attack, moving to the next creature once the first target falls; even casters will draw melee weapons and attack instead of using spells. This frenzy lasts for 1 turn, after which time all doors open, and the trap re-sets (it will activate again in one hour). Amid the bones are 70 gp, 2 *potions of healing* and a *cloak of fire resistance*.

105. Archon's Last Stand

The **final archon** of the four who once guarded this hall has retreated to this chamber, surrounding itself with as much warding magic as it can muster. It wields both its own sword and that of its fallen brother. It has knocked over a great stone tablet over the top of a staircase leading down to area 106, warding that with holy magic as well.

It will fight to the death against a group or force composed entirely of chaotic creatures, will parlay with neutral creatures, but will earnestly seek conversation with lawful creatures. If a lawful human fighter (or even better, a paladin) is present, it will offer to bequeath the sword of its fallen brother, a *holy avenger*, to that character. It will ask that the character slay all evil below that it can, most especially Lilandara the succubus queen. If she falls, her adherents will no longer invade these Vaults or seek her freedom, and maybe the dark secrets of this place can fall back into obscurity.

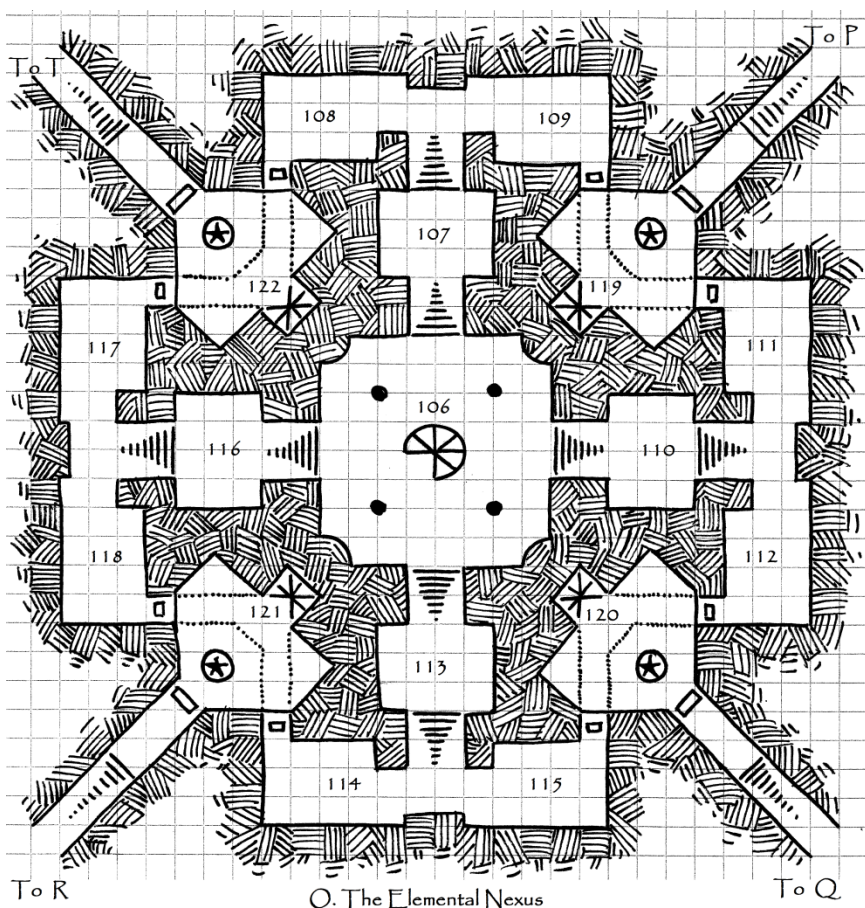
Moving the great platform requires a combined STR of 30. The archon itself has STR 13, so an additional STR 17 from the fellowship is required to move the stone and reveal the stairs down.

No matter what, the archon will remain here until destroyed, determined to prevent any more evil from traveling below.

Archon (1)

AC 20; HD 12d6 (hp 60); FEAT +12; Move 40' (fly 120'); sword (+10/2d8) or spell Casting as human cleric 10; can only be struck by magic/magic weapons

A *holy avenger* is a greatsword +3. It may only be wielded by a lawful human fighter. It may cast both *light* and *aura of warding* 3x per day. In the hands of a human paladin, it also deals automatic critical damage on a successful attack roll against undead and fiends; a roll that would normally critical deals x3 damage.



Background

Here the goblins discovered the primal node, a conduit into all realms, constructing the Elemental Nexus around it. The Elemental Nexus exists outside of time. This crossway of creation was forged to bridge conduits into a number of realms of existence. Many pocket realms have been linked here (through magical paintings) while four larger realms of full elemental power exist as side passageways off of this main thoroughfare.

Time does not pass here, not that this matters much to the immortal creatures that routinely cross through this node. While in the node, creatures do not need to eat, drink or sleep.

The Paintings

A series of paintings provides conduits into small pocket realms, fragments of creation that have been preserved after the Great Reckoning. A special creature, the painter, has been gifted with the vision to see these realms and to make paintings that open conduits to them. He infuses these paintings with his own blood, bringing the regions he paints to life.

The painter (area 120) works on creating and maintaining the paintings that provide conduits to other pocket realms. Most of the paintings have been ripped, requiring healing magic to reopen the conduit. Any healing magic will work (even pouring a *potion of healing* on the tear in the painting). As soon as the hp total required has been reached, the painting comes to life and the portal to another land opens. Any tear in the painting (AC 10) causes it to become inert, breaking the connection between realms until magically healed.

Only magical bladed weapons may harm a painting; the paintings are immune to all other spells and weapons. A painting will sustain up to 99 hp of damage before being destroyed. The painter will become aware of a destroyed painting in 1d6 days, and put re-painting it on his list of things to do...

106. The Grand Bazaar

Creatures arrive here from the circular staircase leading down from area 105. This huge hall (with 60' ceilings) has been turned into an incredible bazaar of the bizarre. Dozens of vendors (including fiends, undead, djinni, efreeti, a cloud giant, a hag and a pair of enterprising ogre mage brothers) buy, sell and trade almost any conceivable item, all day, every day.

Six stone circles are spread throughout the market, and creatures routinely teleport in and out of the market via these platforms. Characters could attempt to eavesdrop to hear the command words to activate the platforms, but these may lead into hostile realms, and may be better avoided...

Almost anything a character could want might be for sale here. If a character is looking for a specific item, have the player roll a FEAT (target 15 + the level of the item) to see if he can find it for sale at one of the dozens of vendors. In general, a magical device has a cost of about 10 gold x the xp value of its level (from page 116 of the core rules). For example, a level 6 magic item (xp value 50) would cost an average of 500 gp at this market, whereas a level 12 item (if it could be found) would cost an average of 3,000 gp at this market.

Any creature who attempts to do harm to or steal from another, to use magic against another, or to subvert another in any way (even using such talents as *pilfer* or *bardic voice*) while within the market proper (all of area 106) is instantly struck with a bolt of magical energy dealing 2d6 damage (no FEAT allowed to resist) and teleported to area 105 above. The character cannot enter the market again by any means magical or mundane for 24 hours. Normal CHA checks for bartering are still allowed and expected. However, a creature slighted here may be inclined to follow adventurers to exact revenge later...

107. First Pedestal

At the center of the room is a marble pedestal (3' tall) that has a niche which will hold one fist-sized gemstone. One of the four elemental gems (recovered from the four elemental nodes) can be placed in this pedestal. All four gems are interchangeable in all four pedestals, but all four are required to activate the pedestals. Once all four gems have been placed in all four pedestals (areas 107, 110, 113, 116), stairs open beneath all four pedestals that ultimately connect together (under the grand bazaar in area 106) and lead down to the **Pit of Sorrows** (area 157).

108. Ruined Painting

A painting once hung on this wall, but it has been completely destroyed. It is impossible to tell what it once was, as only burned scraps of tatters remain. The painter (area 120) is working on a replacement for it. It cannot be repaired.

109. Painting of the Brass City

A flaming field leads to a city of solid brass in the distance. The painting has only a small tear, requiring 3 hp to restore it.

If activated, the painting immediately radiates intense heat, dealing 1d6 damage to any creature within 10' of it, each round. A character stepping into the painting suffers 2d6 flame damage per round as he or she moves across the burning landscape, and will suffer 3d6 per round in and around the great brass city. This city is inhabited by efreeti of great power and a variety of fire elementals and assorted creatures.

110. Second Pedestal

This chamber is exactly the same as area 107.

111. Painting of the Cloud City

This painting depicts a huge cloud fortress inhabited by cloud giants. The painting has a considerable rip, requiring 27 hp to restore it.

The fortress is almost a mile in the distance, and cannot be accessed without some means of flight. The cloud giants are neutral and would be interested to meet and barter with creatures from other lands, but have no interest in exploring this realm or leaving their city. They are quite content there, having become a strong democratic state of philosophers and artists.

112. Painting of the Sky Ship

This painting depicts an expanse of sky, with a single small ship hovering in the distance (about 100 yards) moored to a floating chunk of rock. About a dozen other chunks of rock are visible in the distance scattered throughout the aerial realm. In the foreground, a small sky skiff is tethered to the edge of the painting. The painting has a tear requiring 12 hp to restore.

The small skiff will hold up to eight medium creatures, and travels 60' per round. The other ship is 600' away (so 10 rounds to travel to it). It is crewed by **12 wight pirates** led by a **skull warden**. At present, only 5 of the wights are aboard the ship; the other 7 and the skull warden are in a cave on the rock island, recovering a treasure from the lair of a young blue dragon they have just slain at great cost (they once had 35 wights on the crew).

The wights have posted a lookout, and he will roll a FEAT each round to see if he notices the oncoming skiff. If he sees it, the 5 wights will raise an alarm (calling the rest of the crew in 3 rounds) and will begin firing upon the skiff at +4 to hit, unleashing one flaming ballista bolt per round (range 100') that deals 2d6 damage if it hits. The skiff is AC 15 and can sustain 25 hp damage before being destroyed. A flaming bolt that hits the skiff will continue to deal an additional 1 hp damage per round, if the flame is not put out. At 25 hp damage or more, the skiff cracks apart, and drops its passengers... forever.

The pirate ship is a large flat skiff as well (AC 17, hp 40, Move 60'). The fellowship is free to explore this pocket realm, but the vast sky and 11 other rocky islands (each of which has a 3 in 6 chance of being inhabited) are all that this realm includes.

The treasure they claimed was pretty considerable: 3500 cp, 2500 sp, 170 gp, a ruby worth 50 gp, 2 *potions of flying* and a *girdle of giant strength* (STR 17). On his person, the captain carries the ***gem of elemental lightning***.

Skull Warden Captain (1)

AC 20; HD 9d6 (hp 35); FEAT +12; Move 30'; sword (+9/1d10+2)

Wounds from sword cannot be healed; casts *fear* once per turn

Wight Crew Members (12)

AC 14; HD 4d6 (hp 13 each); FEAT +8; Move 40; 2 claws (+4/1d6)

113. Third Pedestal

This chamber is exactly the same as area 107.

114. Painting of the Mire

This painting depicts a narrow path winding through a murky bog. In the distance, a dark tree at the center of the mire holds a deep green gem that glows with an eerie light. The **gem of elemental earth** is there. The painting has the smallest of tears, requiring only 1 hp to bring to life. Hidden in the mire, **2 bog horrors** lurk, waiting to strike those who enter. The first will attack within 1d6 rounds, and the other will attack 1d6 rounds later. They will attempt to *sneak* (which they can do as a FEAT due to the darkness of the bog). While the path is safe, any creature leaving the path has a 1 in 6 chance each round of stepping into quicksand (requiring a STR check at -4 to break free of, rolled once per round) which will pull the character under and to his death in 1d6 rounds.

Bog Horrors (2)

AC 19; HD 8d8 (hp 35 each); FEAT +9; Move 20'; 2 fists (+8/2d6)

If both fists hit one target, STR check required or bound for 1d4 per round.

115. Painting of the Sea Shore

A rocky beach looks out at a light house 300' across a stormy bay. Its light cuts through the thick storm. The painting has been very badly damaged, requiring 42 hp to restore.

The light house would be very difficult to access (requiring travel across a turbulent sea filled with razor-sharp rocks), and the only thing in the light house beyond the light is the **ghost** who maintains it, waiting for a ship that will never come in. It's a rather sad tale, come to think of it.

Ghost (1)

AC 19; HD 10d6 (hp 40); FEAT +11; Move 30'; 1 touch (+10/2d4*)

Touch ages 10-40 years on failed FEAT

may possess target within 60' unless target makes FEAT

Elemental Gems

Four elemental gems have been 'hidden' in various paintings (areas 112, 114, 117, and 118). However, these gems are usually quite obvious to those viewing the paintings. Each gem can be activated three times per day, granting complete immunity to damage from the elemental type to the bearer for 1 turn; all four gems must be placed and left in the pedestals (areas 107, 110, 113, 116) to open the stairs leading to area 157. After opening that portal, the gems will disappear for 1d4 months each, eventually re-appearing somewhere the Painter can find them, and ending up in another painting in this node.

116. Fourth Pedestal

This chamber is exactly the same as area 107.

117. Painting of the Molten Pool

Inside a volcano, a narrow stone pathway leads across a molten pool to a rock island. The painting has a considerable rip on the right side, requiring 18 hp of healing to bring to life.

The island (30' across) is 60' into the painting, up the 10' wide stone pathway. Any creature falling into the molten pool suffers 1d10 hp of damage per round. On the island is a stone altar with the **gem of elemental ice**. If the head of the gem is manipulated in any way, **2 flame salamanders** leap from the molten pool and attack, cutting off the means of escape.

Flame Salamanders (2)

AC 17; HD 8d8 (hp 40 each); FEAT +9; Move 40'; 2 claws (+8/1d4) + bite (+8/2d6)
Emit heat, dealing 1d6 damage/round to all in melee (no FEAT to resist)
Immune to damage from fire

118. Painting of the Desert

In a desolate waste, a single black obelisk rises from the sand. The painting has a small tear, requiring 4 hp of healing to bring to life.

The obelisk is 200' from the entrance to the painting. Atop it (20' up) sits the **gem of elemental flame**. If the gem is touched or moved, **2 manscorpions** come to life and rise from the sand, attacking the creature touching it.

Manscorpions (2)

AC 18; HD 6d8 (hp 27 each); FEAT +8; Move 40'; spear (+6/2d6) + tail (+6/1d8*)
Tail sting forces FEAT or target dies

119. Painter's Workshop

Here a large workshop has several easels, dozens of containers of paint, many brushes, work benches, and scattered vellum pages with sketches of a variety of landscapes and creatures. A handful of large, blank canvases (many as large 10' x 20') are rolled up in corners of the hall. Everything here radiates a small amount of magic, but is mundane by all other accounts. All told, the entirety of the room may be worth up to 50 gp, but it would take a great deal of care and attention to get it to market safely. No one at the Grand Bazaar (area 106) will barter for any item from this chamber, and will refuse to deal with a character who presents such an item for trade.

120. The Painter's Dwelling

This is just like area 119. However, the painter dwells here. He manically works on a new painting to replace the lost painting in area 109. He has a large canvas (20' x 10') spread out on the floor. He has applied a coat of bright red paint to it, and is mixing a coat of yellow-orange paint for his next layer. He will work and ignore interruptions, mumbling in a language the fellowship cannot understand. If he is attacked, he will fight back only to drive off those who interrupt his work, and will then return to the task at hand as soon as the opportunity arises.

If he is slain, the node will select a new painter in 1d6 weeks, transforming that creature into a lich-like force, and setting him upon his sole purpose of crafting paintings. A slain hero could easily be re-animated as the next painter, if appropriate...

The Painter, A Goblin Lich (1)

AC 19; HD 13d6 (hp 51); FEAT +13; Move 30'; touch (+13/1d10*)

Forces all creatures of level 6 or lower to flee in fear. Others must roll a FEAT (-2) to move within 60'. Touch forces a FEAT or paralyzed for 1d10 days. Has the casting abilities of a magic user 12. He will use a *word of sleep* first to dissuade an attacker, following with elemental spells (*lightning bolt*, *ice storm*) as needed. He will not use *fireball*, since this could damage his tools.

121. Painter's Workshop

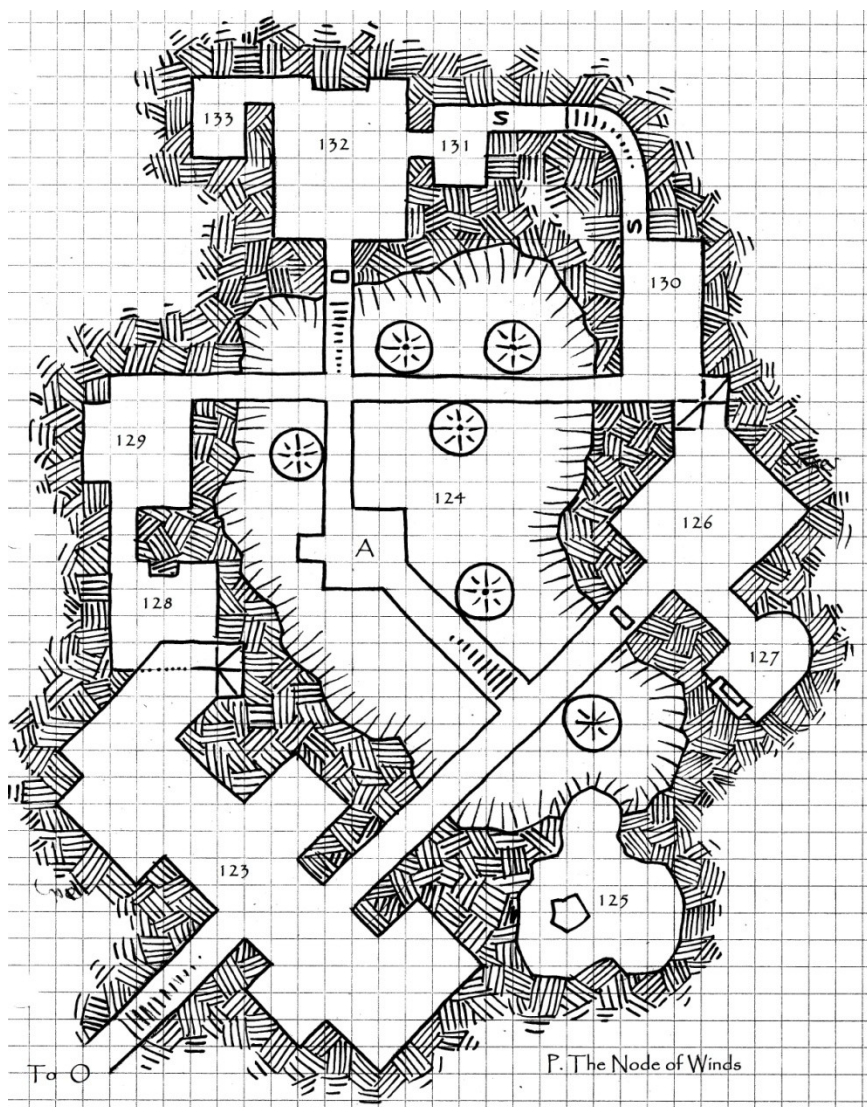
This area is just like area 119. However, **5 ogres** are going through the chamber, picking through the paint supplies and ripping up drawings in a search for something tasty or valuable.

Ogres (5)

AC 14; HD 4d8 (hp 20 each); FEAT +7; Move 40'; club (+4/1d8+3)

122. Painter's Workshop

This area is just like area 119.



Background

This node includes a rift into a plane of elemental air. It is controlled by a vampire who plans to use kidnapped giant eagles (after experimenting) to attack the tower of the cloud giant far above, stealing the giant's mighty treasure. An ogre mage (assistant to the vampire) has been conducting experiments and interrogating the kidnapped djinni, butler of the cloud giant.

