

A Fantasy Role-Playing Game Adventure Anthology

WYVERN SONGS

by Brad Kerr



DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

WYVERN SONGS



**A FANTASY RPG ADVENTURE ANTHOLOGY BY
BRAD KERR**

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This book contains **four adventures**. Use them in an ongoing campaign, run one as a one-shot, or use the appendix section of the book to mash them all together into a fantasy sandbox. **The power is in your hands.**

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THE SINISTER SECRET OF PEACOCK POINT

Character level: 1. Explore an abandoned insect-haunted thieves guild secreted beneath a lighthouse.

Keywords: bugs, dungeon, grime, press-your-luck

Play-test time: 3-6 hours. **ONE SHOT APPROVED.**



FABIEN’S ATELIER

Character levels: 2-4. Solve the puzzles in a flying wizard’s workshop before it crashes to the ground.

Keywords: puzzles, wizards, flying islands, magic

Play-test time: 3-5+ hours. **ONE SHOT APPROVED.**



THE SINGING STONES

Character levels: 3-5. Investigate a mystical valley where stones can speak and monsters roam.

Keywords: wilderness, point-crawl, NPC interaction, sub-quests

Play-test time: 8-10+ hours.



THE DREAMING CALDERA

Character levels: 5-6. Infiltrate a volcano full of monsters and stop them from constructing a chaos god.

Keywords: monster mash, infiltration, body horror, cult stuff

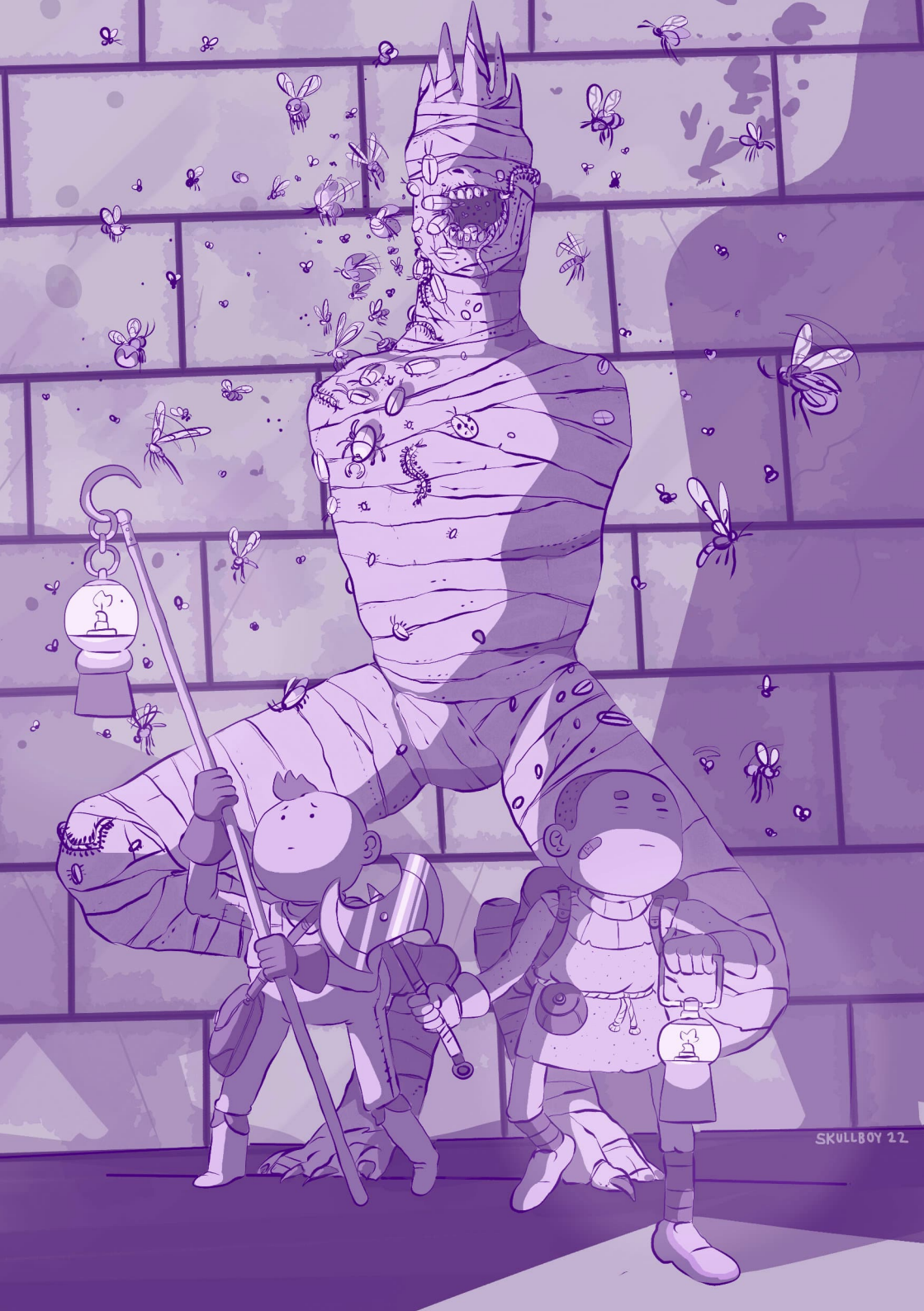
Play-test time: 3-8 hours. **ONE SHOT MAYBE.**



BONUS MATERIALS

A new class: the MEKTAUR, rules for adventurer’s guilds, the village of Nanlet, the Land of Bhosel, an index of new monsters, treasure totals for each adventure

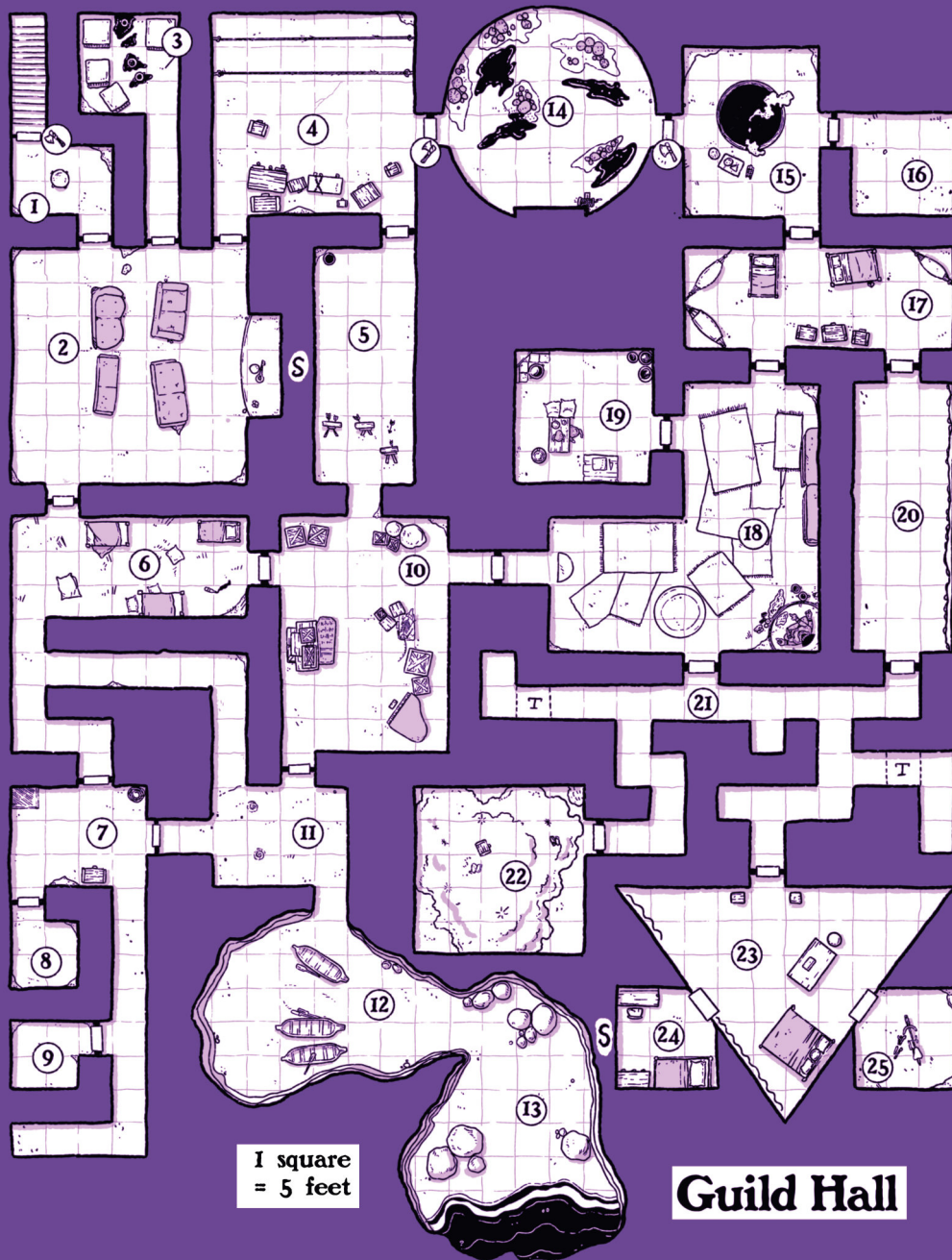




THE SINISTER SECRET OF PEACOCK POINT

A DUNGEON-
CRAWL
ADVENTURE
FOR 1ST LEVEL
CHARACTERS

So named because of the myriad coastal peacocks of the surrounding coastline and also because of the den of thieves hidden beneath its lighthouse.



1 square = 5 feet

Guild Hall

INTRODUCTION

An introductory dungeon for parties of 4 to 6 first-level characters; a brief but open-ended dungeon crawl for new players or experienced veterans alike. Certain threats will almost certainly kill player characters if confronted heedlessly. Players must employ cunning and tact to push their luck to delve ever deeper into this dungeon.