123. Hatchery

This large chamber serves as a hatchery. 65 giant eagle eggs are scattered throughout the chamber amid dozens of kennels and nests. Straw is everywhere. **6 bugbears** in white lab coats conduct experiments upon eggs under the direction of an **ogre mage**. Near the center of the chamber, a large table contains a variety of beakers and tubes, including 8 potions:

- *healing* (x3) (light blue)
- *giant strength* (STR 16) (muddy brown)
- *curse* (lose 2 points of CHA until *remove curse* used) (gold)
- *fire breath* (allows breath weapon for 1 turn, 6d6 pool with maximum breath of 3d6 to 30') (deep red)
- *cold resistance* (milky white)
- *gaseous form* (cloudy gray)

Bugbears (6)

AC 14; HD 3d8 (hp 13 each); FEAT +7; Move 40'; club (+3/1d8+1)

Ogre Mage (1)

AC 14; HD 5d8 (30 hp); FEAT +9; Move 40'; sword (+5/1d10)

Spells (each once per day): *charm person*, *darkness*, *fly*, *ice storm*, *invisibility*, *phantasmal force*, *sleep*

124. Great Hall

This great cave is a conduit through to an elemental plane of air. Anything that drops off the platform falls 500' through the rock hole and into a plane of air, where it then falls forever. A mighty cloud fortress floats a half mile overhead. It is from this castle that the giant eagles here have been captured. **12 bugbears** stand guard duty around chamber, and a **wyvern** dwells on the central platform in a large nest, the pet of the ogre mage. **6 giant eagles** are in the cages (one per cage). The eagles are quite hungry, and will attack any living creature that could be edible. Each has been the subject of experiments by the bugbears. Eagle mutations include:

- Flame breath (6d6 per breath, 12d6 per turn)
- Ice breath (6d6 per breath, 12d6 per turn)
- phasing (as blink dog, 3x per turn, cannot blink while in cage)
- electric aura (1d6 damage per round vs. melee attackers)
- explodes once per turn for 6d6 damage in a 10' radius (spends rest of turn re-forming)

Giant Eagles (6)

AC 15; HD 6d8 (hp 24 each); FEAT +8; Move 30' (fly 90');

2 claws (+6/1d6) + 1 bite (+6/2d6)

Wyvern (1)

AC 17; HD 7d10 (hp 50); FEAT +9; Move 30' (fly 90'); bite (+7/2d8)
+ tail (+7/1d6*); tail forces FEAT or target dies from poison

125. Bat Cave

17 giant bats dwell here with a huge eagle carcass. They have no treasure, but are quite aggressive.

Bat, Giant (17)

AC 13; HD 2d6 (hp 8 each); FEAT +6; Move 10' (fly 60'); bite (+2/1d4)

126. Hall of the Ogre Mage

The **ogre mage** resides here. The ogre mage is usually in area 123. In addition to his bed and a small table is a locked and trapped chest (FEAT at +2 or die from poison needle); the chest contains 120 sp, 25 gp, and *ring of air elemental resistance*.

127. Prison of the Djinni

Here, a **lesser djinni** is bound inside a circle (can be freed with *dispel magic* or a successful INT check). He is loyal to the cloud giant, and wants revenge against the vampire and the ogre mage. The cloud giant will pay 500 gp for his safe return.

Lesser Djinni (1)

AC 15; HD 7d8 (hp 32); FEAT +10; Move 40' (fly 120'); fist (+7/2d8) or whirlwind
Whirlwind deals 2d6 to all creatures within 5'; FEAT for half damage
Once per turn may turn *invisible* or cast *phantasmal force*

128. Bugbear Storage

This area contains mostly dry goods, weapons, and gear for riding bats. There is little of value here.

129. Bugbear Barracks

24 **bugbears** are garrisoned here. Only 6 are here at present. Each carries 1d6 silver coins.

Bugbears (6)

AC 14; HD 3d8 (hp 13 each); FEAT +7; Move 40'; club (+3/1d8+1)

130. Planning Room

This chamber includes a table with notes, maps of the giant's tower, designs for sky ships, and harnesses for bats. One map of the fortress contains a note about '5,000 gold', a fact that they have tortured from the djinni in area 127. They plan an assault on the cloud giant's fortress to raid his treasures.

131. Vampire's Study

The vampire's spell book is kept here, along with notes and books of various sorts. It contains his spells: *arcane dart*, *charm person*, *web*, *fireball*, *ice storm*.

132. Vampire's False Lair

This area contains a false coffin. Inside, the coffin has a wight who serves the vampire, and pretends to be the vampire (even wearing false teeth). The coffin contains 125 sp and a cursed *ring of foolishness* (reduces WIS to 2).

Wight (1)

AC 14; HD 4d6 (hp 13); Feat +8; Move 40'; 2 claws (+4/1d6)

133. True Coffin

Hidden behind an illusionary wall (requiring a *sense* FEAT at -4 to see), the coffin is buried in 3' of dirt with a narrow tube allowing him to enter and exit in gaseous form; **3 huge spiders** keep guard. Within the coffin, the **vampire** keeps his treasure: 5 gems each valued at 20 gp, a *scroll of protection from air elementals* and *Arachnos*, a *longsword* +2 that casts *web* once per day, allows the wielder to spider climb at its normal movement rate 3x per day (1 turn each), allows speech with spiders at all times, and grants +4 to CHA when speaking with spiders. Irdana is likely here resting in his coffin. Sounds of battle will draw him out (in gaseous form) to attack.

Spider, Huge (3)

AC 15; HD 4d8 (hp 19 each); FEAT +7; Move 40'; bite (+4/1d12*)

The bite forces a FEAT (at -2) or paralyzed for 1d4 turns

Irdana, Vampire Magic User

AC 17; HD 7d6 (hp 31); FEAT +11 (*sense* +13); 2 claws (+7/2d6*)

Claw forces FEAT or target loses 70 xp; regenerates 3 hp per round

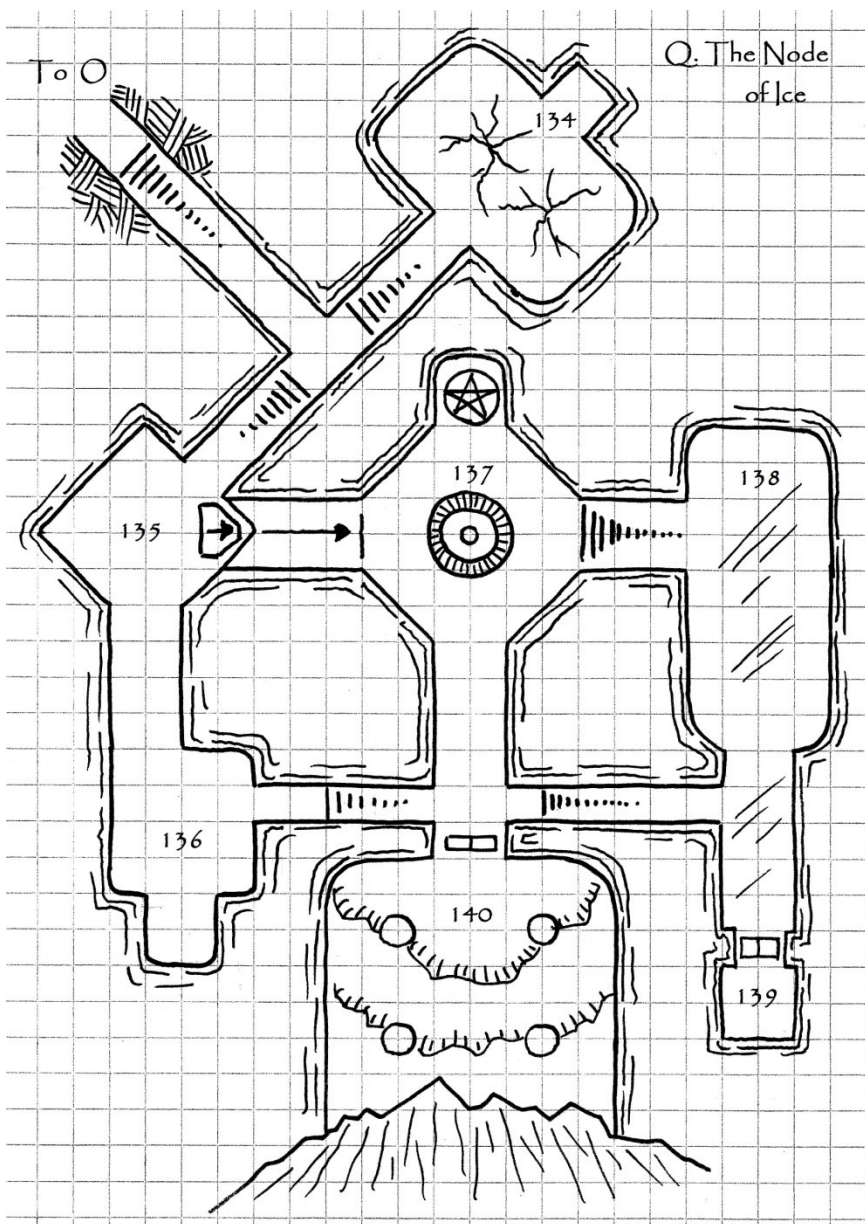
Summons 10d6 bats once per turn

Spells as caster 7: *arcane dart*, *charm person*, *web*, *fireball*, *ice storm*

Bats, Normal (10d6)

AC 12; HD 0 (1 hp); FEAT +4; Fly 40'; disorientation

those in swarm must roll FEAT or suffer -2 to all actions



Background

The ice queen has been granted dominion over this portal into her realm, and she would prefer to be left alone! This entire complex is carved from ice.

134. The Dwarven Miners

7 dwarf myrmidons use picks to hack at the ice that covers the floor of this chamber. 10' below appears an illusion (-4 to FEAT rolls to resist) of something that the viewer would desire. For the dwarves, this is a chest burgeoning with gold and valuables.

The miners have been here for several months, and have gone mad with lust for the treasure. The ice magically repairs itself faster than anyone can possibly break it. The ice is actually 30' deep, but the magic makes the treasure always appear 10' below.

Dwarf Myrmidons (7)

AC 15; HD 3d6 (hp 15 each); FEAT +8; Move 30'; pick axe (+3/1d10+1)

Each wears chainmail armor and wields a huge pick axe 2-handed; each carries 1d10 gold coins.

135. Slip Sliding Away

The floor of this chamber is quite slick (a DEX check at +2 is required to cross the chamber without falling down), and a slide exits the east end (descending to area 137). Someone going down the slide will suffer 1d6 damage at the bottom, as they slam into the base of the fountain below. This chamber is otherwise empty.

136. Tomb of the Traitors

The floor of this chamber is a clear sheet of ice; about 5' down are the bodies of three human adventurers that were brutally slain. They wear armor and carry weapons, but each exhibits obvious mortal wounds.

The three are actual remains, but any effort to melt the ice or recover things from their bodies will summon **3 wraiths**, the remains of these creatures, and dwell in the walls. Each wraith will appear in 1d6 rounds (they may appear at different times, drawn from different places). They are in great suffering, but attempt to 'protect' their remains. The first body wears *studded leather armor +2* and has a *quick short sword +1*; the second body wears *chain mail armor +1*, bears a *shield +1* and carries a *mace +1*; the third body wears *scale mail armor +1* and carries a *battle axe +2*. Altogether, the three carry 190 sp and 25 gp. Their non-magical gear has all been ruined over many decades frozen here.

Wraiths (3)

AC 16; HD 5d6 (hp 17 each); FEAT +9; Move 40'; 2 claws (+5/1d8 each)

A successful hit forces living targets to roll a FEAT or lose 50 xp.

137. The Frozen Fountain

A scene sculpted from ice features villagers skating in front of a fountain. There are five skaters, and at the north end is a huge ice sculpture of a bearded man in armor bearing a mighty hammer.

The skaters are **5 minor ice elementals** and the man is a **frost giant** who has been trapped here by the ice queen for plotting against her. The giant is watched over by the five elementals. The giant can be thawed by dealing 10 points or more of fire damage to him (beyond 20 points, he will suffer damage as well), but any investigation of the giant will bring the five ice sculptures to life, and they will attack. The giant is hesitant to fight, and would prefer escape if given the option.

Frost Giant (1)

AC 16; HD 10d10 (hp 28 out of 65); FEAT +10; Move 50'; hammer (+10/4d6)

Carries a satchel containing 365 sp and two huge rocks (+10/3d6/range 90').

Minor Ice Elementals (5)

AC 15; HD 4d6 (hp 12 each); FEAT +8; Move 20'; 1 strike (+4/1d6+2)

Immune to cold damage, but take double-damage from fire-based attacks.

138. The Frozen Dragon

A solid ice floor covers over a **white dragon** that appears to slumber 20' below. The ice is actually much thinner than it appears, and 10 points or more of damage will crack the ice and bring the dragon to life.

If broken, the ice will shatter into small islands that fill the whole chamber. At the beginning of each round, each creature in the chamber must make a DEX check at +4 or fall down. A creature who falls has a 2 in 6 chance of sliding into the blue liquid, suffering 1d10 cold damage per round. A fallen creature still on an ice block acts at -2. The dragon can float in the water, and is unaffected by the ice. The icy fluid is 20' deep. A creature in medium or heavier armor will sink.

20' down, at the bottom of the pool, the dragon has 12 crystal gems each worth 60 sp, a crystal *dagger* +2 that grants *resist cold* (as the spell) 3x per day, and a crystal *staff of ice* that allows the wielder to cast 7 spheres of spells each day, as a caster 7, choosing from *arcane dart (cold)*, *ice storm* and *wall of ice*.

White Dragon (1)

AC 16; HD 6d12 (hp 55); FEAT +10 (*sense* +14); Move 40' (fly 90'); 2 claws (+6/1d4); 1 bite (6/2d8) or breath (12d6 per turn, up to 6d6 per breath)

Breath is cone of frost 60' long and 30' wide. Speaks but does not cast spells.

139. The Fire Trap

A large ornate chest sits in the center of this frozen chamber. Any movement in the chamber causes a *fireball* (6d6) to erupt from a hole in the south wall. This explodes in the narrow northern chamber, at the foot of the southern staircase. This will immediately crack the ice, and the dragon will emerge (area 139) at the end of the next round (if not already dealt with).

The chest is an actual treasure chest, the valuables of the dragon that will not survive underwater. It is locked with an *arcane lock* from a caster 7. It has within a *cloak of invisibility*, 2 *potions of greater healing*, a *scroll of greater protection vs. magic*, and 2 arcane scrolls: *elemental wall (cold)* and *ice storm*.

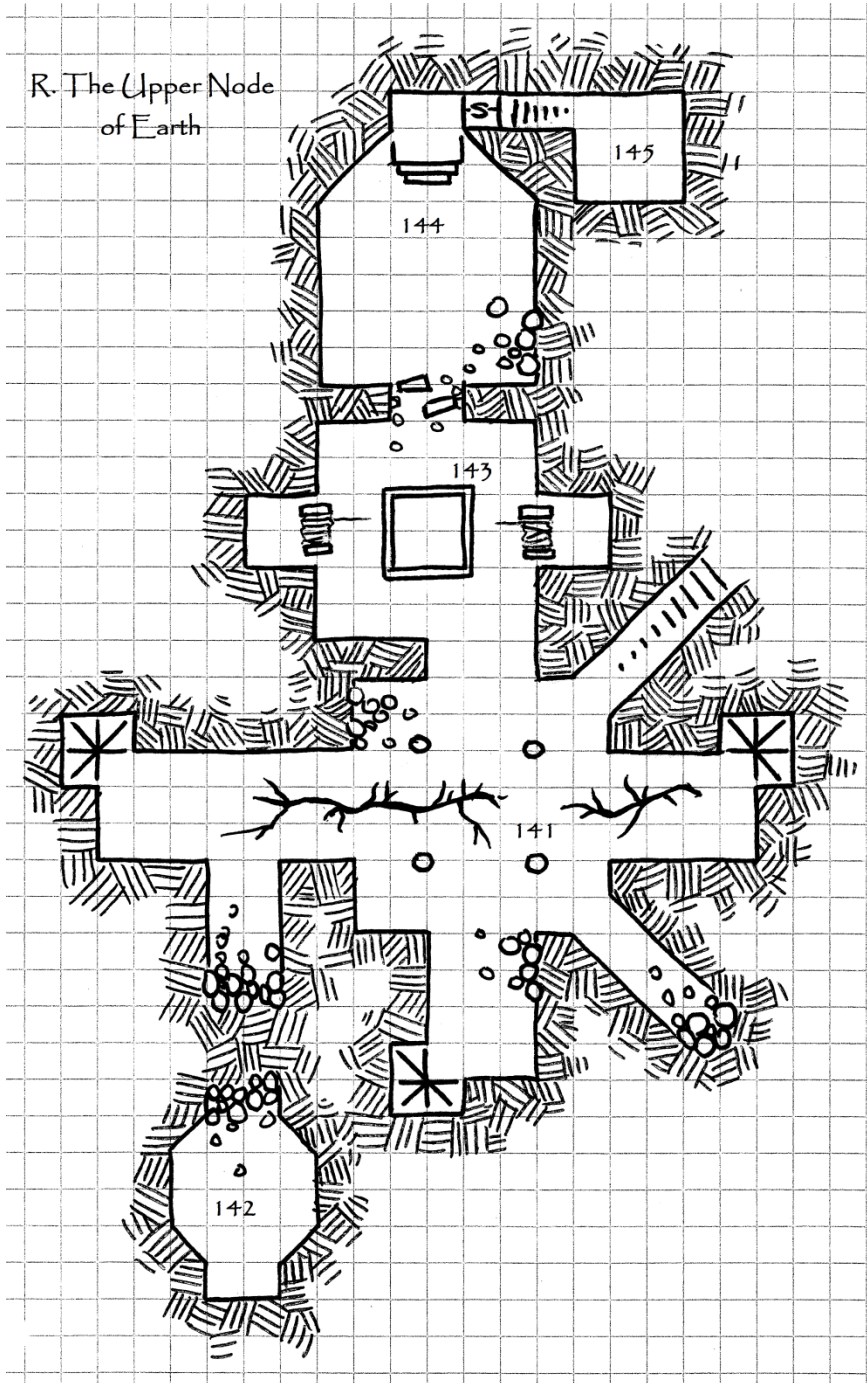
140. The Glacier

From the south, a glacier slowly pushes its way into this node. The glacier is clear and blue; 250' into the glacier, the fellowship can see the crystal palace of the Ice Queen. It would be very difficult to access her fortress, and she does not take kindly to intruders. Any action to harm the ice (such as trying to chip at the glacier with a weapon or cast a spell upon it) summons **2 fur-covered caecilian** that burrow up through the ice at the feet of the fellowship and attack. The ice queen is a magic user 12, and has dozens of elementals of various sizes that serve her.

Caecilia (2)

AC 13; HD 6d10 (hp 35 each); FEAT +8; Move 20'; 1 bite (+6/2d6)

These are immune to cold and cold-based attacks. A natural 19 or 20 means the target is swallowed whole, suffering 1d8 damage per round thereafter.



Background

The Node of Earth is not your usual dungeon crawl. The actions of the players can swing a delicate balance between two competing groups of cursed undead beings – the Dwarves of the StoneCracker Clan and the Goblins of the Dirty Maw Tribe.

Both the dwarves and the goblins have been cursed to fight perpetual battles on a daily basis as they search for the Gem of Crakjeko, the key to lifting the curse of the Necromancer that cursed them centuries ago. They mine, fight and die undead deaths, only to repeat such events again at dawn of the following morn (not that any have seen a dawn in ages.) Sometimes one of the miners will spot the gem whose recovery can remove their curse, but they never get to it in time before the dawn resets everything back to as it was. Thus it happens, day after day, year after year.