SUMMARY

Hidden beneath the Peacock Point Lighthouse is the guildhall of the Apple Bottom Gang. This band of thieves recently struck a caravan of travelers and found a locked music box among the lucre. After bringing the music box back to their lair, the captains of the guild picked the lock and unwittingly released **the Skitterlord**; this insectoid fiend murdered its way through the guild and still lurks its halls. An abandoned thieves guild filled with terror and treasure now awaits curious and enterprising adventurers.

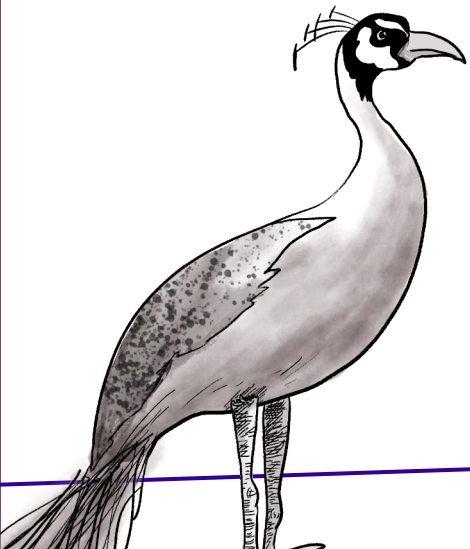
THE SKITTERLORD

This ancient fiend, long imprisoned inside of a music box, is a master of insects. The Skitterlord wishes to blacken the skies with its children and feast on the warm flesh of humanity. Though armless, it can summon insects and teleport through swarms; perceptive adventurers will notice a golden beetle skittering into a swarm moments before the Skitterlord appears. The creature can again be sealed away by seizing the golden scarab and locking it in the music box in area A24. Additionally, the Skitterlord hates music. **It will not willingly manifest in an area where music is being performed.**

The Skitterlord

AC 6 [13], **HD** 5 (22hp), **Att** Kick 1d6, **Breath Weapon**, **THACO** 15 [+4], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (2), **ML** 10, **AL** Chaotic, **XP** 175

- ▶ **Breath weapon:** Vomits stinging insects, 15 ft cone, deals 1d8 damage, heals 1d8 HP to insect swarms within range. Usable 3x/day.
- ▶ **Summon insects:** A raspy howl calls forth a 2 HD insect swarm or 1d3 fire beetles. Arrives in 1d2 rounds.
- ▶ **Swarm form:** Can transform into a swarm of beetles.
- ▶ **Swarm step:** May enter an insect swarm and teleport to any other insect swarm within 2 miles.



THE SKUNK GOBLINS

A gate in the guildhall leads to the **Night Road**—a subterranean highway connecting to a vast underground expanse. The road is controlled by the Skunk Goblins, so named because of their stripe of white hair and pungent odor. The Apple Bottom Gang paid a weekly tribute to the goblins for unmolested access to the Night Road. A crew of Skunk Goblins now visits the lair to collect their overdue payment. (Use normal goblin stats: AC 6 (13), HD 1-1, THAC0 0, Morale 7).

ADVENTURE HOOKS

- The lighthouse's beacon has gone dark. The mayor, paranoid of sea-monsters, pays a band of sellswords 100 GP each to investigate the cause.
- A thief, acrobat, or assassin player character receives an invitation to join the Apple Bottom Gang with a map to their hidden lair.
- Red Robbie, an elderly and exhausted wizard was robbed by a band of thieves; he scryed that his music box was taken to the lighthouse on Peacock Point; he offers a magic sword to a youthful go-getter kind enough to return it for him. "Whatever you do, DON'T open the music box."
- The PCs are tired wanderers caught in a storm; the darkened lighthouse is the only shelter within a mile.

RANDOM ENCOUNTERS

Each turn (10 minutes) has a 1-in-6 chance of a random encounter. Roll 1d10 to determine an encounter from the table below.

d10	Random Encounter
1	A coastal peacock flaps around the room. How'd a peacock get in here?
2	Leggero (neutral thief 1), an Apple Bottom Gang initiate and an extremely emotional teen, just returned from a job and is freaking out that everyone's dead. Startles easily, screams loudly.
3	" Fish Guts " the skeleton shambles along. Undead but a toothless pacifist. The gang's mascot. Horned helmet says "FISH GUTS."
4	A trained jackdaw squawks profanities from a nearby perch. A loyal but inappropriate pet if calmed and coaxed with food.
5	A rubber balloon drifts by from the last big party. If popped, releases "Sleep" gas (as the spell but targets friend and foe alike).
6	2d3 belching skunk goblins loudly search for their payment.
7	2 HD insect swarm (earwigs!)* drop from the ceiling.
8	1d8 fire beetles lick salt from the damp floors.*
9	3 HD insect swarm (carnivorous hornworms)* chews a corpse.
10	It's the Skitterlord!

*Summons the Skitterlord in 1d3+1 rounds.

THE LIGHTHOUSE

A modest oil-burning lighthouse sits on a rocky cliff where a gaping river meets the sea. Surf surges against jagged, seaweed-kissed rocks 50' below. Coastal peacocks croon out from nearby brush.

A sea cave located in the cliffs below leads to area A13; the cave mouth is difficult to spot and only traversable by foot during low tide.



THE ENTRANCE

Unlocked. **Stairs** lead up to the darkened beacon and down to a basement. Dry muddy **footprints** lead downstairs. **Crates** of grains and salted peacock meat are piled on the floor; bugs have gotten into them. An uninviting **cot** (no blanket) sits awkwardly against the back wall.

UPSTAIRS (THE BEACON)

Hastily abandoned and dark. **Barrels of oil** sit nearby. A **heavy coat hangs** on a hook with 8 GP in the pockets. An **open book** (smut) lays open on a desk.

DOWNSTAIRS

Storage. Kegs of lamp oil, extra lenses, rope, glass. **Graffiti** covers the walls: "HEAVEN OR HELL", "PAY THE PIPER", "FISH GUTS WAS HERE." A mold-stained **tapestry** hides a crude **drawing** of a bearded wizard smoking a pipe. Close inspection reveals slots carved in the stone on the wizard's eyes.

- Secret Door:** Inserting coins into the wizard's eye slots opens a hidden door behind the tapestry. A sack behind the door holds 42 GP plus any coins the PCs inserted.

The thieves of the Apple Bottom Gang are instructed to never return from a job empty-handed.

THE GUILD HALL

An ancient dungeon repurposed as a guild hall by the Apple Bottom Gang ten years ago. Constructed of indigo-tinted hewn stone. Cramped-feeling 8' ceilings. Perpetually damp and sandy. The sea is audible in the southern rooms. Badly infested with bugs (centipedes, silverfish, beetles). No natural light but most rooms have torch sconces set by the door frames.

A1: GUARD ROOM

Graffiti lines the stairway down: "BE HUMBLE", "SMOKE IT IF YOU GOT IT!!"

- **Trap:** Pushing open the door from the northern staircase causes a spring loaded ax to chop at human-head height. Showing humility i.e. kneeling or bowing bypasses the trap. THAC0 15 [+4], 1d8 damage.

- **Inside:** A **wobbly stool** sits in the middle of a featureless room. Smells of mildew and stale wine. A **crude drawing** of a four-armed goddess is immediately visible on the wall opposite the northern door.

A2: GREAT HALL

Messy, smelly. Empty bottles and stale wine everywhere. **Mismatched sofas** face a stage with **musical instruments** in an alcove on the eastern wall. A long necked lute, an hour-glass shaped drum, and a well polished pair of tap shoes lay on the stage. A stylized **mural** reads "APPLE BOTTOM GANG FOREVER" on the western wall. Four **corpses** lie amidst the trash.

- **The corpses:** Dead for a week, stripped of soft tissue by insects.

- **Treasure** (on the corpses): A sword, three daggers, 21 GP, lockpicks, a large golden key labeled "2" (to area A2).

- **Secret Door:** On the stage, a panel swivels around to reveal a 5' passage containing a disguise kit and a pot of black grease paint. Exits into A5.

- **Monsters:** The sofas bulge with writhing insects. After one turn: bugs start crawling out from the furniture. After two turns: the bugs form a 2 HD **insect swarm** and attack. After 4 turns, the golden scarab flashes and the **Skitterlord** emerges from the swarm.

Insect Swarm

AC 7 [12], HD 2 to 4 (9/13/18hp), Att 1 × swarm (2 or 4hp), THAC0 18 [+1]/17 [+2]/16 [+3], MV 30' (10'), SV D14 W15 P16 B17 S18 (NH), ML 11, AL Neutral, XP 20/35/75, NA 1 (1d3), TT None

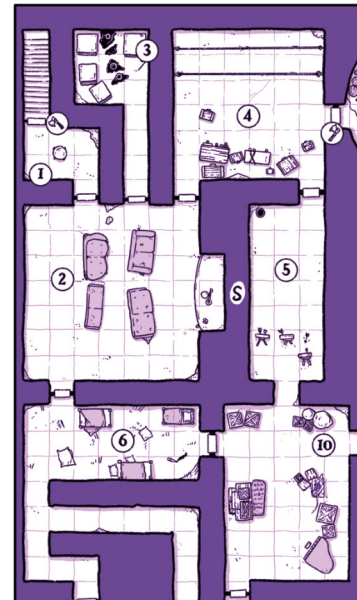
- ▶ **Immunity:** Only harmed by fire, extreme cold, sleep spells (affect the whole swarm), smoke (drives off), or other attacks as the referee wishes.

- ▶ **Swarm attack:** Automatically damages characters within swarm area: 2hp if wearing armor, 4hp without.

A3: FERRET CAGES

Water drips from the porous stone ceiling. Musty smelling pots overflow with the drippings. 4 large, greasy **animal cages** are twisted open. A musky animal smell permeates everything. A 5' **iron animal snare pole** leans in the corner.

The giant ferrets here escaped when the thieves stopped feeding them. They're hungry and mean and they know how to open doors.



A4: TRAINING ROOM

Slacklines of varying heights span the eastern and western walls. Large oak **desks**, gouged and dented, are piled high with iron **padlocks** and hardwood **treasure chests**.

The thieves practiced acrobatics and lockpicking here. There are no keys for these locks. 1-of-6 chests contains treasure (a pile of wedding bands worth 120 GP).