The dwarves and goblins are intelligent undead. Their bodies might be rotting but their minds are strong. Both sides know that part of their curse is that they are evenly matched. Their leaders try to raid the other side, hoping to someday turn the battle in their favor early enough in the day to have enough time to recover the *Gem of Crakjeko* and remove their curse.

The Goblins of the Dirty Maw Tribe occupy the Upper Node of Earth while the Dwarves of the StoneCracker Clan occupy the Lower Node of Earth. Both races will converse with the PCs if given the opportunity. They seek allies, and know the PCs can turn the tide of battle and destroy the delicate balance. They will offer all sorts of rewards. They only speak their racial tongues with accents that are hundreds of years old. There are **33 undead dwarves** and **33 undead goblins** total in the Node of Earth.

The status of the Node of Earth should be determined in advance using the table at the top of the next page. The GM should either roll randomly, or choose the result he feels the most comfortable running. Note: PCs will be entering the Upper Node of Earth. Throughout these two nodes, all goblins and dwarves have the following stats, unless otherwise noted:

Undead Goblin Miners

AC 14; HD 3D6 (hp 10 each); FEAT +7; Move 20'; pick (+3/1d6)

Undead Dwarf Miners

AC 15; HD 3D6 (hp 10 each); FEAT +6; Move 20'; pick (+3/1d6)

Note on Wandering Encounters

Roll a 1d6 every turn. A roll of 1 indicates an encounter. Roll another 1d6. On a roll of 1-4, the PCs encounter 1-4 wandering “native” undead, moving from one location to another. On a roll of 5-6, 1d4 “invading” undead are encountered. They are looking to raid.

Current Status of the Node of Earth

Roll	Status of the Node
1-2	Goblins and Dwarves are both mining. There have been no raids yet today.
3	Goblins are raiding the Lower Node of Earth. 1d3 teams each comprised of 2d4 goblins are in the raid.
4	Dwarves are raiding the Upper Node of Earth. 1d3 teams each comprised of 2d4 dwarves are in the raid.
5	Goblins were victorious! There are undead dwarven and goblin bodies strewn across both levels. Roll 2d4 for the number of surviving undead goblins (there are no surviving dwarves.) They will be mining the Lower Node of Earth in a desperate attempt to locate the <i>Gem of Crakjeko</i> . In 5d6 rounds, the dungeon will reset.
6	Dwarves were victorious! There are undead dwarven and goblin bodies strewn across both levels. Roll 2d4 for the number of surviving undead dwarves (there are no surviving goblins.) They will be mining the Upper Node of Earth in a desperate attempt to locate the <i>Gem of Crakjeko</i> . In 5d6 rounds, the dungeon will reset.

The actions of the PCs can disrupt this delicate balance. PCs will be ignored unless they engage one of the dwarves or goblins directly. If conversed with in their native tongue, they will answer questions to the best of their ability. If the PCs offer to help, they will be asked to engage the undead creatures' enemies. If PCs attack one of the dwarves or goblins, all of the same race within 40' will attack the PCs.

If PCs take a side in the battle, keep track of their total kills. At 33 dead foes, the battle ends, roll 2d4 for the number of allied survivors and add the number surviving PCs (and their allies) to the total. If the total equals 12 or more, there are enough survivors to recover the *Gem of Crakjeko* before sunrise, thus lifting the curse. Most of those now uncursed will choose to pass on to their well-deserved afterlife, but one or two may decide to return to the world of the living, giving an opportunity to replace or add a PC or henchman.

The Upper Node of Earth

The Upper Node of Earth appears to be the work of ancient dwarves. The walls are of stone, with pockets broken away here and there by undead goblin miners. It is lit by sputtering torches that leave an oily smoke hanging in the air. Depending on the status of the Node of Earth, the sounds will be either that of pick ax on stone or that of combat. Remember that the status may also change what the goblins are doing in each location. Make adjustments accordingly.

141. Entrance Hall

This well-lit room is marked by two large cracks running down the center of it. To the east, west and south, stairs lead to the Lower Node of Earth. To the north are more rooms. The corridors in the south east and south west have collapsed. At any given time there are **2d6+6 goblins** in the room. If they are mining, they are working the cracks and the rubble of the collapsed corridors and walls.

142. Collapsed Ceiling

Behind this rubble are the remains of three adventurers. They managed to draw the attention of nearly 2 dozen undead goblins, and collapsed the ceiling in attempt to hold them off. While successful in holding off the goblins, they were unable to escape. Their weapons and armor have rusted and rotted. There is nothing of value. It is not known why the collapsed ceiling did not reset along with the rest of the dungeon the following dawn.

143. Mining Shaft

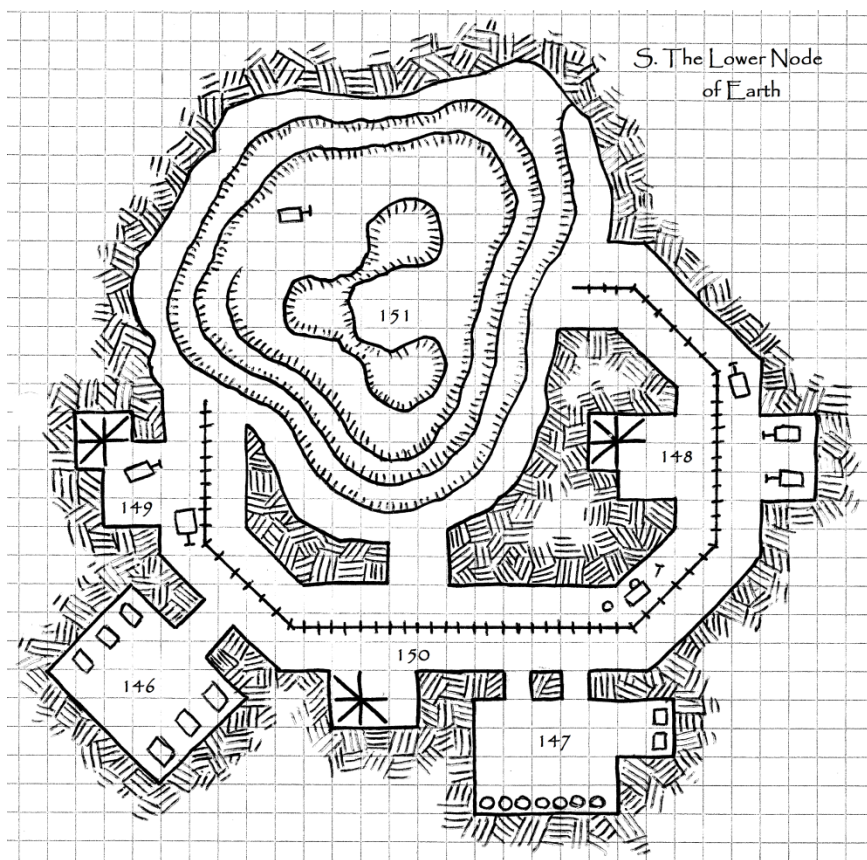
Back when this was truly a working mine, dirt and rocks were brought up from the Lower Node to the Upper Node by a large bucket and pulley system. Theoretically, the pulley and bucket system still works, but the ropes have rotted over time. If any PC attempts to lower himself via one of the 2 buckets, there is a 20% chance the rope will break. If it does break, roll 1d4 x 10' to determine how far the PC falls before landing on the next level, suffering 1d6 damage per 10' fallen. At any given time there are **2d4 goblins** in this room. If they are mining, they are dropping buckets of dirt and rocks down the shaft.

144. Receiving Room

This used to be the room where visitors were met. A dwarven lord would sit on the raised platform to the north. These days, goblins mine the southeast corner of this room. At any given time there are **2d6+4 goblins** in this room.

145. Secret Storeroom

This room has been forgotten by the dwarves and is unknown to the goblins. Along with 10 suits of dwarven sized chain armor, 10 metal shields and 10 dwarven warhammers (all still in a serviceable state), there is a magical suit of *dwarven plate mail armor*. It offers zero encumbrance and is silent when one moves in it. Otherwise, it is a normal suit of plate mail armor in regards to armor class.



The Lower Node of Earth

The Lower Node of Earth has all of the signs of being a working mine. In the southern half, the walls are made of stone worked by dwarven hands. To the north, the walls are rough stone and earth. It is lit by green-tinted glowing stones placed throughout the level. If PCs remove any of the stones from the Node of Earth, stones will cease glowing in 2d6 days. In the meantime, stones will shed light to the intensity of an oil lantern.

Depending on the status of the Node of Earth, the sounds will be either that of pick ax on stone or that of combat. Remember that the status may also change what the dwarves are doing in each location. Make adjustments accordingly.

146. Old Barracks

When this was a working mine, the miners slept in these bunk beds in shifts. Now, the straw is gone and the wood is rotting. This room will only be occupied if the goblins are raiding, as **1d4 goblins** will be searching the room for the *Gem of Crakjeko*.

147. Storeroom

In the past, this was packed to the ceiling with tools, provisions, water and ale. Now, the perishables have either rotted away, evaporated or turned stale and sour. That doesn't keep the former dwarven provisioner from constantly tallying what remains of his storeroom. **1 dwarf provisioner** will be found here at all times.

Dwarf Provisioner (1)

AC 16; HD 5D6 (hp 21); FEAT +7; Move 20'; tankard (+5/1d6+1)

148. Mine Cart Staging Area

This is where the laden mine carts are giving a thorough picking through before being emptied to the north at the end of the tracks. At any given time, there will be **2d6+2 dwarves** at this location. Stairs on the west side of this area lead up to the Upper Node of Earth.

149. Spare Mine Cart Storage

A mine cart or two is usually here, ready to be used at a moment's notice if the miners in area 151 suddenly generate a large amount of dirt and rock that needs to be removed. There are usually **1d4 dwarves** here.

150. Mine Cart Tunnel

Laden mine carts were pulled along these tracks from west to east by dwarven hands when this was a living mine. Now, undead hands pull rock and dirt laden carts. At any given time, 2-4 carts are being pulled by **1d4+3 dwarves**. Stairs to the Upper Node of Earth are located to the west, east and south.

151. Mine Pit

This is where the undead dwarves tirelessly mine. At any given time, **1d6+8 dwarves** are working the pit, digging and picking and pulling mine carts up the winding slopes. If the dwarves are going to find the *Gem of Crakjeko*, this is where they believe it will be. If the goblins overrun the dwarves, whatever few goblins left will be desperately mining this pit.

Notes:

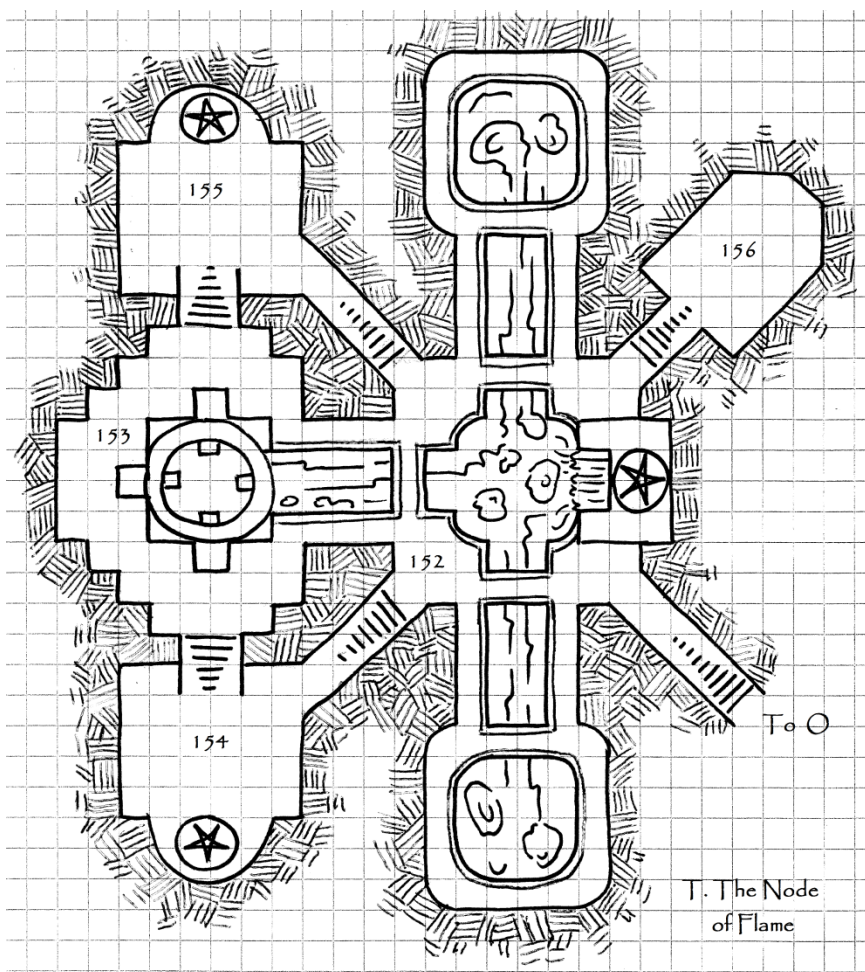
While the total number of undead dwarves and undead goblins is set at 33 each, you will notice that most locations have a random number of occupants. That is intentional. The Nodes of Earth are dynamic and living, even if they are occupied by cursed undead beings. Your players can tip the finely-balanced scales, and if they do they can help break the curse for either the clan or the tribe. The other side, however, will remain cursed, forever looking for an object that will never again be found.

If or when one side finds the *Gem of Crakjeko*, the gem will bathe all in light. The cursed race that recovered the gem will now be un-cursed. Most will choose a peaceful, eternal rest. A handful may wish to return to life. If you need to replace or introduce a PC, this is your opportunity.

After the light goes out, the bodies of those going to eternal rest will turn to ash. The *Gem of Crakjeko* will fall to the ground. If one of the PCs picks it up, all PCs will feel a slight wave of lethargy, which quickly passes.

The Gem of Crakjeko

This magical gemstone appears as an unremarkable, dull, cloudy stone about the size of a man's fist. Upon picking up the gem by ANY PC, each PC in the fellowship permanently loses 1 hp. Once per day, it will heal one creature for the total number of hp lost by the fellowship. Example: if 5 PCs each lose 1 hp, the gem is then capable of healing for 5 HP once per day.



Background

To the goblins, this node was their crowning achievement. By opening a rift to a plane of elemental flame, they were able to power a forge of unbelievable power, and to smelt ore quickly and efficiently, establishing a mighty workshop here for their weapons of war. Now, the forge is an object of desire for creatures of evil, including Chandar the Fire Mage.

Magma Pools

The magma pools that traverse this level deal 1d10 damage per round to any creature that falls or is pulled into them.

152. The Great Hall of Flame

To the east stands a statue of a huge goblin warlord. At his feet, a fall of magma erupts from 20' up, splashing into the pool below. This magma flows into channels to the west, north and south.

In the northern pool dwells a cruel and unwelcoming **fire elemental**. In the southern pool dwells a pair of **flame salamanders**. These are hungry, and will attack quickly.

Large Fire Elemental (1)

AC 19; HD 12d8 (hp 60); FEAT +12; Move 30'; strike (+12/3d6)

Deals 1d6 damage per round to any creature in melee combat

Flame Salamanders (2)

AC 17; HD 8d8 (hp 35 each); FEAT +9; Move 40'; 2 claws (+8/1d4) + bite (+8/2d6)

Emit heat, dealing 1d6 damage/round to all in melee (no FEAT to resist)

Immune to damage from fire

153. The Mighty Goblin Forge

Here, **Asher, a rebellious fire giant**, commands a band of **9 fire newts** (fire-adapted troglodytes). He is trying to wrest the goblin forge from its moorings to take with him to establish a competing kingdom against Surdur the Fire Giant King. Surdur has a standing warrant for the killing of this rebel, and will pay 500 gp for proof of his demise.

If given the opportunity, Asher will try to bargain with the fellowship to get their help in removing the forge and finding a way to transport it. It weighs in excess of 100 tons, so this is no small task...

Asher, Fire Giant Rebel (1)

AC 17; HD 11d10 (hp 65); FEAT +11; Move 50'; sword (+11/5d6)

Immune to damage from fire; rock range 120' (3d6 damage)

Fire Newts (9)

AC 14; HD 2d6 (hp 9 each); FEAT +6; Move 40'; spear (+1d1)

Immune to damage from fire

154. Southern Workshop

Here the goblins maintained a huge workshop, with dozens of anvils and assorted tools for the manufacture of their tools of war. The entire passage is now empty.

155. Northern Workshop

Here the goblins maintained a huge workshop, with dozens of anvils and assorted tools for the manufacture of their tools of war. **3 goblin mummies** continue to work here, hammering upon a huge anvil and working together to craft a piece of armor. They are only partway through this piece, which is for Glyn the Trickster King to don upon his return to the realm. It is still a month away from completion. They will not take kindly to any interruption to their work, and will attack immediately.

Goblin Mummies (3)

AC 16; HD 6d6 (hp 23 each); FEAT +10; Move 40'; touch (+6/2d4*)

Touch forces FEAT or inflicts *rot*, making magical healing impossible.

Remove curse will neutralize this.

156. Armory

Here the goblins organized completed weapons and gear before shipping these out to the forces ready to wage war. An **efreeti** is here, sorting through the gear, looking for a memento to take home... It will talk with the fellowship, although its purposes are evil and it considers itself far above mortals – and considers this room his.

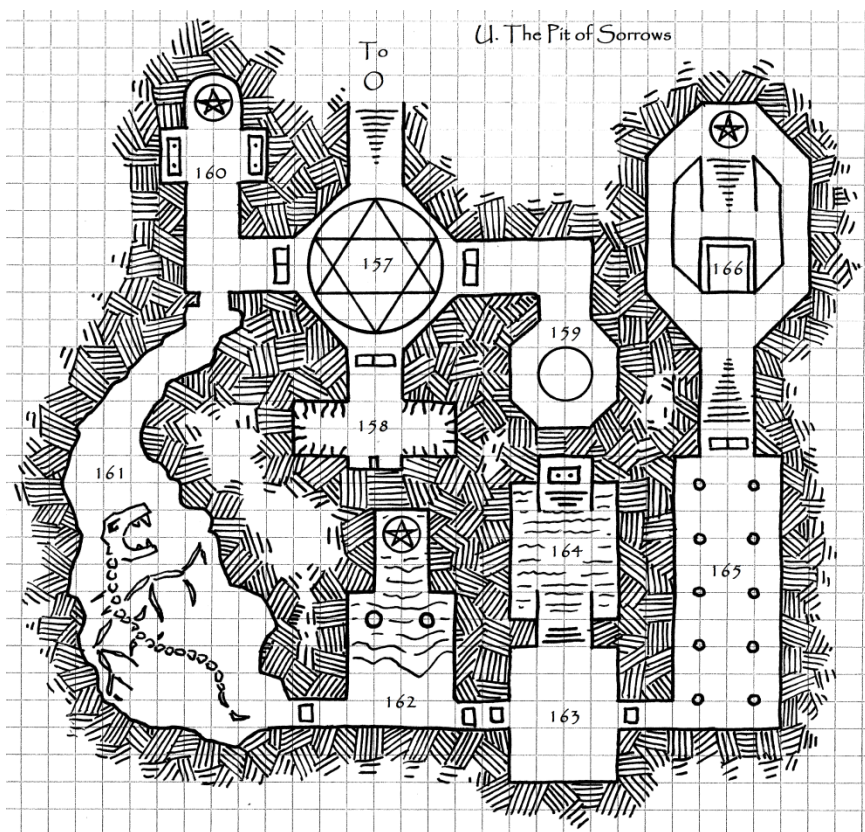
While there are at least 20 suits of each type of armor, 20 shields, and 20 pieces of each type of weapon here, there are also a few remarkable pieces: a suit of *plate mail +1*, a suit of *scale mail +1* and a *shield +1*. All three are enchanted to give +2 to FEATS against flame-based damage.

Efreeti (1)

AC 16; HD 10d8 (hp 52); FEAT +11; Move 40' (fly 120'); Scimitar (+10/2d8)

All creatures within 5' suffer 2d6 fire damage per round

Once per turn, may cast *invisibility*, *phantasmal force*, *wall of fire*



Background

Herein awaits the prison built by Glyn the Trickster to hold the enemy of his queen Lilandara; now this prison holds Lilandara herself. While within this node, travel spells of any kind (*teleport*, *gate*, *dimension door*, *blinking* and the like) will not work.

157. The Symbol Puzzle

The doors to the east, south and west are locked and barred, impossible to open by any means except solving the puzzle on the floor, a six-point star inscribed in a circle. The northernmost triangle of the circle emits a light red glow, but all others appear normal. The entire thing radiates magic.

A character may step onto the northernmost triangle (which glows with a light red light), and then to the center. A character stepping on the center causes the circle to begin to spin clockwise, very slowly. After one turn, it will face east and stop, the glowing triangle now pointed east. This will open the eastern door. Remaining on the center will cause that door to seal after 1 turn, turning south (again taking 1 turn), with that door staying open for 1 turn. Another turn on the center will cause the circle to turn west, and unlock that door.

Stepping on any triangle other than the one that faces north initially (and which ultimately points to open doors) or on to any other space on the circle (except the center) causes the creature to suffer 6d6 electrical damage, and be thrown from the circle. The creature may roll a FEAT for half damage.

158. Hall of Vines

Throughout, walls of loose earth appear to have thick tree roots growing from them. Throughout these roots are stuck pieces of armor, weapons, fragments of clothing, and many bones.

1d6 rounds after stepping into this room, the doors to the north will snap shut. They will remain shut for 1 turn. No magic can change this. During this time, the vines come to life, emerging from the walls to rip and claw at any creature in the chamber. There are a total of **27 vines** (AC 16; hp 40 each; FEAT +8; attack +7; 2d6 damage). They attack relentlessly until either the turn ends or they are all destroyed.

Within the vines are many broken pieces of weapons and armor, but a *medium crossbow* +2 and a *shield* +3 can be recovered intact.

159. Pit of Annihilation

This room has a 20' wide pit that appears to be 3' deep. Above the pit, stuck to the ceiling, are dozens of bones, fragments of weapons and armor, and a large diamond.

Anything crossing over the pit (between the pit and ceiling) causes the pit to emit a surge of anti-matter, annihilating anything over the pit and sticking its charred remains to the ceiling over the pit. Living creatures are allowed to roll a FEAT to resist being annihilated by this anti-matter, but even those making the FEAT suffer 4d6 damage and are thrown across the room by the force of the blast.

No method can retrieve the diamond (valued at 2,500 gp) from the ceiling, and many have lost their lives in the effort to recover it.

160. Altar of Sacrifice

This is the only true path forward. Before crossing through the threshold to the south (the arch at the end of this area), a character must first make sacrifices to Glyn the Trickster King to the north. Two altars are set up, adjacent to a statue of the Trickster King. The statue and altars radiate evil and magic if checked for, but may not be destroyed or harmed by any magic the fellowship has access to. Glyn 'watches' through the statue, willing to grant favor only to those who show him the proper respect.

The altar to the left has the goblin word for wealth carved on it, and a golden bowl in its midst. A monetary sacrifice of at least 1 gp value must be placed in the bowl for that character to continue onward.

The altar to the right has the goblin word for magic carved on it, and a stone tablet rests atop it, covered in ancient runes. Magic of some kind must be used on the altar (this could be a spell cast upon it, a potion poured upon it, or something similar).

Once both the monetary and magic 'gifts' have been given, that character may travel through the archway to the south.

A creature attempting to move through the southern arch without offering both sacrifices first will suffer 4d6 electrical damage and be pushed backward 10', no FEAT is allowed to resist.

Once a character has made sufficient sacrifices, he or she may pass through the archway for the next 24 hours without additional sacrifice.

161. The Dragon's Bones

A huge, dry skeleton of a 100' dragon dominates this natural cave. A large key sits in the mouth of the dragon. The key is the only thing that will open the door to the southeast. Any attempt to get the key out of the mouth animates the dragon, and it attacks. It automatically wins initiative, taking +2 on its bite attack. It has no treasure.

Dragon's Skeleton (1)

AC 18; HD 10d12 (70 hp); FEAT +10; Move 30'; bite (+10/2d6)

+ 2 claws (+10/1d8) Once per turn, it can exhale a *poison cloud* (page 140 of the core rules) instead of attacking.

162. Aspect of Jubilex

The eye tyrant (area 164) attempted to summon aid of a powerful entity, but instead called forth an **Aspect of Jubilex**, a prince of fiends, and lord of gibbering mouthers. This terrible foe, a huge gelatinous creature with hundreds of eyes and mouths, writhes about the chamber, emitting a horrid wail. It dwells in the thick waters to the north of the chamber. It is possible to sneak past this creature (a successful *sneak* FEAT allows creatures to pass by), but a roll to resist its insanity is still required. In the thick, mucous-like pool in which it dwells, its treasure sits at the 5' deep bottom. It has a 20 gems each valued at 50 gp, a *ring of health*, a *staff of power* and a *ring of protection* +3. Roll on the **insanity table** below to see what form of insanity a character suffers from. This insanity can only be cured using *dispel evil*.

Aspect of Jubilex

Chaotic Huge Elder Fiend (CL 12)

Armor Class: 20

Hit Dice: 10d12 (hp 99)

FEAT: +12

Move: 40'

Combat: 10 bites (+10; 1d6 per round) + see below

The **Aspect of Jubilex** appears as a huge gibbering mouter, nearly 30' across. The constant gibbering of the creature forces all living targets within 60' to roll a FEAT (at -2) or suffer permanent insanity. It can bite up to 10 times each round; a successful bite latches to the target, dealing 1d6 damage per round, and will not let go until the creature or aspect has been destroyed.

Insanity (Roll 1d4)

Roll	Insanity
1	Catatonia. You fall into the fetal position and begin sucking your thumb, rocking back and forth, or knocking your head against the floor. You cannot act, and actions against you are at +4 for the duration of your fit.
2	Hallucinations. You see and respond to things that are not there, and are unaware of things that are present. You cannot act or attack, and actions against you are at +4 for the duration of your fit.
3	Hungry. You become voraciously hungry, eating anything and everything you can see. You start with food, but move on to anything that could be edible (plants, dirt, other creatures, your friends...)
4	Sadist. You become violent and cruel, seeking to harm and inflict suffering on all other creatures, starting with the one closest to you right now...

Insanity forces a character to roll a FEAT any time he or she is exposed to a stressful situation (as in, you know, everyday life as an adventurer), but not more than once per turn. If failed, the character spends the rest of the turn acting as above; a creature is allowed a new FEAT at the beginning of each turn, but will continue the fit until a successful FEAT is rolled.

163. Chamber of Suffering

4 dead **succubi** are here, chained to the walls. They have been tortured and dismembered by the **eye tyrant** (area 164).

164. The Eye Tyrant

Across a dark pool, an **eye tyrant** offers sacrifices on a dark brimstone altar. He seeks to free Lilandara to slay her, but has yet to discover a way to do this. The Eye Tyrant uses the innards from four succubi (area 163) on his altar, trying to gain enough power to slay Lilandara and claim her title. He's willing to manipulate a fellowship of heroes to free her so that he can slay her. That would really make his day.

The waters are from the river of forgetfulness, and they force a creature who comes into contact with them to roll a FEAT (at -2) or suffer total amnesia. While characters retain their powers and abilities, all known spells are instantly forgotten (as is the fact that the character can even cast spells), and spells must be studied again to be able to cast them. The eye tyrant floats over this water, and is careful never to dip into it, although he may attempt to goad others into wading into it to fight him.

Eye Tyrant (1)

AC 19; HD 11d8 (hp 55) FEAT +12; Move 30' (fly); 1 bite (+11/2d8) + special

Eyes cast *anti-magic*, *charm*, *cause moderate wounds*, *slow* and *disintegrate*

165. Trapped Hallway

Every square has a 3 in 6 chance of having a trap. For each trap, roll randomly using the **trap table** (page 16). If there is a trap, it will be difficult (-4) to both detect and remove. Traps will deal +5d6 damage from the base trap, and those that poison force a normal FEAT to resist, but creatures failing a FEAT against the poison die in 1d4 rounds.

This hall is a magic null zone, meaning that no magic (including *find traps*) will work here, and only natural abilities will allow a creature to move through this hall (unaided by any magical devices, since these are also rendered inert while here). The **eye tyrant** has been unable to enter this room, since its anti-magic renders his ability to levitate null, and he must slowly roll out of the room. He's found it rather humiliating, to be honest.

166. The Prison

Here is the prison of **Lilandara the Succubus Queen**. The only way to get to the prison is to walk down the stairs (any other effort to get to the prison deals 6d6 damage to the creature, stunning him for 1 turn and throwing him back to the entry to this chamber; no FEAT is allowed).

The statue at the north appears as an iron statue of Glyn the Trickster King, although it is actually an **iron golem**. Any creature passing within 30' of the statue causes it to come to life and attack, unless a successful *sneak* FEAT is rolled (at -4). Once a character or creature gets past the iron golem, that creature may move freely through the lower middle part of the chamber.

Here the Succubus Queen is imprisoned in a mithril cage. She seeks freedom above all things, and is willing to make any number of promises if it means her freedom. She is an entity of great power with tremendous resources, and she is bound to her word. While in the cage, she is completely powerless, unable to use any of her abilities.

The cage itself is completely immune to all attacks, magic and weapons, and the lock on the cage may only be broken by a holy weapon, wielded by a willing (not *charmed* or otherwise manipulated) lawful creature. It has AC 10 and 1 hp against a holy weapon in the hands of a lawful creature, but is immune to all other attacks, damage and magic.

Iron Golem (1)

AC 21; HD 14d10 (hp 70); FEAT +13; Move 40'; 2 fists (+14/3d6)

Once per turn, 30' cloud of gas forces Feat or targets die.

Fallout

Many things could happen next depending on the actions of the fellowship, and the way they leave things.

- **Freeing the succubus queen** empowers her for domination of the realm, and she becomes a powerful figure of evil, attempting to build an army of fiends and other chaotic creatures to claim the realm. She and her followers see the fellowship as allies and heroes, but others (especially lawful forces) may disagree...
- **Leaving her imprisoned** incites her followers and adherents, and makes the fellowship targets of vengeful strikes from her remaining minions.
- **Slaying her** creates a very tricky situation. The one who lands the death blow becomes the rightful king or queen of the succubi. This means that succubi and other assorted fiends will seek out the new royal, looking for orders and hoping to establish a new throne (and probably growing quickly impatient with the new leader's lack of chops in the 'ruler of all evil' category). Assassination attempts are pretty much guaranteed.

Lilandara, the Succubus Queen

Chaotic Medium Princess of Fiends; CL 16

Armor Class: 22

Hit Dice: 15d6 (75 hp)

FEAT: +13

Move: 60' (fly 120')

Combat: 2 claws (+15 to hit; 3d4 damage) + spells

A 6' tall female of terrible beauty, **Lilandara** rules all succubi, commanding an army of some 66,000 of these creatures in addition to thousands of minor fiends and a group of 13 lamia lieutenants while in her home realm, an infernal land of darkness and horror.

She instantly forces all male mortals within 60' to roll a FEAT (at -4) or be *charmed*, serving her as allies as if under a *charm person* spell. Her kiss compels a mortal male to serve her for life; no FEAT is allowed, and nothing can reverse this other than the death of Lilandara. She also has the casting abilities of a chaotic cleric 12.

Three times per day, she may gate a Lamia (no more than once per turn), and once per turn she may gate a Succubus. Both attempts are automatically successful. These abilities do not work while in this node. She regenerates 3 hit points per round.

Her true form is captured here, and she can be permanently slain while in this node.

A Final Note

I have found the Vault of the Goblin to be an excellent location to build a saga around. However, rather than using it as a linear adventure to tackle from start to finish, I have found it to work best as a centerpiece of a larger game, taking the fellowship into and out of the Vaults for various purposes, sending them in for specific tasks as they grow in power and importance. The next sections provide other adventure opportunities for a fellowship of heroes, and I'd encourage you to mix those into an ongoing saga as well.

Part 2: Social Intrigues

A social intrigue includes any adventure where the combat is secondary; skills and role playing take center stage. Social intrigues don't necessarily happen in faraway places (although they can). Social intrigues often take place in the libraries of ancient orders, the throne rooms of mighty castles, the merchant squares of crossroads keeps, and the back alleys of huge cities.

Why Use Social Intrigues?

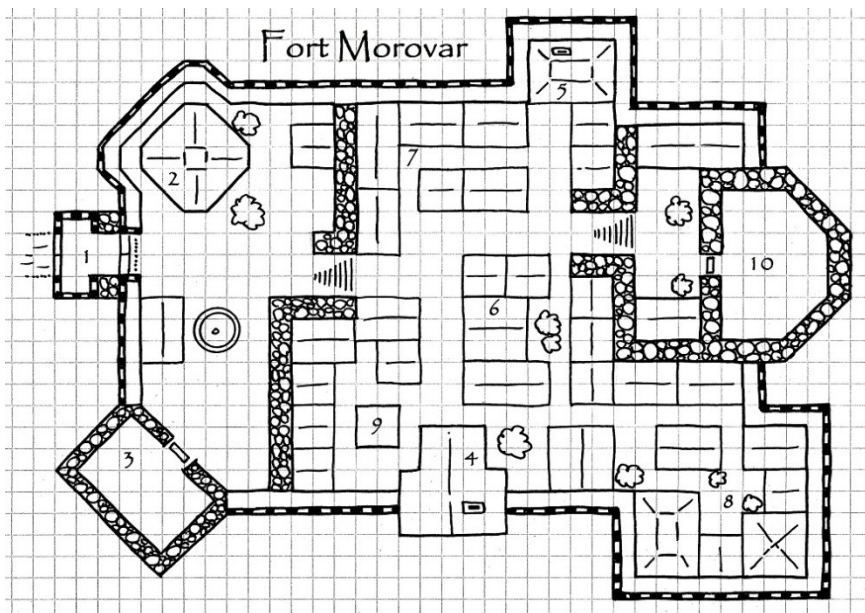
Social intrigues provide a different type of challenge to the players. While invading the fire city of Efreeti may be one challenge, being dispatched to the city as an emissary from the lands of mortals, sent to broker a peace agreement, presents an entirely different opportunity for adventure. Social intrigues encourage the players to invest in their characters and into the game world. If the heroes have helped put the elfin princess in power and later protected her from an assassination plot, they are going to have personal motivation to drive off the wolf pack lairing in caves near the elfin city.

These dangers often become personal, putting the reputation or future influence of the heroes at stake. Fights take place against secretive or stealthy opponents who don't dare to let the greater society see the evil of which they are capable. Surprise attacks, poisons, and cursed items become the means of attack, and the heroes may be limited in how and when they can respond.

Ten Reasons to Undertake a Social Intrigue

1. Someone in power suspects an ally of duplicity. Since the leader cannot be sure in whom to place trust, he turns to the fellowship, enlisting their aid.
2. A secret war breaks out between factions within a city. This could be a war between rival guilds or families, the fellowship caught in the middle.
3. A powerful (and illegal) item is stolen from a prominent member of the society. The fellowship must quietly recover the item to protect reputations.
4. The heroes become the primary suspects in a recent crime.
5. After a successful quest, the heroes receive invitations to a social event or earn special rank; others grow jealous of their newfound celebrity.
6. The leader of a community dies and the heroes become embroiled in the politics of selecting a replacement.
7. Members of the community are being kidnapped and sold into slavery. The heroes have to get to the bottom of the slavers' plot and break their network.
8. A secretive cult begins to recruit members of a community into its fold and the heroes must sort friend from foe.
9. The heroes must pose as new recruits of a secret society in order to infiltrate its ranks and root out its leaders.
10. The heroes take the roles of ambassadors, traveling into the heart of an evil society to bargain with its leaders or deliver a message.

Starting Setting: Fort Morovar



Background

Sitting atop a stout 60' tall rock that overlooks the Sea of Storms to the north, Fort Morovar was once a goblin stronghold, and its outer walls and a handful of structures are original to the goblins who ruled here decades past.

Fort Morovar is now a stronghold of man, a settlement of law and order – at least in name. The recent Accord of Three Crowns has thrust Fort Morovar into prominence, as the northern construction of the Iron Wall that will protect all good peoples is starting here. This has brought thousands of migrants from throughout the realm to work under the promise of security and a good wage. The effects of the Accord have had a notable impact on Fort Morovar.

Who's the Boss?

Three years ago, this was a fortress of woodsmen and hunters with some trade coming from the south. The elected lord mayor is Lady Andrea Morovar, the grand-daughter of the human founder of the Keep, and the local priestess of Yahalla. However, the Accord has all but trumped her power, and she remains in name only as the leader of the keep. Regent Andros Ralik has been appointed to oversee protection of the keep during the creation of the wall, and has been assigned 100 troops to complete the work.

Who's Watching the Watchmen?

Again, this is a problem. The official watch (a group of 40 human fighters 1) is poorly-equipped, but charged with policing of the keep proper. This has become more and more challenging, as workers from other places flock here to dwell in one of the boarding houses (area 7). As many as 250 outsiders dwell within on any night, and many of these are drunken and rowdy.

Under his command, Regent Ralik maintains a force of 100 members of the Crimson Gauntlet. These are unconcerned with the policing of the keep, but care only about protecting it from outside threats, and with protecting those who build the wall. Each day, 50 troops travel to guard those building the wall while 50 remain to protect the keep.

Conflicts

The Church of Law, under the guidance of Lady Morovar, has struggled to maintain order. While the energies of the watch are fully engaged with maintaining order of the keep, Lady Morovar grows increasingly concerned about things moving in the dark below. She fears that the actions of the Warriors' Hall (area 4) may be calling ancient evils up from below. The Circle of the Spider, a cult of spider-worshippers, has infiltrated the keep from below, and has made many of the Crimson Gauntlet and their leader, Regent Ralik, its minions, although she doesn't know this. Right now, they make sure a steady supply of victims (often unsuspecting migrants) gets pulled into the cult.

Areas in the Keep

1. The Gate House

The gate house only allows access to the keep during daylight hours. It costs 1 cp to enter the keep, unless you are a member of the Crimson Gauntlet. Each worker pays this at the end of the day to re-enter for the night (or takes his chances outside, camping in one of the makeshift campgrounds located nearby).

2. Temple of Law

This small, unadorned temple serves both as the religious center and town hall. Lady Morovar spends most of her time here (she lives in the humble house just east of the temple), served by four acolytes (human clerics 1 who do not fight).

In the temple basement, Lady Morovar has discovered a narrow chute that leads into the Vault of the Goblin (area 15). She has sent a few trusted friends below to investigate and report back on what's happening, and she would welcome the opportunity to enlist allies who would take a more active hand in investigating what's happening below.

Among the grounds in front of the temple (the whole western side of the keep) linger dozens of wounded and dying humans, mostly young men. They are those who suffered great injury during the building of the wall, and have been cast off here with no means to provide for themselves. They are served by the acolytes daily who provide simple food and what healing they can, but most of these have injuries too grievous for the magic they have available to cure. These poor avoid the rest of the keep, since they are subjected to cruel treatment from both other workers and members of the Crimson Gauntlet. Those traveling between the gatehouse and the rest of the keep will be approached by 1d6 beggars. If they give anything, another 2d6 beggars will immediately join them, also begging.

3. The Catacombs

Here, the dead of three generations of Keep families are interred. The watch has investigated two recent break-ins, as the beggars before the Temple of Law seem to be growing more desperate and reckless. There is fear that some may try to rob from the dead, invoking family curses. Many of the dead are warded so as to rise as skeletons, zombies, or even ghouls if their remains are disturbed.