A5: ARCHERY PRACTICE

Hay-stuffed **archery targets** lean against the southern wall. A shortbow and a barrel with 40 arrows sit nearby.

- **Secret Door:** A panel on the western wall swivels around to reveal a 5' passage. See room A2 for additional description.

A6: BEDROOM

Toppled, grease-slayered **bunk beds**, open wine bottles, hay and shredded bedding everywhere. It looks like giant ferrets have been going nuts in here.

- **Monsters:** Three **giant ferrets** are going nuts in here. They're scrounging for bugs but will gladly eat people. AC 5 (14), HD 1+1 (5 HP), THAC0 +1 (1d8 bite), **Morale** 8

- **Treasure:** Amidst the filth: 41 GP, a small iron key (to the chest in A7), a silver embossed saddle (25 GP). A portrait of a woman with braids: it's labeled "Sweet Bonny Windy." (10 GP)

A7: THE BRIG

Note: sad flute music coming from area A8 repels the Skitterlord and his swarms from the jail area (A7-A9). Re-roll any bug random encounters while the music plays.

A smelly utility room. A large coil of **damp hemp rope** in a corner; a set of **manacles** hanging from a hook. A **shallow pit** stinks of sewage. A locked, well oiled **treasure chest** reflects torch light.

- **Treasure:** The locked chest holds a pair of glasses, a gold locket (30 GP), and a silvered sword. *The key for this chest is located in the mess in room A6.*

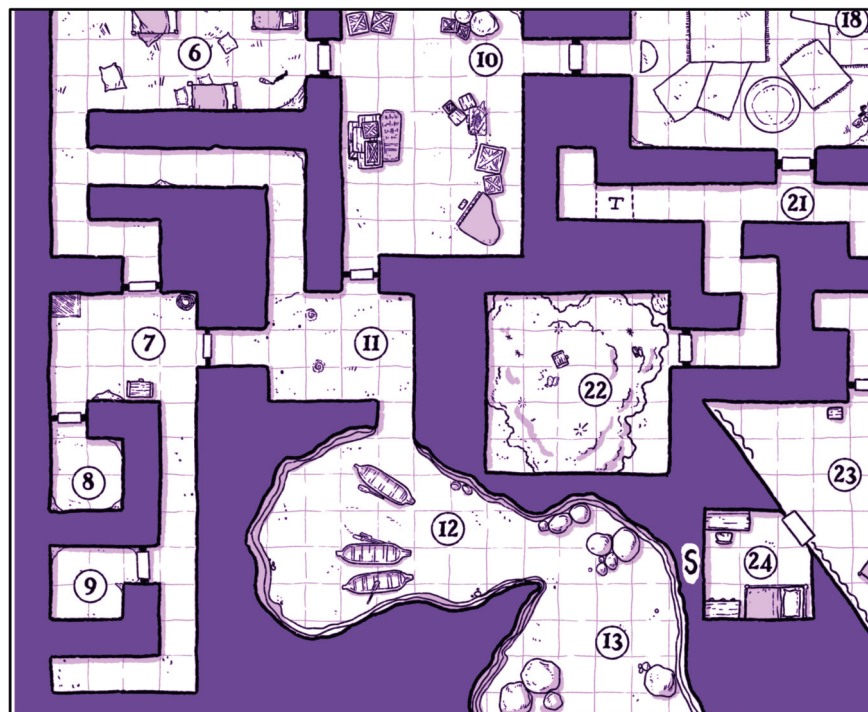
A8: CELL #1

A disgusting stone cell.

- **NPC: Philbert** (Thief 2, neutral), a bandit from the rival Jackal Gang was nabbed while surveying the sea caves. His jailers took away his glasses and sword but left his bamboo flute. He's been playing sad songs all week. Extremely hungry and happy to help anyone who frees him though he can't do much without his glasses. Speaks with a stutter but fluent in 6 languages. Has no idea what's going on.

A9: CELL #2

Empty.



A10: LOOT OVERSTOCK

A dusty overstuffed museum of a room filled with **crates**, **bones**, **armor**, and the smell of old books.

Fenced or stolen merchandise either too large to move or too mundane to put in the vault is kept here.

- **Treasure** (partial list): a complete dinosaur skeleton (dilophosaurus), a pianoforte (on casters), four sets of monogrammed silk bed sheets from Duke Omer's castle, 2000 lbs. of rock salt, a rune-carved lead coffin, a suit of plate mail embossed with the king's family crest and gold accents.

- **Hidden Treasure:** Anyone playing the pianoforte will notice a muffled set of notes in the lower octaves. A wizard's stolen memoirs (50 GP) and a treasure map to a great bard's tomb are hidden inside the instrument's frame.

Note: all treasure in this room is technically valuable but should be difficult, dangerous, or annoying to transport or sell.