4. The Warriors' Hall

Gorram the Strong (a human fighter 4) is actively recruiting daring braggarts to join him in staging a conquest of the Vault of the Goblin. He actually never enters, but instead charges a group 5 silver + 1 sp per member to enter the Vaults through the stairways in his basement, and requires a 25% cut of any and all treasures recovered. He has a number of human fighters 2 who linger here and drink, and they pretty much party all day and night.

The Warriors' Hall has been granted an official charter to allow its members to explore the Vault of the Goblin, and to claim treasures from below. Gorram doesn't know that this is allowed by the Singing Spider (area 80) who is baiting these as dinner for his brood or as fodder to become ettercaps.

5. The Old Mill

This serves as the key employer of the fortress and its largest business. Lumber harvested in the woods below invariably ends up here, prepared and processed for shipment to other parts of the realm. At least 2d6 normal people are here at all hours, and 6d6 normal people are here during daytime, hard at work.

6. The Outpost

This three-story building boasts an incredible assortment of gear, provisions, and various accoutrement of the adventuring life. The owner, Big Amrak, is an outgoing human fighter 2, and a dear friend of Lady Morovar. He loves to wheel and deal, and has trouble resisting a new bauble. He has an assortment of strange magical items hidden in his basement (2-5 at any time, typically of levels 1-4), all secured behind various wards. These he will offer (or hint at) towards adventurers with sufficient coin.

7. Boarding House Row

A series of poor boarding houses lines this area. Each offers a poor cot and a simple breakfast for from 2-3 cp per night, depending on which house. On especially busy nights, prices can go as high as 5 cp for a night.

8. Tavern Row

A series of taverns aligns this square. This is a popular attraction for the various workers, and the pub crawl among establishments is a nightly ritual. The venues include the Dragon's Tooth Inn (the finest of the establishments, with good rooms for 1 silver per night and a menu of quality foods) as well as such lesser lights as *the copper flagon*, *the thirsty dwarf*, and *the gambler's hole* (which also hosts a number of games of chance).

9. Ganymede's Tower

The 'sage of Morovar' resides within a narrow, tall, stone tower. He is reticent and rarely sees visitors, but has affinity for Lady Morovar, and cares deeply about justice. Although he appears as a human magic user 7, he is actually a polymorphed gold dragon.

10. The Inner Keep

Here Regent Ralik maintains a magnificent residence. He has become a servant of the Singing Spider (area 80 of the Vault of the Goblin), and willingly serves her bidding due to a powerful *charm*. If the spider is slain, his sole purpose becomes an assault on the Vault of the Goblin, and the recovery of the *harp of dominion* for his own.

Fort Morovar Characters of Note

Andrea Morovar, Human Cleric 4

AC 15; HD 4d6 (hp 16); FEAT +8; Move 30'; mace (+3/1d6+1) + spells

Studded leather armor; *bracers of protection* +2; *mace* +1

Andrea is overwhelmed; she has a few acolytes who tend to the growing numbers of crippled former workers who now linger before her temple.

Crimson Gauntlet Soldier, Human Fighter 1

AC 14; HD 1d6+ (hp 8); FEAT +6; Move 30'; spear (+2/1d8+1)/ sword (+2/1d6+1)

Chainmail; spear; short sword

Well-trained and disciplined, these soldiers serve at the will of Regent Ralik.

Ganymede, Gold Dragon (Human Form)

AC 11; HD 11d12 (hp 99); FEAT +15; Move 30'; spells

As MU 7: *portal*, *read magic*, *ESP*, *levitate*, *lightning bolt*, *arcane eye*

He has converted his entire treasure into gemstones over time, keeping a collection of gems worth 800 gp in a small chest hidden in his tower. He wears a *ring of acuity* +2, his only other treasure.

"Ganymede the Perspicacious" appears as human magic user 7. Ganymede is actually a polymorphed gold dragon. Although he appears mad, he uses this ruse to watch others. He supports Lady Morovar as best he can, but even she does not know his true identity. An ancient creature, he is hesitant to act hastily in any matter, and tends to wait and see before intervening.

Gorram the Strong, Human Fighter 4

AC 15; HD 4d6+ (hp 23); FEAT +8; Move 30'; war hammer (+5/1d10+4)

Chainmail armor +1; war hammer +1 (wields 2-handed)

Regent Andros Ralik, Human Fighter 6

AC 18; HD 6d6+ (hp 32); FEAT +9; Move 30'; sword (+6/1d8+2)

Scale mail armor +1; shield; *longsword* +1

A thrall of the singing spider, Regent Ralik works to bring others under the sway of the *harp of dominion* (page xx).

Watchman of Fort Morovar, Human Fighter 1

AC 12; HD 1d6+ (hp 7); FEAT +5; Move 30'; javelin (+1/1d6)

Leather armor; javelin

Poorly equipped and minimally-trained, the members of the watch are a loyal but overwhelmed lot.

Newspring Festival

At the beginning of spring every year, Fort Morovar holds a three-day festival to mark the occasion. The player characters have been invited to take part in the festivities this year, joining in an all-day athletic contest among the residents of and visitors to the keep.

Entering the Festival

A character must buy in to the festival for 1 gp. This fee is non-refundable.

Entrants

The GM may include as many entrants beyond the player characters as he or she desires. There should be at least a number of entrants equal to the player characters. All of the entrants are humans of various levels. The GM may use the following NPCs in this contest, or may design unique NPCs as desired:

- Geoff Lyonnyss. Geoff is a gifted athlete and last year's winner. He is haughty and arrogant, and will try to intimidate other characters. Use a bugbear for his statistics.
- Amandra Felan. Amandra is quietly confident in her abilities, and is a capable adversary. Use a gnoll for her statistics.
- Huey, Luey and Dewey. Triplets, these three brothers are very competitive. Each is a human fighter 2. Use the statistics for a hobgoblin for each.
- Stu, Vance, Phil, Zak and Gunns. These five are guards within the keep who have each used their bonuses to enter the contest. Each is a Crimson Gauntlet soldier.

Cheating

Participants are expected to behave fairly. This means that characters may not cast spells during an event, or use extra help. The use of magical items is strongly discouraged, and all such items should be removed before the event commences. Any character disobeying this rule runs the risk of being found out and disqualified from further participation, forfeiting the entry fee and earning 0 XP for the event.

The Events

Participants take part in four events. After the final event, the total points that a character has earned in each event are totaled together. The most that any character may earn is 100 points.

First Event: Long Jump

Participants will make two running long jumps. Each of these is a simple DEX check (1d20 + DEX), with the results from the two jumps added together for a total score. The character with the most points (the longest total distance jumped) earns 20 points. The second place character earns 15 points. The third place character earns 10 points. All other participants earn 5 points automatically.

Second Event: Javelin Throw

Participants will throw three javelins. Each of these is a simple STR check (1d20+STR), with the result being the number of 10' increments the character was able to throw the javelin. The three totals are added up for each character. The character with the most points (the furthest total distance for three throws) earns 20 points. The second place character earns 15 points. The third place character earns 10 points. All other participants earn 5 points automatically.

Third Event: Archery

Participants will make a series of missile attack rolls with simple bows made for this event. The range of these weapons is only 30', so the effective AC of each target increases with each attempt, as targets get further away and the bull's eyes get smaller.

Target Number	Hit AC and value	Bull's Eye AC and value
1	AC 10 for 1 point	AC 15 for 3 points
2	AC 12 for 2 points	AC 17 for 5 points
3	AC 14 for 3 points	AC 19 for 7 points
4	AC 16 for 4 points	AC 21 for 9 points
5	AC 18 for 5 points	AC 23 for 11 points

For example, against the first target, the character rolls 11. This earns 1 point (hit the target, but not the bull's eye). Against the second target, the character rolls 9. This misses. No points are earned. Against the third, the character rolls 19. This is sufficient to hit the bull's eye, so the character gets 7 points (but doesn't also get the 3 points for hitting the target). Only the better score is given.

Fourth Event: Sword Play

Participants will enter a round robin or single elimination tournament (dependent on the number of entrants). The sword fight operates using the rules for normal combat, with a few exceptions:

- No worn armor is allowed. A character's natural armor (for example, a dwarf's natural thick skin or a bonus from DEX) still applies, but bonuses from magical armor (for example, from a magical ring) are prohibited.
- All characters wield wooden practice swords. These swords deal 1d6 damage as melee weapons. When a character is reduced to hp 0, he or she has been defeated, and is out of the tournament. Hit points are reset to full at the beginning of the next round.

Winning first place in this tournament is worth 30 points; second place is worth 20 points; winning any single round of sword play is worth 10 points. In a single elimination tournament involving eight characters, one character will win first place, one character will win second place, and two characters will earn 10 points each. All other characters earn 5 points just for participating.

Totaling Points

Total the points from the four events. The character earning the most points earns first place.

Rewards

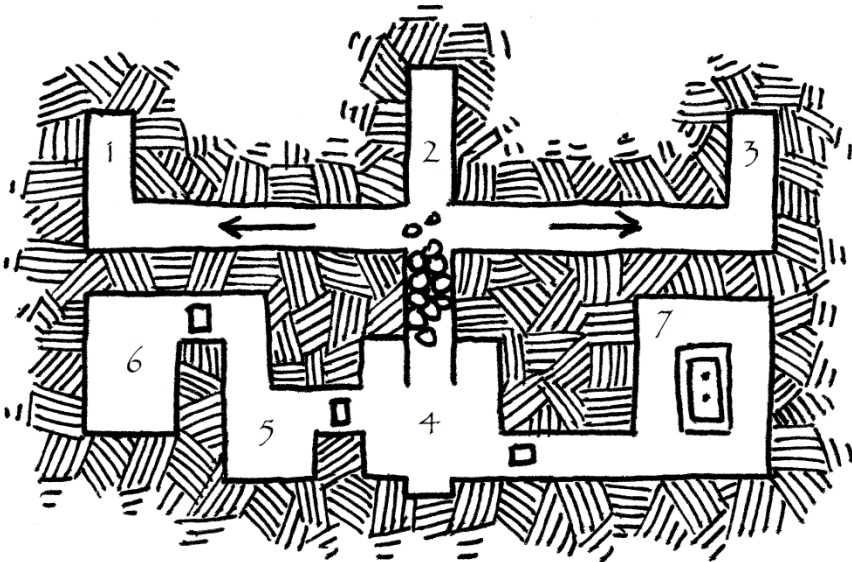
- For earning first place, a character earns 25 XP, and receives the prize for first place: a purse of 15 gp and a magical ring granting +1 hp while worn.
- For earning second place, a character earns 20 XP, and receives the prize for second place: a purse of 10 gp and a *potion of healing*.
- For earning third place, a character earns 15 XP, and receives the prize for third place: a purse of 5 gp.
- For earning at least 35 points but not placing, a character earns 10 XP.
- For participating at all, a character earns 5 XP.

After the Adventure

The winner of this contest has made a name for him or herself, and this can be both a good and bad thing. The character may be sought after for hire as a mercenary or man-at-arms (and will command higher than normal prices for such services). The character may also attract a different kind of attention: those who saw the festival know how much money and magic the winner(s) received, and this makes someone a tempting target for thieves and brigands. In addition, those who didn't win these sorts of events tend to be poor losers, and someone like Geoff Lyonnyss may hold a grudge against someone who defeated him (or even who challenged him and gave him a run for his money), and may think about exacting revenge at a later date (possibly later that night at the inn after a few too many ales).

As part of a project to improve Fort Morovar and make it more hospitable to travelers (with his eyes always on making more money), Regent Ralik has begun an operation to construct a small series of sewers beneath the central street and market of the keep, so that (especially during midsummer festival), visitors are more likely to stay within the keep and enjoy all it has to offer. To this end, he has hired six dwarves to dig into the solid stone underfoot and construct this complex. The dwarves were undertaking daily forays underground, returning at night to rest and eat before continuing work the next day. Three days ago, however, the dwarves went down into their growing complex, but did not return that night. At first, people thought they were simply busy working, but have now begun to fear the worst. The player characters have been offered 3 gp each to enter the new sewer complex and to see if they can figure out what may have happened to the dwarves.

Notes: The dwarves were digging in the northeast corner (area 3) when a small cave-in occurred, and one of their number died. As they lifted the stones off of their fallen comrade, he sprung to life, and began feverishly working to break through the wall to the south (into area 4). The dwarves didn't realize until they were through the wall and into area 4 that they were near an ancient temple complex, or that their fallen comrade was now arisen as a **ghoul**. The temple is the host to a gemstone of evil: the *gem of skulls*. Now, the remaining dwarves have barricaded themselves into area 3, but are exhausted and starving, too weak to do anything but take shifts holding their makeshift barricade against the forces now set loose from the temple complex.



1. Entry

This is a 20' drop from above, and requires a rope. Once in this area, characters will be able to hear the sound of scraping or scratching from the south and around the corner.

2. Spider Lair

1 medium spider lives here now, having been set free from the tomb beyond. It has created a 'false spider' out of materials it has found, and there appears to be a spider in the web at the far end of the hall. In fact, the spider is hidden in a small alcove (taking +8 to *sneak*) at the entry to the hall (over the crossroads where the rubble ends). The spider will wait until its 'nest' is attacked, and then drop on those in the hallway below. Hidden in the alcove, the spider has three gemstones each worth 4 gp.

Medium Spider (1)

AC 13; HD 2d6 (hp 9); FEAT +6; Move 40'; bite (+2/1d8*)

Bite forces FEAT (at +2) or paralyzed for 1 turn.

3. Dwarven Barricade

The remaining **5 dwarves** have barricaded themselves here, but are being attacked constantly by their fallen friend, a **dwarf ghoul**. The dwarves are in the furthest end of the hall, and the ghoul is clawing at their makeshift barrier (a pile of mining gear and wooden boards they have fastened together with rope). If they are freed, they will thank the PCs and flee. None is in any condition to fight, and cannot aid the PCs further.

Dwarven Miners (5)

AC 11; HD 1d6 (1 hp each); FEAT +5; Move 20'; small pick (+1/1d4)

Dwarf Ghoul (1)

AC 13; HD 3d6 (hp 11); FEAT +8; Move 40'; 2 claws (+3/1d6*)

Claw forces non-elf target to roll a FEAT or be paralyzed for 2d4 rounds.

4. Empty Entry

This area was once the entry to the temple, but is now filled with a thick mold. The mold is harmless, but is a deep blue and radiates a soft light. It will burn if set ablaze, but any character exposed to the toxic fumes from burning mold must roll a FEAT or lose 1 point of CON for 1d4 days.

5. More Spiders

The door to this room is locked but not trapped. **2 medium spiders** pick over the bones of a human who has been dead for centuries. The human is wearing armor and weapons that have completely degraded, with one exception: in its ruined backpack is a vial with a *potion of giant strength* (STR 14).

Medium Spiders (2)

AC 13; HD 2d6 (hp 7 each); FEAT +6; Move 40'; bite (+2/1d8*)

Bite forces FEAT (at +2) or paralyzed for 1 turn.

6. Former Entry

This was once the way that visitors entered the temple. At one time, a ladder in the west wall lead to a trap door in the ceiling, but the ladder is completely rusted and several rungs are broken off, and the trap door in the ceiling was sealed and covered in 20' of rock during the Great Reckoning. There is no way to open the trap door, and no way to leave through this chamber.

7. The Temple

The door into this room is locked and trapped. The trap will release a 10' wide poison gas cloud in front of the door if set off. On a failed FEAT, targets suffer 1d6 damage. The door may be forced with a MGT check, but this will automatically set off the trap if not already disarmed.

Here rests the *gem of skulls*. It is atop the altar at the center of the room (see below). **7 skeletons** are posed as statues around the room, but will animate and defend the gem as soon as the door opens.

Skeletons (7)

AC 12; HD 1d6 (hp 2 each); FEAT +6; Move 20'; claw (+1/1d4)

The Gem of Skulls

The *gem of skulls* appears as a large black obelisk, nearly 6" long. Once per day, this magical gemstone will automatically turn one corpse within 120' into a ghoul. It may be beyond the abilities of the PCs to destroy the gem, and this may require a special quest or journey to complete. The gemstone is worth 500 gp to the right buyer, but the gemstone will definitely prove deadly in the hands of the wrong character, allowing the amassing of a ghoul army.

The gem gives no power to control or influence ghouls once created, and this gem could quickly lead to a character's death. A lawful creature touching the gem suffers 1d6 damage. Any creature dying within 120' of the gem is re-animated as a ghoul within 1d6 rounds. While the gem is valuable (worth up to 250 gp on the market), it is an object of evil, and PCs who sell it will likely live to regret it.

3. Wilderness Treks

A wilderness trek takes place when the heroes set out into the wild, overcoming obstacles that nature puts in their path. While many of these obstacles include wild animals and other beasts, additional obstacles are posed by physical barriers or tests of endurance.

Not only does the wilderness host all manner of beasts, but natural obstacles can pose a considerable threat. The extreme conditions of deserts and glaciers make simple movement and survival difficult, and other wild lands boast raging rivers that must be forded, patches of quicksand or sinkholes that must be avoided, and rope bridges over deep chasms that must be crossed.

Why Use Wilderness Treks?

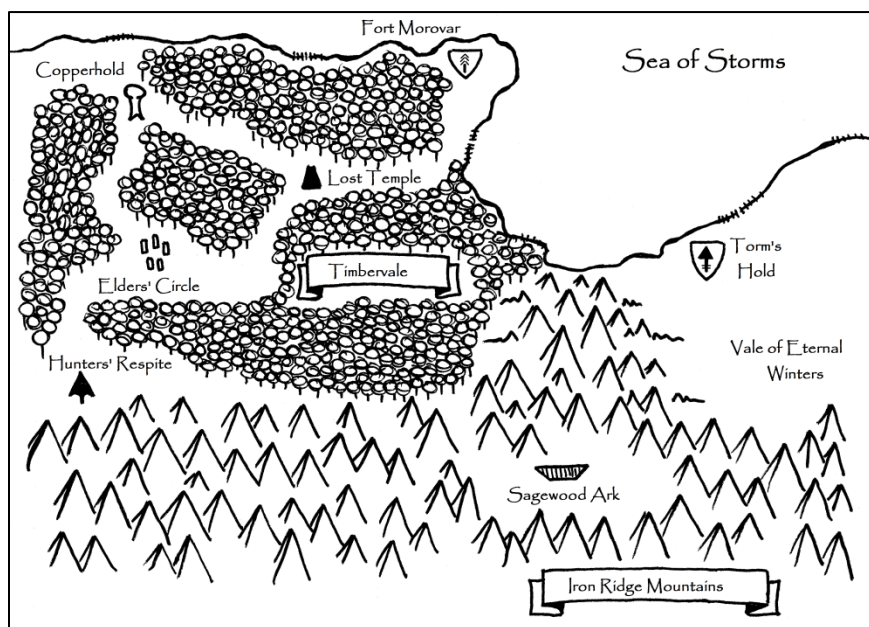
Wilderness treks can be quickly put together for play. You could generate a list of twelve random events that may happen as part of the travel across the wilderness, and roll at intervals of travel to see if any of these events happen. In the borderlands near a keep or city, there may be a 1 in 6 chance of encountering a beast of some kind every 6 hours, while in the wildest and most remote of lands, this could increase to as much as a 3 in 6 chance every 3 hours. In both of these cases, even going to sleep poses great danger, as the likelihood of an encounter increases after nightfall.

Ten Reasons to Undertake a Wilderness Trek

1. The heroes must deliver something to a character or creature in a remote or dangerous location.
2. The lands of law face threats from an infestation of creatures from the wild; the heroes must drive back this infestation and destroy the creatures' nest.
3. Evil forces have begun waylaying travelers on a main road.
4. A new noble has taken ownership of a parcel in the wild, and needs this land made clear of monsters before establishing a stronghold.
5. Strange weather or unusual conditions emanate from a distant location. An unholy fog keeps rolling in from the swamps; a rainbow appears over a mountain in the distant east; a huge silver cloud on the far horizon appears to generate incredible thunderstorms that rage throughout the region.
6. Nature calls for aid. Creatures of good call upon the heroes to help defend their natural stronghold from threats posed by the wild or unnatural invaders.
7. Ships, merchant caravans, or other travelers have gone missing in remote and inaccessible locations.
8. A magician needs a special ingredient or item that may only be found in the deepest parts of the wild, recruiting the heroes to gather it.
9. A ship, sunk beneath the waves, holds an item that must be recovered.
10. At the heart of a barren desert, an obelisk inscribed with runes holds the final clues to unlock an ancient secret.

A Starting Wilderness: The Untamed North

The Untamed North serves as an introduction to the wild: it is an unsettled region locked into a corner of the realm, cut off from most other creatures by forbidding mountains to the south, a frozen waste to the east, and unknown dangers far to the west, beyond its tangled woods.



- **Copperhold** is a small fortress claimed by some 125 elves. They are largely independent, although have been known to engage in some trade with men if treated with the requisite respect and approached with humility.
- The **Elders' Circle** is an ancient cluster of huge stones (40' tall) that serves as a place of gathering for druids and elder spirits of the woodland.
- **Hunter's Respite** is a mighty wooden fortress and way stop frequented by the wild men who inhabit the western woods.
- **The Iron Ridge Mountains** are a mighty range covering much of the north. These western peaks are lower than other parts of the range, and are mostly ice-covered, home to such cold-loving creatures as frost giants.
- **The Lost Temple** was once a place of rituals for goblins of the eastern wood. Now, the temple is in ruins, infested with spiders and other creatures.
- The **Sagewood Ark** is the ruined remains of a mighty sky ship that was used to shield humans during the Great Reckoning. Its location has been lost, and it is now buried under deep snows. Rumors persist of great magic and secrets that remain within the ark, if it can be found.

- The **Sea of Storms** is so named for the constant tempests that rage to the north. Travel through the sea is fraught with peril.
- **Timbervale** is a cold, largely-coniferous forest. The timber gathered from here is exceptionally strong, in high demand in other parts of the realm.
- **Torm's Hold** is a mighty holding of the Ork Overlord Groth and his legions of ork warriors. They are somewhat land-locked due to their location in the Vale of Eternal Winters, engaging in much of their conquest by ship. To this point, they have had little interest in Fort Morovar, although the construction of the Iron Wall may change that.
- The **Vale of Eternal Winters** is a desolate wasteland of ice and snow. Only the largest and most fearsome creatures call this terrible land home.

Random Encounters in the Far North (Roll 2d6)

Roll	Encounter
2	Neutral Human Cleric 5 (druid) wandering the wild AC 13; HD 5d6 (hp 22); FEAT + 9; Move 30'; staff (+3/1d6) + spells Studded leather; staff; <i>pass without trace</i> ; <i>nature's ally 2</i> ; <i>poison cloud</i>
3	Troll (1) out foraging for food AC 15; HD 6d8 (hp 28); FEAT +8; Move 40'; 2 claws (+6/1d6) + bite (+6/1d10)
4	Gnolls (2d4) that claim much of the woods AC 14; HD 2d8 (hp 10); FEAT +6; Move 30'; club (+2/1d6+1)
5	Huge Constrictor Snake (1) AC 13; HD 3d8 (hp 15); FEAT +7; Move 30'; bite (+3/1d6) + 1d8 squeeze
6	Medium Spiders (2d4) that are common threats in the region AC 13; HD 2d6 (hp 7); FEAT +6; Move 40'; bite (+2/1d8) Bite forces FEAT or target paralyzed for 1 turn
7	Wolves (2d4) that travel in packs throughout the region AC 13; HD 2d6 (hp 7); FEAT +6 (<i>sense</i> +10); Move 60; bite (+2/1d6)
8	Dire Wolves (1d4+1) that travel in small packs AC 13; HD 4d8 (hp 18); FEAT +7 (<i>sense</i> +11); Move 60'; bite (+4/2d4)
9	Boars (2d4) AC 12; HD 3d6 (hp 10); FEAT +7; Move 40'; tusk (+3/2d4)
10	Elf Champions 2 (1d4+2) patrolling or on a mission AC 16; HD 2d6 (hp 8); FEAT +7; Move 30'; weapon (+3/1d6) Chainmail, shields, short bows, short swords; <i>arcane dart</i> , <i>sleep</i>
11	Werewolf (1) that is either alone (50%) or with 2d4 wolves (50%) AC 14; HD 4d6 (hp 17); FEAT +8; Move 60'; 2 claws (+4/1d4) + bite (+4/2d4)
12	Wyvern (1) out hunting AC 17; HD 7d10 (hp 37); FEAT +9; Move 30' (fly 90'); bite (+7/2d8) + tail (+7/1d6*); tail forces FEAT or target dies from poison

Setup

A local merchant has been awaiting a shipment coming via trading vessel from the east for two weeks. Yesterday, a runner arrived in the keep reporting that the ship had run aground off the coast on dangerous rocks, and that there appeared to be no survivors. The player characters have been hired to travel to the wreck, explore it, and report back. Each player character is offered 10 gp for completing this task, and may keep all they can recover (except for the captain's log and the scroll case the captain carries; see below).

The player characters are expected to do two things:

- Travel to the wreck of the *Morning Glory* and determine the status of the living and the dead, and to bring any living creatures back to Fort Morovar.
- Recover the captain's log and a large scroll case for Big Amrak of the Outpost trading company of Fort Morovar.

Notes: The ship was doing fine until its last layover, when the captain decided to buy two unusual items. First of all, he purchased an imprisoned **shadow imp**, thinking it would make a good pet and symbol for his ship (a terrible mistake). He also purchased a pair of captured **gray oozes** (an even worse mistake). The imp set the oozes loose, and they have since begun to destroy the ship, and devoured the crew (leaving only skeletal remains behind). The imp has driven the captain insane, and he is the last survivor of the wreck. To further complicate matters, when the ship ran aground, it did so over the lair of a giant crab, a creature that has made a few forays into the lower belly of the ship to look for food, and which dwells just under the surface of the water, waiting for its next meal to wander down.

Overland Travel to the *Morning Glory*

The *Morning Glory* is wrecked twenty miles due east of Fort Morovar, stuck on rocks 100' off shore. On the way to the *Morning Glory*, a gnoll and his pet ferret will attack. The two have seen the wreck of the ship, and have been waiting either for survivors to come ashore (to attack them) or for rescuers to arrive. They are impatient from waiting for several days, and will be aggressive in attacking the player characters. The gnoll carries 32 sp.

Gnoll (1)

AC 14; HD 2d8 (hp 10); FEAT +6; Move 30'; club (+2/1d6+1)

Ferret (1)

AC 14; HD 1d6 (hp 4); FEAT +6; Move 50'; bite (+1/1d8)

Crossing to the Ship

Getting to (and later from) the ship is going to be tricky. Swimming to the *Morning Glory* requires two consecutive successful MGT checks. Failure indicates that a character is unable to complete the trip, and must turn back, requiring another check. Unless a character is able to make two consecutive successful checks, he must turn back, and must make one (out of three) successful rolls to get back to shore. A character who fails three consecutive checks actually drowns in the tumultuous surf. The best way to get to the ship is likely by rope, which the characters can anchor to a fixed point on shore (there are many rocks and trees nearby) and then hook to the ship. Note that this rope will likely snap when the *Morning Glory* turns sideways (see area 8), and the player characters will need to find a new way back to shore.

Key to Areas of the Ship

All check are made at -1 while aboard the ship. The entire wreck rocks from side to side regularly. During the battle with the captain (area 8), the ship will lurch sideways and fall into the water. At this point, the clock is ticking, and the player characters will have to fight to escape the ship and defeat the creature they encounter in the hold. 6 turns after lurching sideways, the ship will become completely submerged as it slides into the 40' deep waters next to the line of rocks it has capsized upon. Of course, the entire ship won't immediately fill with water, and some areas will have pockets of air for several hours.

At the beginning of every turn while the PCs are on the boat, roll 1d6. On a roll of 1 or 2, the boat shifts suddenly to one side or the others, and all characters must make a DEX check or slide to the one end of the chamber or area, smacking against the opposite side and suffering 1d4 damage.

1. The Upper Deck

The upper deck is in disarray, with half of the tie lines torn, the sails flapping wildly in the strong winds, and seven skeletons littering the deck. These are normal skeletons, the remnants of the work of the 2 gray oozes elsewhere on the ship. The deck also shows considerable burn marks, although these marks appear to be caused by acid rather than flame.

2. The Castle

This area was where the navigation and planning for the ship were done, and also where the first mate lived. Now, the area is in ruins, tables and chairs overturned, and a large map of the area ripped to shreds and so wet as to be unusable. **1 gray ooze** is still here, spread out across the windowsill at the back of the chamber (having been unsuccessful at eating through the glass); it will attack any player character that gets near the back window.

Gray Ooze (1)

AC 11; HD 3d8 (hp 15); FEAT +8; Move 10'; 1 tendril (+3/2d8)

Sneaks at +12; only harmed by weapons and lightning

3. Fore

This is simply an elevated platform at the front of the ship. It is empty.

4. Captain's Chambers

This was the captain's chamber (a well-furnished suite). Within the suite are several things the PCs may find interesting. On a desk, he has his **captain's log** (one of the things they've been asked to recover). If they read through the log, they will see that recent entries (as recent as a week ago) show the captain declining into madness, and he keeps speaking of someone named "Fenris" who keeps whispering in his ears. He has an entry as of nine days ago, which states that he has "let the black things loose" because "Fenris said he should", but that he now regrets it, since he saw it consume one of his crew and leave behind only its skeleton.

5. Common Quarters

This was the common room where the sailors lived. Their beds and footlockers have been turned over and the entire area is in total disarray. If the PCs spend at least one turn searching, they find a bag of coins left in this chamber (in six inches of water) on a successful *sense* FEAT. Inside the sack are 120 sp and 8 gp.

6. Dry Good Storage

The floor of this room is collapsed in the middle, open to the chamber below. Most of the items stored here (dry goods) have been broken open and scattered about the chamber. A character attempting to cross this chamber must roll a DEX check or slip and fall through the hole into the area below (since the floor is so weak, and boards will easily give way). Falling into the next chamber deals 1d6 damage. The other **gray ooze** is on the ceiling of this room, trying to eat through back to the upper deck. It will attack the player characters, attempting to surprise them.

Gray Ooze (1)

AC 11; HD 3d8 (hp 12); FEAT +8; Move 10'; 1 tendril (+3/2d8)

Sneaks at +12; only harmed by weapons and lightning

7. Provisions

This was where the crew of the *Morning Glory* kept their provisions. Most have fallen and broken open, and the entire cabin smells of poor wine. There is one keg of wine that remains unbroken; this rolls back and forth across this chamber as the ship rocks.

8. Dining and Common Room

The **captain** has barricaded himself in here. He has gone insane from his contact with the **imp** Fenris, and will fight alongside fenris here, defending 'his ship' and 'his booty' (he carries the scroll case the PCs seek) from them. He will fight to the death.

After the PCs have been in the room for 1d6 rounds (whether or not combat has begun), the entire ship will rock on its right (starboard) side and begin sliding into the deeper water to the south. The entire ship will take on water at the rate of roughly 1' of depth (in each area) per turn. All characters in this area will 'fall' to the far wall, and will require one round to recover from falling and resume combat, now standing on the wall. After this point, travel anywhere on the ship will require climbing and some creative movement to get through doorways.

The Captain, Human Fighter 3 (1)

AC 13; HD 4d6 (hp 16); FEAT +8; Move 30'; sword (+3/1d8+1)

Wears studded leather armor and carries a longsword

Fenris the Imp (1)

AC 13; HD 3d4 (hp 11); FEAT +6; Move 20' (fly 60'); 2 claws (+3/1d4) or spell

Can cast *elemental spark* once per round, dealing 1d4+2 damage to 30'.

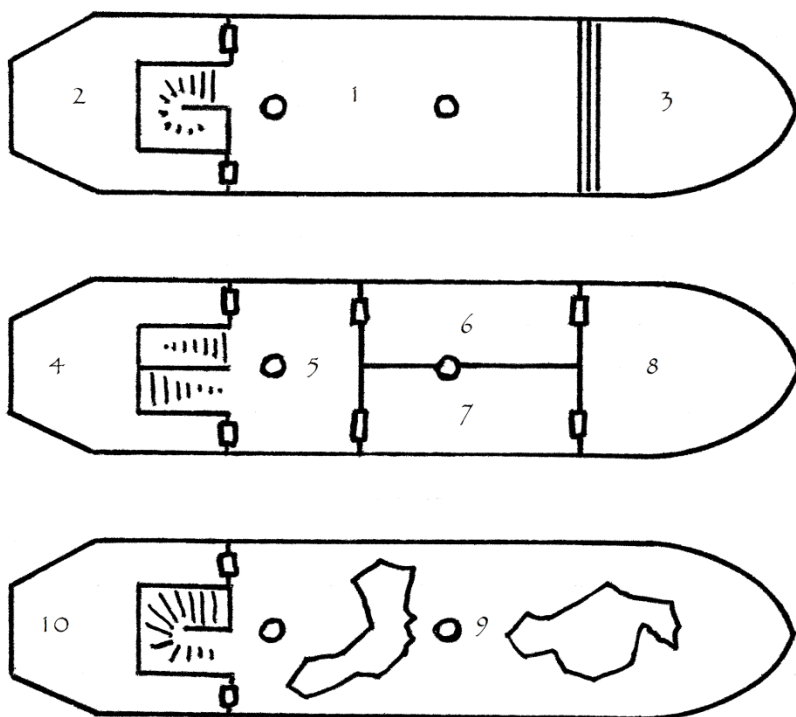
Wears a *ring of charming*, allowing him to cast *charm person* 1x per day

9. Lower Hold

A **giant crab** hides just below the boat, and will come up to attack any creature entering this chamber. The entire chamber is filled with rolling waters to a depth of 1-2' in all places, and the huge holes in the floor are difficult to see (-2 to *sense* FEATS). A character stepping over one of these holes falls into water 15' deep, and into the heart of the crab's lair. If the ship has already turned over, the crab is just outside this chamber, but can quickly enter through the 'side' (the former bottom). This may be a way for the player characters to escape, as they could swim out from here, since the ship is likely only partially underwater as the player characters enter this room (assuming they finished area 8 first).

Giant Crab (1)

AC 17; HD 3d8 (hp 20); FEAT +7; Move 20'; 2 pincers (+3/2d6)



10. Captain's Hold

This chamber is where the captain had stored his personal treasures. If the player characters are able to get back into the ship after it rolls sideways (or they continue exploring it after this) they may enter this room. This area has a large (waterproof) chest. The chest weighs in excess of 200 lbs, and will be very difficult to get out of here. The chest is locked and trapped. If the trap is set off, it will fire a poisoned needle into the character trying to open the chest. The trap forces a FEAT or the target suffers 2d6 poison damage. Inside the chest is the captain's personal treasure: 5 gemstones each worth 10 gp and 350 sp.

Further Adventures

The scroll case could contain any number of things: a map to a lost treasure, the secret code to bypass a doorway in a lost tomb that has, to this point, been impassible, or the true name of a powerful demon – a name needed to finally drive the demon from this realm. Use this to create a hook into the Vault of the Goblin, or into another adventure of your own design.

Part 4: The Larger World

Eventually, the players and their characters are going to want to explore the larger world, digging into the history of their realm and facing the most influential creatures of their land. This section provides a brief history and overview of the larger Splintered Realm.

In the Beginning...

At the dawn of time, the consciousness of the universe separated itself into two beings, a twin brother and sister. She, Yahalla the Creator, the Bringer of Light, sang the universe into creation, separating the air from the ground, the sea from the land. He, Bael the Destroyer, the Dweller in Darkness, set events in motion leading to the decay and destruction of his sister's works.

Overseeing the ebb and flow of creation and destruction stood the Fates, immortal beings of great power to whom even the twins paid homage. Over the eons, the Fates separated the universe into five realms. At the highest point of creation sat the palace of Valhalla, the throne of Yahalla. Below this rested the faerie realm of Arvandor, a land of order ruled over by the elves, populated by fay folk and magical creatures. At the furthest depths of creation seethed the realm of Pandemonium, the unholy halls of Bael. Above him, the vast Barrens boasted razor-tipped mountains, boiling rivers and rotting forests. Between all realms sat Aeroth, the land of man. Here the battle between law and chaos unfolded.

The Fates decreed that humanity would ultimately decide a victor between good and evil. Yahalla and Bael watched. And they waited.

The Golden Age

Over several ages, mankind explored, settled and subdued all of Aeroth to the useful and the good. In every corner of the realm, progress, order, and fairness took a foothold. Magic and science worked hand-in-hand, revealing incredible truths and allowing great innovation. The Knights of the Sun, servants of the Grand Cavarian Empire, oversaw all with a righteous hand. All was well.

The Fall

Having mastered all parts of Aeroth, man's grasp grew wider; his appetite grew stronger. Man opened portals to other lands, seeing the bounty and plenty of the elves, the suffering and desolation of the Barrens. Mankind looked up, and grew jealous. Man began to see Yahalla not as a benevolent goddess, but as a selfish queen, keeping the first fruits of creation for her own purposes. In its hubris, mankind launched an assault upon the very fortress of Valhalla. Men shook her throne. They bested her army. They slew their goddess.

In her death throes, Yahalla's energy washed across the universe, unmaking its borders and splintering its lands. The halls of the great palace were sealed, the depths of Pandemonium cast to the farthest edge of creation. Between, chaos ripped all lands asunder, with thousands of fragmentary realms eventually emerging from the swirling tumult. One such land is the Splintered Realm.



A Dark Age Upon Us

228 years have passed since the Great Reckoning. All are punished. The sky rains flame. The foundations of the realm shake in despair. The echoes from Yahalla's destruction reverberate everywhere. Prayers go unanswered; the land weeps in agony. In the dark, Bael plots and waits, preparing to launch his ultimate gambit to claim victory over all creation.

While the known world was once mapped and measured, conquered and controlled, all has fallen to wildness and disorder. The forces of darkness overrun the lands of man. A desperate call has gone out for heroes to rise up, banding together to protect the weak, to recover powerful magic of the past, and to help mortals survive this cataclysm.

Now

Remnants of the Broken Cavarian Empire (mankind's great kingdom) have been uncovered. Men of law have begun to step forward. Ancient magic has been re-kindled, as practitioners of those ancient arts begin to again whisper into the darkness. The holy powers of Yahalla again settle upon those who are faithful to her creeds and tenets. Hope rises. Key events of the last 228 years have shaped the future of the realm in significant ways:

- A new alliance, **the Accord of Three Crowns** (216 AR), establishes an alliance unifying the forces of men, dwarves and elves against the goblin armies, driving many fiends and their allies from the realm, at least for a time. Three goblin wars (starting in 162 AR, 191 AR, and 214 AR respectively) culminate in the fall of the Vault of the Goblin in 218.
- Work begins on **the Iron Wall**, which will drive a wedge through wild lands and unify strongholds of law from north to south, starting from Fort Morovar in the north, and ending at Gryphon Watch Keep in the south.

Time in the Splintered Realm

There has been some argument about establishing a new calendar, and most view anything Cavarian as dangerous, therefore avoiding the ancient calendar of their forebears. In most places, people measure time in seasons (*spring, summer, fall and winter*), each season consisting of 9 weeks of 10 days each. A year consists of 360 days. The two eras of man are those times *Before the Reckoning* (BR) and *After the Reckoning* (AR). The *Cavarian Calendar* has been largely forgotten, although by that calendar we would be in the year 813. Today is the first day of the first week of spring. Major holidays are marked on the first day of each season, often with a festival lasting the entire first ten-day week of that season. Different regions, settlements and races also recognize their own holidays based on regional events or significant milestones.