A11: MUD ROOM

Salt-stained **cloaks** hang on hooks; sandy **boots** are piled in careless heaps. Reflective, sepia-colored **ammonite fossils** (50 GP) punctuate the natural stone floor. *Mining the fossils is noisy work and has a 4-in-6 chance of attracting a 3HD insect swarm (biting midges).*

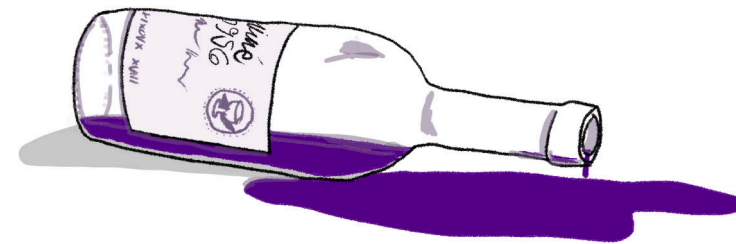
A12: BOAT STORAGE

Three **row boats** and oars. Sounds of surf are audible from the west. Little crabs scamper. *Marks in the sand suggest a boat is missing. Five thieves escaped from the guild-hall. They'll be back in a week.*

A13: FLOODED CAVE

A rocky, **natural cavern** beset by the crush of the sea. Large boulders and surging waves make navigation by boat difficult but possible. *The path outside is only traversable by foot during low tide (and even still, quite hazardous).*

- **Secret Door:** A switch in a well-hidden finger-hold along the eastern wall clicks open a secret door to A24.



A14: THE NIGHT GATE

Traps: Spring loaded axes swing at human-head height towards anyone opening the doors from A14. These are clearly visible if entering from A4 or A15. (THACO 15 [+4], 1d8 damage).

A cool wind rushes through this cylindrical room of slick black stone. Colonies of colorful fungus (edible, delicious) decorate the stone floor. **Graffiti** reads: "DO NOT LEAVE THE NIGHT GATE OPEN." A large portcullis of black steel is open to the south with a winch and chain nearby.

- **Monsters:** 1d4 giant toads (AC 7 (12), HD 2+2 (11 HP), THACO +2 (1d4+1 bite), Morale 6) have hopped in through the night gate to sample the fungus. They'll happily eat people, given the opportunity.

- **The Night Gate:** Leads to a terribly long, swampy underground road towards Goblin Town, the Great Mushroom, the Glass Lake, and the Recumbent Tower of the Drukks. *Expand the game with additional dungeons or telegraph the threat of additional skunk goblin forces marching closer.*

A15: THE PIT

A gaping hole in the stone, 10' diameter, with no visible bottom. Noticeably warmer in this room. Occasional puffs of acrid smoke rise out. A pile of torches, a wooden stool, and a large bell sit near the pit (for the unfortunate soul on pit guard duty).

A16: BESPOKE LATRINE

Graffiti on door: "PLEASE empty bedpans into PIT."

Opening the door greets trespassers with the hot stink of sewage splattered across an empty, fly-infested chamber. A bald corpse lies dead in the corner.

- **The corpse:** The poor, dead, lighthouse keeper came down to the kitchen for a sandwich, encountered the Skitterlord, and hoped he could hide here. It didn't work out. His belt pouch holds 25 GP, a set of panpipes, a poorly treated book (smut), and a bug-infested lunch.

- **Monsters:** The swarm of flies are harmless but summon the Skitterlord in 1d2 turns.



A17: ANOTHER BEDROOM

A musty bedroom of ramshackle opulence. Hammocks and silk crisscross the ceiling. Large feather beds are layered with brightly colored, well-used duvets. Three oak chests form a line on the southern wall.

- **Treasure:** (within the chests) fine felted clothing, plumed hats, and a sword cane. Ostentatious jewelry (necklaces, rings and tiaras) worth 650 GP. Two suits of black leather armor and a set of adamantite lock picks.

- **Monsters:** If anyone lies on a bed, enough bed bugs emerge to form a 2 HD insect swarm.

A18: SHRINE

Note: Crashing pots/pans and snickering voices are audible from area A19.

An L-shaped room seems to collect rugs. In the elbow of the room sits a statue of gold-adorned obsidian which depicts a four armed, wide-eyed goddess.

Religious-minded adventurers will recognize her as Lilia, a lesser goddess of children and thieves

- **Treasure:** A pile of offerings set before the statue: 111 GP, a jeweled kukri (50 GP), sticks of pungent incense (10 GP), a stuffed rabbit.

THE GODDESS AND HER TREASURE

- **Leaving an offering** grants Lilia's boon: Reroll any checks to open locks, hear noise, and hide in shadows for the next hour.

- **Taking a treasure** invokes Lilia's wrath. The thief is stricken blind for 1d6 turns.

- **Taking a treasure without Lilia noticing** (covering her eyes, moving stealthily, causing a distraction) will incur Lilia's curiosity. She will speak to the thief via dreams, guide them to a place of treasure, demand tithe, and may eventually manifest physically before them as a patron, guide, or love interest. Says "well well well" a lot in a smoky, singsong voice.



A19: KITCHEN

The contents of a **messy kitchen** have been knocked to the floor and stirred about: stained pots, dull knives, overturned barrels of barley and rye, salted peacock meat. Rats dance across the mess.

- **Monsters:** A band of 6 **skunk goblins** are making a racket. They came through the Night Gate to collect their overdue payment but decided to help themselves to lunch first. They think all humans look the same and will shrilly and stubbornly demand their money (50 GP) from anyone they meet. The skunk goblins respect Lilia (area A18) and will not take her offerings.