Religion

While most pay some reverence to Yahalla, common consensus is that she has perished, and is gone forever. Mankind has no extant deity. However, the recent emergence of lawful clerics possessing holy power has fueled rumor that the goddess may yet live (or may soon return) and a religious revival has begun to gain momentum, albeit slowly.

In some regions, great heroes of the days before the Reckoning have been named saints, imbued with the local people a measure of immortality. In many cases, these saints seem to be immortal creatures of some power, and have been known to interact with, defend, or watch over the regions over which they have dominion. Most notable of these are Saint Jurris of Jurris' Crossing, and Saint Riordan of Jythra. Many cults have also arisen, paying homage to dark forces or to animals. Such cults are frowned upon in most communities, typically forced underground, undertaking worship in secret. The Church of Bael is largely considered a cult, although it has widespread influence.

Currency

It has been difficult to reach consensus on minting of new coins, and much ancient coinage remains; men continue to primarily barter in the *Cavarian Crown* (gp), *Cavarian Mark* (sp) and *Cavarian Common* (cp). The Accord of Three Crowns has one of its stated goals as circulation of a new currency.

Sagewood Arks

Mighty ships that carried mortals through the maelstrom of the Great Reckoning, seven Sagewood Arks arrived in the Splintered Realm shortly after the Reckoning. Constructed of enchanted lumber native to Valhalla, the arks are now in various states: some are in ruins, some abandoned, and some are used as settlements by the descendents of those who found refuge in them.

Broken Things

The term *broken* has become a common moniker for objects and items from the Cavarian Empire. Three key categories of broken things include:

- **The Broken Order.** The Knights of Cavaria were once the symbol of peace and order across the realm; now, their knighthood is a symbol of betrayal, loss and suffering. Remnants of the knighthood abound, but most are seen as bad luck, and few descendants of the knights take pride in their lineage.
- **The Broken Throne.** The mighty throne of Cavaria was destroyed during the Great Reckoning. Many believed that the throne itself imbued the King with mystical power. Rumors abound that Chandar the Fire Mage has managed to rebuild part (or even all) of the throne, sitting upon it in his fiery citadel.
- **Broken Towers.** The High Magists, magicians of great power, constructed formidable towers across Cavaria wherein they practiced potent magics and crafted powerful items at the behest of the Cavarian King. These towers were destroyed and fell into ruin during the Great Reckoning, and the ruins of these towers are avoided by most, viewed as haunted and possessed of evil, which they likely are.

Accord of Three Crowns

Signed in 216 AR by fifty lords representing “the three good peoples of the North”; men, elves and dwarves; the Accord signaled the first unification of peoples of this new realm, and was the death knell for the emerging goblin nation. The Accord established three important agreements:

- These three peoples would work for mutual benefit, agreeing to evermore speak first to settle all grievances. *The Crimson Gauntlet* was formed as a sort of official ‘shared army’, and all allied species contribute to this army.
- These three peoples would mint a common coinage to be used in all legal business across the realm.
- These three peoples would contribute to the construction of a mighty wall that would hedge in all good peoples, civilizing the western half of the known realm.

Although there was some discussion of establishing the trade tongue as the ‘universal’ speech of all people, both elves and dwarves recoiled at relegating their languages to any suggestion of a secondary status. As such, many elves and dwarves refuse to conduct business in any language but their own, and the Accord makes no provision for them to do otherwise.

Some of other peoples of the realm, notably stoutlings, felt largely snubbed by this accord. Although they had served and died alongside the other peoples, their strengths as nations were considered lesser, and their voice in this body was minimal. One stoutling served as a token representative on this counsel, and he was later accused by his own people of selling them out to line his own pockets. He argued that any agreement forging peace in the realm was better than no agreement at all.

Church of Yahalla

After the Great Reckoning, holy power was withdrawn from mortals for a time. The first true cleric after the Reckoning was Tashya the First. Yahalla appeared to her in a dream in 70 AR, teaching her how to call upon holy power. She became the first high priestess of Yahalla, establishing the Second Church at Jythra. Several high priestesses have followed. Only females may serve in the role of High Priestess, and a male cleric has yet to attain sphere 6 faith magic.

Elves

Elves fall into three primary bloodlines within the Splintered Realm.

- *Celestial Elves* dwell almost exclusively in Jythra. These are dignified, regal creatures. Many have learned faith magic in addition to the arcane magic most high elves have learned.
- *High Elves* dwell primarily in the western woods of Grandwood, acting from their stronghold at Mistle Dawn. These are the most common sort of elves, reflecting those presented in the core rules.
- *Wood Elves* dwell in small pockets throughout the realm, dwelling in beautiful, natural strongholds. Wood elves tend towards neutrality, viewing humans and their ilk with suspicion. Wood elves use nature magic instead of arcane magic.

Fire Sorcerers

A powerful association of chaotic magic users, the fire sorcerers fall under the authority of Chandar the Fire Mage, a human magic user of terrible power. They work to further to ends of their master, subverting good and seeking to bring all creatures under the mighty hand of Chandar. Chandar himself is fixated on the lost objects of the Cavarian Empire, collecting Broken Things.

Ice Wizards

A conclave of lawful and neutral magic users, the ice wizards work in secret to oppose the efforts of the Fire Sorcerers, lending aid to peoples of good. They have few strongholds and only the loosest of organization, preventing any one action of their enemies from greatly diminishing their power.

Spirit of Yahalla

A shadow of the form of Yahalla that survived the Great Reckoning, the **Spirit** is not an entity or force such as most creatures understand it. It has been described as a whisper or a wind, and it has settled upon three individuals since the Great Reckoning, leading forces of law at key moments. The Spirit infuses the host with tremendous power and wisdom, albeit falling short of the immortality or supremacy over creation that Yahalla herself possessed.

A Cyclopædia of the Realm

This section includes a brief overview of the primary geographic, political and racial groups that influence the world. It is arranged alphabetically, and includes notes about each area from the map on the next page and notes from *Teo's Journal*, the diaries kept by the scribe Teothas, providing a traveler's perspective on each location.

While much of the realm has yet to be explored, sages have been able to piece together an emerging picture of the new realm of Del Anon. The section so far discovered remains largely unexplored. The bulk of the land is composed of remnants of the Barrens, and as such remains generally inhospitable, teeming with all manner of aggressive beasts.

Roads

"A good road is hard to find" is a common lament of the traveler. The Kingdom of Cavaria maintained excellent roads throughout its vast expanse, but these have largely fallen into disrepair in the two centuries since the Great Reckoning. Simple footpaths abound, but these are neither patrolled nor maintained. Most travel outside of the settlements of man is done at great risk. Merchant companies generally travel in large numbers and with many guards, or not at all. Large packs of wild animals, barbaric men and humanoids, bandit forces, and even more powerful monsters are common across the land. The Accord of Three Crowns has the establishment of good roads as a long-term goal, although this will not be a reality for some time.

Smaller Settlements

Small settlements such as minor keeps, villages, hamlets and family estates are scattered throughout the realm. These are almost always walled, populated with hardy and suspicious people who hesitate to welcome outsiders. Rare is the friendly inn or open way stop for the traveler.

Ruins

Ruins abound. The Great Reckoning shattered most of the accomplishments of man, and the remnants of the statues, fortresses, towers, holdings and citadels of men and his ilk serve as a constant reminder of the losses wrought by the Great Reckoning. Rare is the ruin that stands empty and uninhabited: many have been claimed by monsters or humanoids, while others still host their original residents, now degenerate undead, lingering in miserable memory of their former life.

Beldin Mere

Ripped from the Barrens during the Great Reckoning, the fort city of Beldin Mere is a stronghold of rebellious dwarves. Driven skyward by the power of arcane lightning, the flying citadel traversed the Sea of Storms, riding upon the shackled power of lightning. This fortress of 1,500 dwarves mined mithril from the clouds for years, claiming several valuable deposits before ultimately falling upon the enemy mountain troll city of Golgoth ten years ago. Here the dwarves claimed a decisive victory over their enemies and founded a permanent home, the city's magical flight brought to its final end.

Teo's Journal: The dwarves of Beldin Mere are a hardy, boisterous lot. They enjoy strong drink and loud song, but value hard work and practical employ. They bear suspicion towards elves, who they consider both untrustworthy and 'soft', but remain open to trading with humans. They bear great resentment against trolls, and a troll in their city will be eyed with suspicion, the target of whispered insults if not open assault.

One of the more famous landmarks in Beldin Mere is the **Inn of the 99 Ears**. This huge inn can accommodate over 250 visitors a night. Its most notable feature is the collection of ears of 99 trolls that adorn its walls. Each night, the innkeeper sings these ears to keep them from regenerating (which they eventually would, becoming trolls over the course of several days). The smell of burning troll wafts for several miles, and has proven an effective troll repellent.

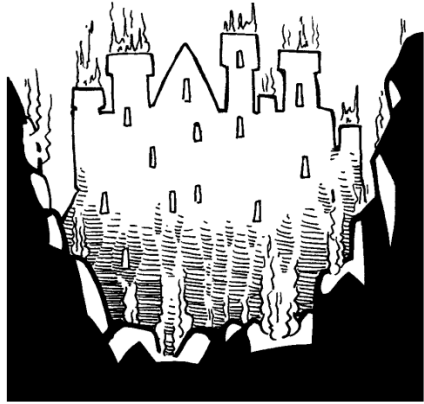
Caligin Forest

The sprawling, wild Caligin Forest represents the most untamed of all woodlands in Del Anon. The Caligin Forest harbors several factions of druidic orders, ranging in demeanor from peaceful to militant, that war with each other as often as they do with outsiders.

Teo's Journal: The Caligin Forest is composed of pristine virgin woodland, the most ancient such forest in all of Del Anon. Before the Great Reckoning, it rested at the far edges of the lands of man, and only in the last few years have civilized peoples sent campaigns into the forest to explore. Some of these have returned with tales of ancient barbaric cultures and massive stone temples deep in the heart of the forest, many containing untold treasures. More have never returned at all.

Citadel of Bronze

The Citadel of Bronze appears as a huge fortification constructed entirely of bronze. The holding burns with magical fire, and stepping within the gates of the city causes unbearable suffering to any normal creature. Because of this powerful enchantment, only those warded against or immune to elemental fire live within. A wide range of such fantastic creatures inhabits the citadel.



Teo's Journal: I have successfully avoided the Citadel of Bronze. Whispers abound of a Fire Sorcerer stronghold deep within, and I believe that Chandar the Fire Mage seethes in hatred at the heart of the citadel, plotting against the people of the realm. Less certain is the exact nature of the elemental fire that consumes this citadel, although it likely rests atop, or may in fact be, a conduit into a pocket realm of elemental flame.

City of Mistedawn

In the days after the Great Reckoning, the faerie races of Grandwood fiercely debated if and how they would interact with the new creatures now massing at the borders of their kingdom. They resolved to develop a single point of entry by which outsiders could communicate and trade with the fay, but beyond which further entry to the forest was forbidden. At the center of the forest, the City of the Moon was dedicated as the seat of all faerie power, a forbidden fortress to those not of pure fay blood. Conversely, at a point where the forest touches the lands of man (at the northern edge of Lake Dragonspear), the City of Mistedawn was founded. Within reside 2,500 faerie folk, in addition to the hundreds of visitors from throughout the realm who frequent the city, arriving on riverboats from the east and west.

The city has garnered acclaim for its busy trade district and its infamous pits. The trade district overflows with exquisite objects crafted by faerie hands. The Pits of Mistedawn, a massive prison complex beneath the city, serve as the inescapable penalty imposed upon those who threaten the Grandwood Forest or its natives.

Five delegates from the peoples of the forest rule Mistedawn. This ruling council takes a softer stance on outsiders when compared to other faerie, giving Mistedawn an open if still guarded atmosphere in which travelers may interact and trade with the fay.

The leaders of Misteldawn include:

- The high elf Lady of Mistledawn, Illia Silvershadow, second daughter of the High Queen.
- Jethicus, the Unicorn King.
- Titus, Thane of Centaurs, overseer of the defense of Mistledawn.
- Mustardseed, Countess of the Sprites.
- Tithania, Handmaiden of the Dryad Queen.

Teo's Journal: I have been to Mistledawn only twice, and I have little desire to visit again. While the city boasts exquisite items for barter, I find the faerie folk arrogant and self-important. They make little secret of their perceived superiority to other races, opening a portion of their borders only to empty the purses of others; therefore, I have little regard for most fay folk.

Dreadwood Mire

This massive swamp of over 20,000 square miles is the home to the most vile and nefarious of creatures. Dreadwood Mire teems with undead (and far worse) creatures, known to hold at least a dozen magical gates to pocket realms of chaos within its vast expanse.

Some believe that a gateway into the heart of Pandemonium itself lies within the mire, although such a gate would be guarded by nearly incomprehensible evil, and would be virtually unassailable by the forces of law.



Teo's Journal: Many vile entities call this mire home, its dark recesses boasting even more fell beasts than have thus been encountered by man. Dreadwood Mire certainly serves as a conduit to many shadow realms, and more expeditions of noble adventurers have disappeared within the dark horizon of the mire than have returned. Those that do survive bring far greater tales of woe and suffering than of riches or wealth.

The strongholds of many powerful creatures lie within the mire, most notably that of the Shadow Dragon King Darksihde.

Evermist River

The Evermist River begins in the northeastern corner of the continent (at the eastern edge of the Iron Ridge Mountains, nearly 100 miles west of Jythra) and runs into and through the Grandwood Forest.

Teo's Journal: If ever a physical feature were appropriately named, it is the Evermist River. Thick fog envelopes this cold, slow-moving river, extending through the valley it cuts across the heart of the Iron Ridge Mountains. The mountains loom on both sides of the narrow passage through the rock, and the banks of the river teem with all manner of evil. Travelers find passage along the river exceedingly dangerous. The river averages nearly 30' deep in most places, although sections of rapids and shallows inhibit any regular traffic by larger craft.

The Evermist River serves as the point of entry for visitors to the faerie city of Mistledawn; non-fay may only travel by boat from the edges of the wood to the city, all other access restricted.

Fangwood

A small but active woodland, Fangwood rests at a central location; its eastern fringes lay within a day's travel from Gryphon Watch Keep.

Teo's Journal: I spend a great deal of time in Fangwood, and am constantly surprised by how the tiny woodland abounds with malicious creatures; in the last two winters alone I have run afoul of two tribes of werewolves, a small bandit army, a clan of goblins and dozens of spiders. While I suspect (and continue to search for) a hidden gate to a darker realm deep in the forest, I have yet to find it. Some greater force must draw these creatures to the wood, but it continues to elude me.

Flamehammer Tor

Flamehammer Tor, a mighty fortress held by over 5,000 stoutlings, sits at the eastern edge of the Vale of Eternal Winters. These hardy folk, survivors of the Great Reckoning, withstand the deadly cold to the west and the constant raging storms in the seas to the north. Travel to and from the Tor is treacherous, making it impossible to bring boats within 100 miles of the Tor due to the rocky coastline and tumultuous waters. The rugged Iron Ridge Mountains and the inhospitable Vale of Eternal Winters likewise impede overland travel.

Teo's Journal: The stoutlings of the Tor remain surprisingly affable considering their harsh environment, having accepted their new home with something akin to resolution, making the best of a challenging situation, and constructing massive workshops within the Tor to craft all manner of ingenious items. Rumors persist that the heart of the Tor holds a magical forge of godlike power, able to craft items beyond mortal understanding.

Fort Morovar

For Morovar is detailed starting on page 102.

Teo's Journal: Fort Morovar serves as a small but important holding of law. The Vault of the Goblin, over which the keep squats, holds a sprawling dungeon of seemingly unending passages and mazes, the former fortress of a mighty goblin overlord.

Grandwood Forest

An ephemeral forest (see below), the Grandwood is the largest such forest in the realm of Del Anon. Its residents consider the Grandwood an independent realm, ruling it as such. Two major cities rest within the Grandwood: the City of the Moon, and Mistledawn.

The City of the Moon, also called the “Forbidden City”, restricts entrance to pureblood faerie folk only. Those of mixed blood may not enter this city, which remains untainted by outside influences. Conversely, the City of Mistledawn serves as the means for faerie interaction with the rest of the realm.

The Grandwood hosts a wide range of flora and fauna unique to this woodland, found nowhere else in Del Anon, making this a favorite place for alchemists and naturalists to gather raw materials for their potions, salves and ointments.

Teo's Journal: The entirety of the Grandwood has a dreamlike, ethereal quality. Strictly and tightly under the control of the fay, the woods harbor few other creatures. Travelers not of fay blood should be wary, as even though the fay may be generally good-natured, those in the deeper parts of the wood will waylay travelers whom they see as a threat, bringing them to a violent end or binding them to serve a fay master.

Ephemeral Forests

An ephemeral forest is one that retains its magical enchantments from Arvandor. Any non-faerie who travels within an ephemeral forest must roll a FEAT once per hour; failure means that the creature becomes hopelessly lost, losing all sense of direction and time. Player character elves are able to navigate an ephemeral forest with ease (+2 to *sense* checks while within an ephemeral forest), but travel for all others is exceedingly difficult.

Gryphon Watch Keep

Gryphon Watch, although a small keep, has become an important landmark along the trade routes through the east, as it sits at a pivotal point along the main trade artery running from east to west. It is going to serve as the southernmost point for the Iron Wall.

Haven

The ruined 'largest of all villages', this once-prosperous stoutling community fell during the Great Reckoning. It now serves as a bustling nest of kobolds, rats, and other assorted vermin. More than one stoutling has dreams of cleansing Haven and returning it into the hands of stoutlings, and more than one minor chaotic warlord has looked to Haven as a place to recruit foot soldiers for his armies.

Teo's Journal: The tale of Haven may be the saddest of the Great Reckoning. The Stoutlings here dwelled in peace and prosperity, and the complete disintegration of their home and way of life has been a misery to its people. Little will exists on behalf of other folk to reclaim Haven, as it holds neither financial nor military value; to stoutlings, however, it will always be their first home, and the source of much of their hope.

Iron Ridge Mountains

The Iron Ridge looms as a vast and sprawling mountain range transplanted from the Barrens during the Great Reckoning. As such, it teems with all manner of evil humanoid, beast and other horror imaginable. Dozens of powerful dragons lair throughout the range. The number of tribes of goblins, bugbears, trolls, ogres and giants residing (and fighting amongst themselves) in the mountain range lies beyond measure.

The Iron Ridge Mountains vary widely in their nature; the westernmost peaks are icy and cold, many over 25,000 feet tall. The eastern peaks are lower but filled with active volcanoes and huge pools (some over a mile across) of boiling lava. The northern peaks are rocky and barren (especially those north of the *Evermist River* and *Loch Evermist*), hosting the largest numbers of humanoids. The southern mountains are forested and rugged, becoming a breeding ground for a wide range of dark beast and warring tribes of assorted lycanthropes, but also having large hot springs and assorted tar pits.

Teo's Journal: Although this is considered a single range, the nature and climate of the mountains vary widely depending on where you are. I would suggest that you travel with extra supplies and friends, as the giant and ogre tribes throughout these mountains have proven especially cruel and unfriendly, displaying an uncanny knack for disposing of lesser creatures.

Isle of the Dragon's Bones

The Isle lies in the eye of the mighty hurricane that constantly rages in the northern Sea of Storms. It exists beyond the reach of time and beyond the influence of the rest of the realm, home to ancient creatures long extinct in all other areas.

Teo's Journal: Rumors abound of prehistoric creatures, lost races of man, and ancient magic now forgotten in all other places. None of these appeal to my particular interests, although I can understand why adventurers set off to explore this lost land.