A20: CLIMBING WALL

Hand holds are cemented scattershot across the eastern wall. A 2' **shelf** hangs a few feet below the ceiling. A pot of powdered chalk sits overturned by the northern door.

- **Monsters:** A 3 HD **insect swarm** (fanged worms) dominates the floor and gnash their teeth towards the shelf.

- **NPC:** **Pillsbury**, an unhinged halfling maniac (Halfling 3) has been trapped on the shelf for several days. They came back alone from a score and found everyone dead and the hall full of bugs. Knows about the music box and wants it for themselves but hasn't connected it to the bug invasion. Pillsbury vacillates between obsequious subordinate and cackling backstabbing psycho. Carries a pot of enchanted "Animate Dead" oil (as the spell) and a rusty machete.

A21: MIRROR MAZE

Mildly labyrinthine hallways lined with dusty mirrors. *Disorienting but not difficult to traverse unless PCs are moving under duress—then a Wisdom test is required to find a random exit.*

- **Traps:** two hidden trap doors (marked on the map by a "T") drop into 10' pits. Save vs Paralysis, 1d6 damage.

A22: VAULT

The hallway suddenly terminates at a cyclopean **wall** of hissing iron. Two **golden keyholes** set in 12" deep, **cylindrical depressions** are the only visible openings.

Two keys (turned simultaneously) are required to open the vault. One is on a corpse in area A2. The other is on a corpse in area A24. When both keys are turned, the entire wall slowly sinks into the floor.

- **Trap:** Any attempt to pick a lock or use an incorrect key results in massive weights smashing into the cylindrical depressions, destroying arms or anything else caught within. Save vs Paralysis, 2d6 damage.

- **Inside:** a glittering treasure horde and a mechanical centaur. 12134 CP, 903 SP, 6130 GP. A +1 shield shaped like a lion's head.

- **The Mektaur:** Inert, needs winding, filled with the blood of **Marzipan** (chaotic Mektaur 2), ancient death knight of Barglobax, evil god of gluttony. Exhausted, resentful, and seeks true death by combat. (See Appendix A, p. 98).

A23: CAPTAIN'S QUARTERS

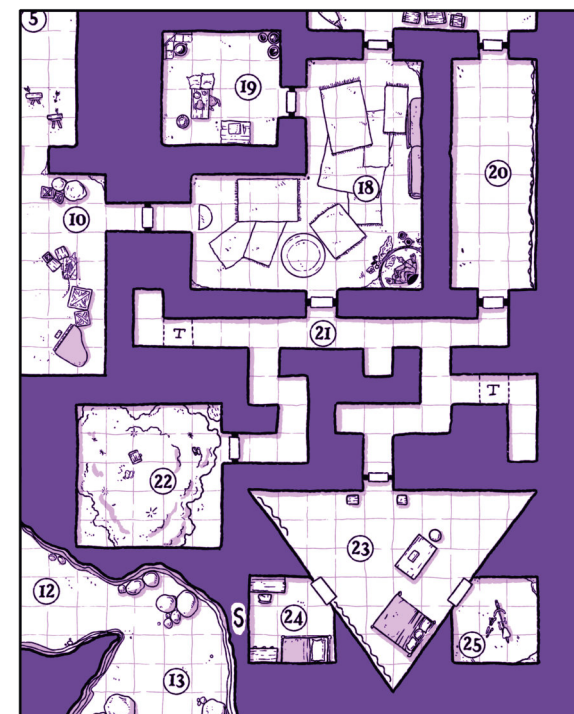
A lavish triangle-shaped chamber dressed in silks, tassels, and plush. A short table holds an **open music box**. Three insect-dripping **corpses** sit around the table. One corpse still grasps the lockpicks which opened the music box' lock. The room seems to subtly shift with the chitinous sheen of thousands of beetles and centipedes.

- **Treasure:** One corpse wears a golden key around its neck (labeled "1," opens a lock to the vault, area A22). Six fragile porcelain vases are salvageable from the swarm (75 GP each).

- **Monster:** A room-sized, 4 HD **insect swarm** covers everything.

- **The music box:** Glowing black glass. Perpetually tinkles a sad plinking melody when shut; *built to imprison the golden scarab (thus sealing away the Skitterlord)*. Worth 2000 GP to someone who doesn't know any better. Printed on its side is an Elvish warning:

To the hand which holds this box
I say to its possessor:
**THE SKITTERLORD be in this jail
And music its oppressor.**



A24: THE GUILDMASTER'S BOUDOIR

Simple, tasteful, crawling with bugs. A lavish bed, a handsome dresser, a well supplied writing desk.

• **Treasure:** A suit of ink-black +1 leather armor hangs on a hook. A magic boomerang is stashed under the pillow (1d6 damage, always returns to its thrower, 60' range).

• **Secret Door:** *Twisting a torch sconce opens a secret door on the western wall to the flooded cave (area A13).*

A25: THE GUILDMASTER'S HOBBY ROOM

A small room smells of grease and iron. A **bicycle** and a set of wrenches sits in the middle of the oil-stained floor.