Jurris' Crossing

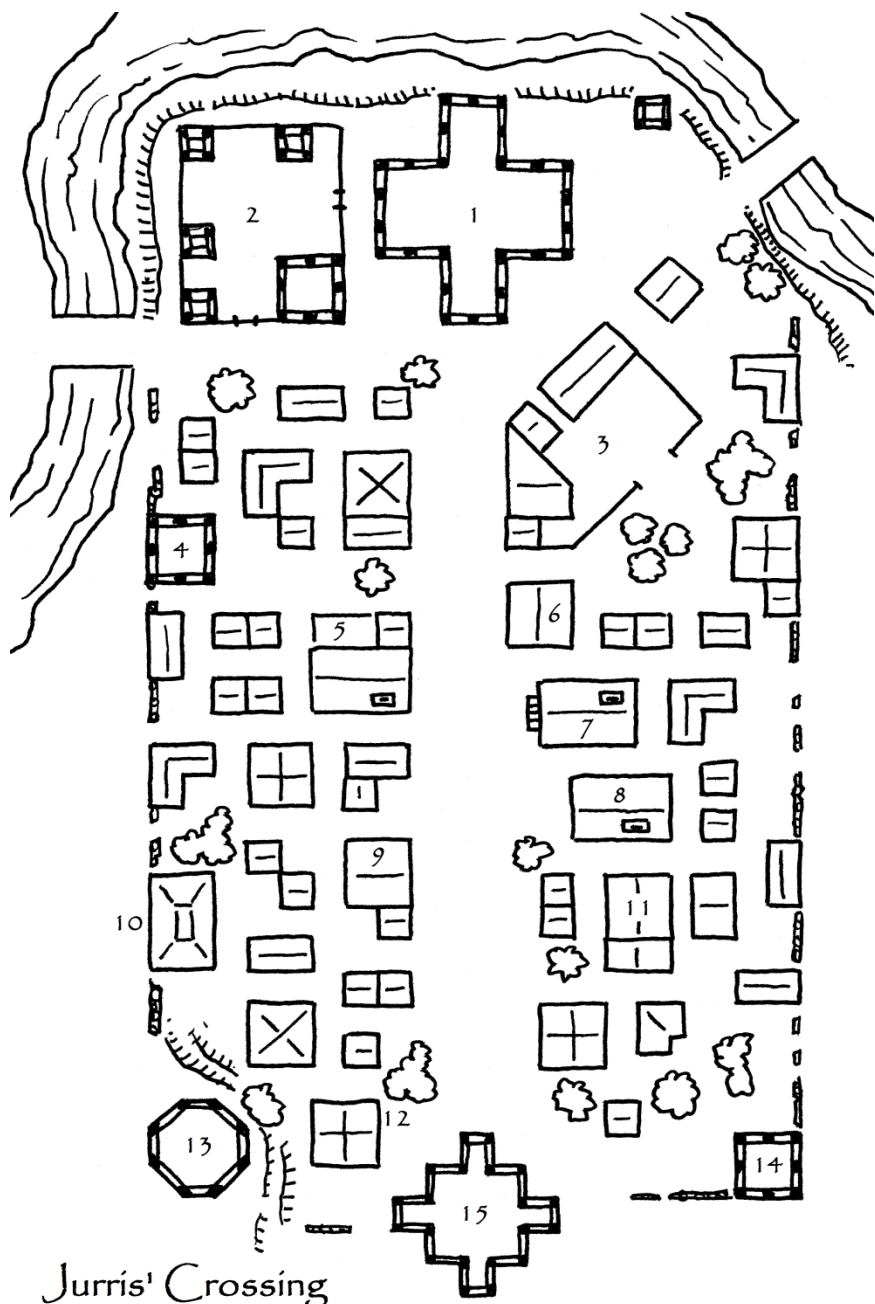
A town of nearly 1,500 humans resting along a secondary trade route moving southward through a barren wilderness, Jurris' Crossing serves as the last holding of man in this region before the terrain becomes mostly unexplored wilds to the south. Jurris' Crossing's notoriety derives from its role as the place where the Knights of Cavaria launched their final assault into the realm of Valhalla. A broken outer wall serves as a reminder of the great battle that once took place here.

Before this assault, Jurris (the high priest of Yahalla) stood against the knighthood, falling in her temple. He has since been sainted, and his church (the Temple of Saint Jurris) stands as the oldest extant temple to the goddess Yahalla in the realm, serving as the launching point for many quests to restore the fallen goddess to her throne.

Teo's Journal: Those looking for a quiet town governed by sensible people, which provides excellent protection from the dangers of the world, would be well advised to settle in Jurris' Crossing. The people of the Crossing rank among the most open-minded and hospitable as you will find in the realm, and the Church of Yahalla remains an awe-inspiring tribute to the dead goddess, as well as a powerful holding of law. The quick northern river provides both huge trout for all and great fear for mothers of young children.

Key Locations in Jurris' Crossing

1. Jurris' Temple (oldest temple to Yahalla in the realm)
2. Graveyard (includes several family tombs)
3. Winterwillow Family Estate (wealthy, corrupt merchant family)
4. Mirth and Sons (stoutling moneylenders and jewelers; stone building)
5. Tilnan Family Estate ('old money' of the town; highly respected; traditional)
6. Elryn's Bakery (most famous baked goods for 500 miles – it's THAT good)
7. Red Stout Inn (run by a red-headed stoutling; brews unique *red stout* beer)
8. Big Barda's Boarding House (many cheap rooms; you get what you pay for)
9. Berzerk Sprite (a popular, boisterous tavern)
10. Twin Anvils (smithy run by twin dwarf brothers)
11. Madame Diva's Exotic Spices (a neutral hag trying to turn over a new leaf)
12. Two Suede Shoes (old cobbler helped by a family of sprites at night)
13. Dwarf Ambassador's Home (ambassadors from Beldin Mere)
14. The Haunted Tower (No joke. It is truly haunted. Probably.)
15. Southguard Tower (125 Crimson Gauntlet members)



Jythra

A sprawling complex set atop the highest plateau in the realm, Jythra deserves its moniker ‘the city in the clouds’. Resting nearly five miles over sea level, Jythra affords an unparalleled view of the realm when the weather clears, but most often sits in a dense fog. Myriad lawful creatures call Jythra home, including many celestial creatures native to Valhalla, and their progeny.

Teo’s Journal: The markets of Jythra bustle with trade from all lands, and the view from the spires of Jythra are a sight to behold (if you’ll pardon the cliché). The vast network of crypts beneath the city has remained sealed by the city’s elders, who refuse to open these to exploration. This has fueled speculation that Yahalla’s tomb may rest within.

Five Wonders of Jythra

1. **The Colossus.** At one time, four 100’ statues of immortal warriors stood at the pillars of Yahalla’s hall, animating to protect their goddess. Three were destroyed during the Great Reckoning, but the fourth survived, and now stands in the middle of the marketplace. It has not yet come to life, but scholars believe that a significant threat to the realm will again call it to activity.
2. **The Library.** This collection of over 4,000 tomes, scrolls and texts is the greatest single collection, by far, in all of the Splintered Realm. Many ancient documents rest alongside more modern texts (including the one you read right now) among the library’s vast collection.
3. **The Stair.** Once a direct conduit into the Halls of Yahalla, the Stair rises from the north side of the city nearly a mile into the sky before ending at a sealed golden door. No effort to bypass the door has proven successful. Two angelic beings, elder archons of tremendous power, stand silent guard at all times.
4. **The Silver Falls.** A magical wellspring emerges from a fountain on the northern side of the city, creating rivers that flow east, south and west, falling off the edge of the plateau and dropping 5 miles, starting a river below that ultimately flows into the Evermist.
5. **The Monastery of the Mithril Dragon.** A floating temple adjacent to the city proper, this hall of monks and scholars learns in the presence of an obscure entity called the mithril dragon. Only those who devote their lives to learning and study may enter the inner halls or encounter the mithril dragon.

Kron Foothills

The Kron Foothills encompass a series of low-lying and desolate hills. Within this region, a slew of humanoids, serpents and terrible beasts dwell. While humans and demi-humans rarely traverse the region, the hills hold a number of valuable silver mines, and dozens of new strongholds have sprung up to support mining operations. The creatures of the area constantly threaten these settlements (many with fewer than 20 residents), igniting ongoing conflict.

Teo's Journal: Control of the silver mines is hotly contested, and I suspect that the Thieves' Guild of Nethil Bay keeps a steady hand in all activities here, in spite of the geographic distance from the city. I have encountered several individuals in the hills who have the look of spies, and many of the region's bandits likely collect their wages in coin from Nethil Bay's coffers.

Lake Dragonspear

During the Great Reckoning, the arch dragon Cinnabryl (ruler of all good dragons) fell to the forces of man as they marched on the stronghold of Valhalla. In order to bypass the dragon guardian, they employed a powerful artifact, the Dragon's Spear, with which they slew Cinnabryl. Her death throes left a crater 100 miles wide and a mile deep, and this tomb filled with water in the years immediately following the Reckoning, becoming Lake Dragonspear. Many believe that the tomb of Cinnabryl, and the lost Dragon Spear, rest at the bottom of this lake, a location that the fay fiercely guard.

Teo's Journal: I don't believe that either the bones of Cinnabryl or the Dragon Spear will ever be recovered. Both of these are not only submerged beneath thousands of feet of water, but are watched over by a cadre of powerful magic and fay creatures of questionable motives.

Loch Evermist

Loch Evermist is an ancient, incredibly deep body of fresh water teeming with malicious life. This loch once rested in the Barrens, but was transferred to the realm of Del Anon during the Great Reckoning; it remains host to great darkness in its vile depths.

Teo's Journal: Only a fool would attempt to cross the loch by boat, as it is well known to harbor massive serpents, wicked beasts of great power and size, and likely a number of portals to other realms. Its bottom has not been sounded, and I would wager that it never will be. The loch may in fact have no bottom, its lowest depths transferring one directly into a section of the realm of Pandemonium or into an aquatic shadow land. Dark things dwell in the slimy deep.

Mount Brim

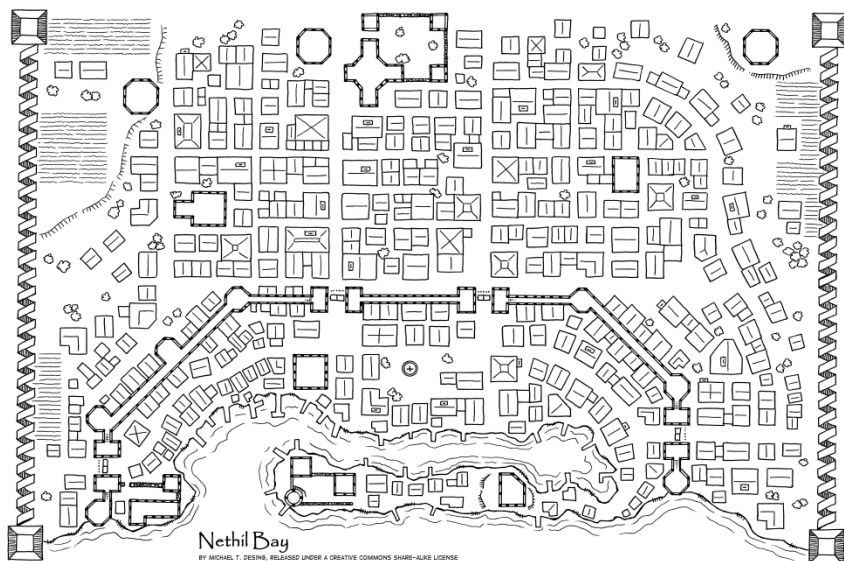
Located in the western Iron Ridge Mountains, Mount Brim is the most imposing fortress in all of Del Anon. Here, Surdur the Fire Giant King (the former high overlord of Pandemonium and former right hand to Bael himself) claims rulership over all giants.

Teo's Journal: Surdur may be the single most powerful foe in all of Del Anon, and his fortress is virtually impregnable. If you see Mount Brim rising sharply against the horizon, my best advice is to turn and go in the other direction. Many believe that Mount Brim continues to act as a prison; a sentence there is for life, and likely beyond.

Nethil Bay

While most creatures view the Reckoning as the great tragedy of all time, those of Nethil Bay have seen an opportunity. Nethil Bay has quickly become a center for trade, much of dubious origin. Nethil Bay boasts a strong upper class, an emerging middle class, and the largest market in all of Del Anon.

Teo's Journal: If you want it, you can get it here; if you don't want it, you can probably get rid of it here. As long as you don't care about with whom you are doing business, this is a great place to conduct trade. The strongest thieves' guild in the east is centered here, forming the epicenter of political intrigue in the realm.



Scaled Coast

Before the Great Reckoning, the area now known as the Scaled Coast fell within the wild lands of the Barrens. Since the Great Reckoning, this area has been settled in small pockets by men who see it as an opportunity to forge new kingdoms. Petty warlords and would-be baron-kings routinely claim portions of land, establishing holdings here.

The scaled coast holds hundreds of caves and hidden strongholds once used by a variety of humanoids (and other more degenerate and evil creatures) from before the Great Reckoning. Many awaken as time goes on, coming to the surface to threaten those living or traveling in the area. The Scaled Coast is not an official region, but instead serves as the informal moniker attached to the area ranging the entire expanse south of the Iron Ridge Mountains, running from the Grandwood Forest in the west to the Seersands Desert in the east.



Teo's Journal: The Scaled Coast is the best place for a young adventurer ready to challenge the world to go. Several important strongholds border the area, and rough trails run throughout the region. The number of smaller ruins and humanoid settlements that dot the landscape offsets this benefit. Opportunities abound for the bodyguard, mercenary, or sword for hire. Constant humanoid skirmishes, rogue bandit armies and wandering barbarians make this land brim with opportunity.

Sea of Storms

The Sea of Storms surrounds the entire northeastern section of the continent, making waterborne travel difficult, especially in the northeastern-most sections, as hurricane-force winds routinely buffet the coastlines.

Seersands Desert

The Seersands was once a mighty nation in the lands of man before the Great Reckoning. This encompassed the lands of the Philosopher Kings, nearly immortal sorcerers of great power who had established a mighty empire. In the decades before the Great Reckoning, as internal strife among mankind grew, magical fire consumed the area, devastating the empire of the Philosopher Kings and leaving the entire valley a vast and desolate sea of sand and ash.

Teo's Journal: Ruins of the vast Philosopher King Empires cross the Seersands Desert; vast complexes sprawl beneath the seas of dust. Those seeking great treasure or an excruciating death find themselves drawn to the windswept dunes of this vast waste. Many rulers of the lost empire transcended death, and now exist as undead monstrosities, continuing their feuds into eternity.

Timbervale

Burgeoning with fell creatures and darken beasts, the forest of Timbervale has witnessed emerging signs of good, as a minor elf settlement of Copperhold and the appearance of a number of awakened beasts have provided hope that one day the forces of good may claim this tangled and icy forest. A coniferous forest where overnight temperatures often drop below freezing even during the summer months, Timbervale sees regular snowfall in the winter. Most consider Timbervale's trees among the finest in the realm for shipbuilding and other construction.

Teo's Journal: While man has begun to tame and explore the northeastern portions of this wood, the majority remains unexplored. Only the hardiest of creatures have the fortitude to eke out a living here. Winter never ends in Timbervale.

Torm's Hold

As a mighty ork city, visitors find Torm's Hold chaotic and wild, discovering alehouses on every corner and a series of competing gladiator arenas to provide general entertainment. The 5,000 orks residing within have remained satisfied thus far with visiting violence upon themselves, but it will not be long before their grasp grows wider and they set out into the realm to claim more territory.

Teo's Journal: Torm's Hold is the place to go if you seek mayhem. Its sewers teem with powerful beasts, and its gladiator pits offer plentiful coin for the strong who can survive within. There is much money to make and danger to find here, and that's on a regular weekday night.



Vale of Eternal Winters

A vast, frozen waste, the Vale of Eternal Winters hosts some of the most powerful and cruel beasts to survive the Great Reckoning. Rumors persist of a powerful ice queen who rules the vale, and of a great elder frost dragon that traverses the wastes. The Vale was once a fertile, lush valley that, during the Great Reckoning, degenerated into an icy waste. Several cities and fortresses lie beneath leagues of ice, and a handful of expeditions have been undertaken to recover lost relics and priceless treasures from below, many of these ending in an icy tomb.

Teo's Journal: I have only undertaken one sojourn into the Vale of Eternal Winters, and it was the most difficult summer of my life. My expedition spent two months crossing the waste. The Vale of Eternal Winters may be the most inhospitable land in the realm. Few beasts roam this cold wasteland, but these few are invariably powerful and ravenous. While some fools seek great treasure, plumbing the depths beneath the ice fields of the Vale, I would advise against such pursuits. Any expedition into lost lands always brings risk, but such sojourns here bring the added dangers of collapsing tunnels of pure ice, sudden deadfalls masked beneath a thin veneer of dusty snow, and overnight temperatures that freeze exposed flesh in minutes.

Appendix: The Realms Beyond

As the various portals within the Vault of the Goblin demonstrate, travel to alternate realities is quite possible. Some of these realities are discussed throughout the Vault of the Goblin, but other significant realms are outlined below.

Celestial Sea

The **Celestial Sea** is a magical conduit that links all realms, serving as an alternate means of transit. This swirling sea of arcane quicksilver flows into and from all realities. Travel throughout is quite dangerous, and only a specially-designed vessel and an experienced guide will provide any possibility of successfully navigating the celestial sea.

Halls of Valhalla

The **Halls of Valhalla** are a golden palace at the very summit of creation, resting upon a distant peak nearest the sun. The doors to this palace are barred (seemingly forever), the one true goddess possibly entombed within, her remaining angelic servants weeping without ceasing.

Pandemonium

Pandemonium waits at the very pit of creation, at the bottom of all things. It is a dark fortress that now serves as an inescapable prison for Bael.

Pocket Realms

Pocket Realms contain fragments of creation. These are often small realms of limited confines. A pocket realm could consist of a single village, dungeon, tower, mountain, woodland, waterway, valley or region. Often claimed by a single ruler and inhabited by a limited variety of creatures, pocket realms can provide unusual opportunities for adventure or exploration, and possibly even conquest.

Elemental Realms

Elemental Realms are places of chaos, lands of pure elemental energy, and the homeland of summoned elemental creatures. These inhospitable and dangerous lands are best avoided by the living. Great care must be taken before any expedition into one of these lands may be dared.

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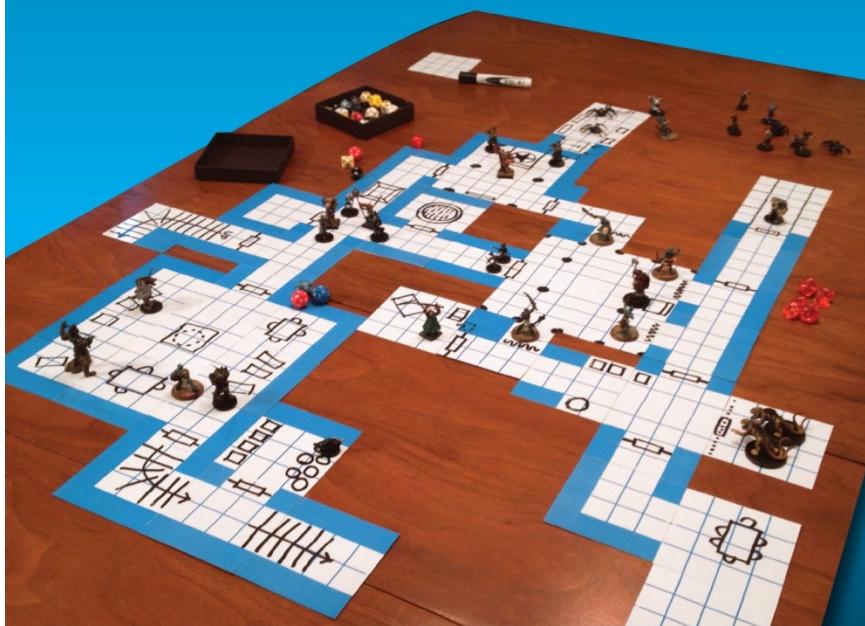
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