A BICYCLE?!

If you don't want a bicycle in your medieval fantasy campaign, replace it with a locked, adamantite bird cage holding the guildmaster's **pet infant red dragon, "Huffy."** (Aggressive, bored, well-fed from all the bugs.)

You should *really* consider adding a bicycle to your game though.



FOLLOWUP

If the Skitterlord is sealed again in the music box:

- The bug infestation clears up within the week.
- The music box' rightful owner may eventually come to claim it.

If the PCs want to seize the guildhall for their own "home base":

- The missing boat with surviving Apple Bottom thieves will eventually return to salvage the contents of the vault. How will the PCs defend their new home?
- Will they broker peace with the Skunk Goblins?

If the PCs travel the Night Road:

- What will they find in the dark? How will they manage light sources in a land of perpetual darkness?
- How will they return to the surface if they find the Night Gate closed?

If the PCs attempt to sell treasure from the guild hall:

- What attention will they draw from the law, surviving Apple Bottom thieves, or the treasures' original (and rightful) owners?

And also...

- What happens when a bicycle is introduced to medieval civilization?
- Whose blood is getting poured into the Mektaur?



FABIEN'S ATELIER

A Puzzle Dungeon for Character Levels 1-3



Introduction

Fabien's Atelier is a wizard's workshop atop a flying island. Its owner recently died and the resulting neglect of key administrative functions threatens to send the island crashing.

Many years ago, Fabien defeated an evil djinn and imprisoned him in magical slumber. The wizard tapped the latent power of the dreaming djinn to create his flying island and other miracles.

As time progressed, the djinn grew restless and dreams now of freedom; these dreams manifest as physical, tiny sword-wielding "dream gremlins" who traverse the atelier to free their tortured progenitor-god. With Fabien dead, the dream gremlins perch at the precipice of success. The PCs enter this puzzle-filled atelier and attempt to unravel the mysteries of the dream engine before the djinn wakes and the island falls from the sky.

Hideous Daylight

Fabien's Atelier is a followup to the adventure module **Hideous Daylight** but may be played without any previous experience. In **Hideous Daylight**, adventurers explore Hollyhock Garden and attempt to learn why the sun stopped setting. The source of this phenomenon is the duke's royal wizard Fabien; he sensed shadow demons clawing out of the garden's soil and cast a ritual from atop his invisible floating island to halt the sun's egress and trap the demons underground. Due to the stress of the ritual, Fabien likely died atop his magic island.

Hooks

- Combine Fabien's Atelier with **Hideous Daylight** for a two-part super adventure.
- *If you've played Hideous Daylight previously in an ongoing campaign:* a hitherto invisible house on top of Fabien's island suddenly appears. The nervous custodians of the flying island contact the PCs to investigate.
- *If you've never played Hideous Daylight:* the PCs stumble across a shimmering staircase to a strange house on a flying island. Its owner is dead. Go explore it!
- The PCs experience the same dream guiding them to a magic staircase and floating island. The disembodied voice asks the PCs for rescue. *The djinn projects his dreams into the minds of nearby warriors.*

A Note on Puzzle Dungeons

Puzzles are hard. Players in role-playing games struggle with information overload even in non-puzzle situations. As a player, it's challenging to differentiate between important game-advancing information and innocuous set dressing. **Follow these tips to keep the game moving:**

1. **Disclose to your players that there be puzzles ahead.** Get the group into a puzzle-solving mindset from the jump.
2. **Use the read-aloud text and re-read it when players revisit a room.** Reinforce the room contents without spending undue attention on things that don't matter.
3. **Solutions should keep presenting themselves.** Dream-gremlins in B1 respawn every three turns. The toucan keeps flying around to observe the PCs. The key-door to B10 falls off its hinges the second time the PCs enter.
4. **Just go with it.** There are no "right" answers. If the players' weird workaround makes sense, say yes.
5. **Violence is always an answer.** Time and senseless destruction can turn any wall into a potential door.

A Note on Size

This adventure presents opportunities for player characters to reduce themselves to tiny sizes. In these situations, a 2" gremlin or a single hungry seagull may suddenly become a meaningful threat. The stat blocks listed for these creatures are only relevant when combating similarly sized PCs.

Advancing the Clock

Instead of a random encounter table of wandering threats, this adventure uses a ticking clock of imminent disaster as the djinn slowly awakens. Every turn (10 minutes) has a 1-in-6 chance of "advancing the clock." This danger persists until the engine in area B5 and the hose in area B19 are repaired. **The toucan from area B1 announces each incremental engine failure.**

THE ISLAND

An invisible staircase leads to a flying puck-shaped platform of enchanted stone. The floating island is imperceptible from the ground yet still casts a shadow. Soft grass, clover, and wildflowers adorn the yard. The modern, angular atelier is the only structure on the flying island and dangles precariously over its edge.

Its owner, Fabien, lies dead in the yard. His death is explained in *Hideous Daylight*; if you're running this adventure independently, convey that the aged wizard died of natural causes with absolutely no evidence to suggest otherwise. He has nothing of value on his person.

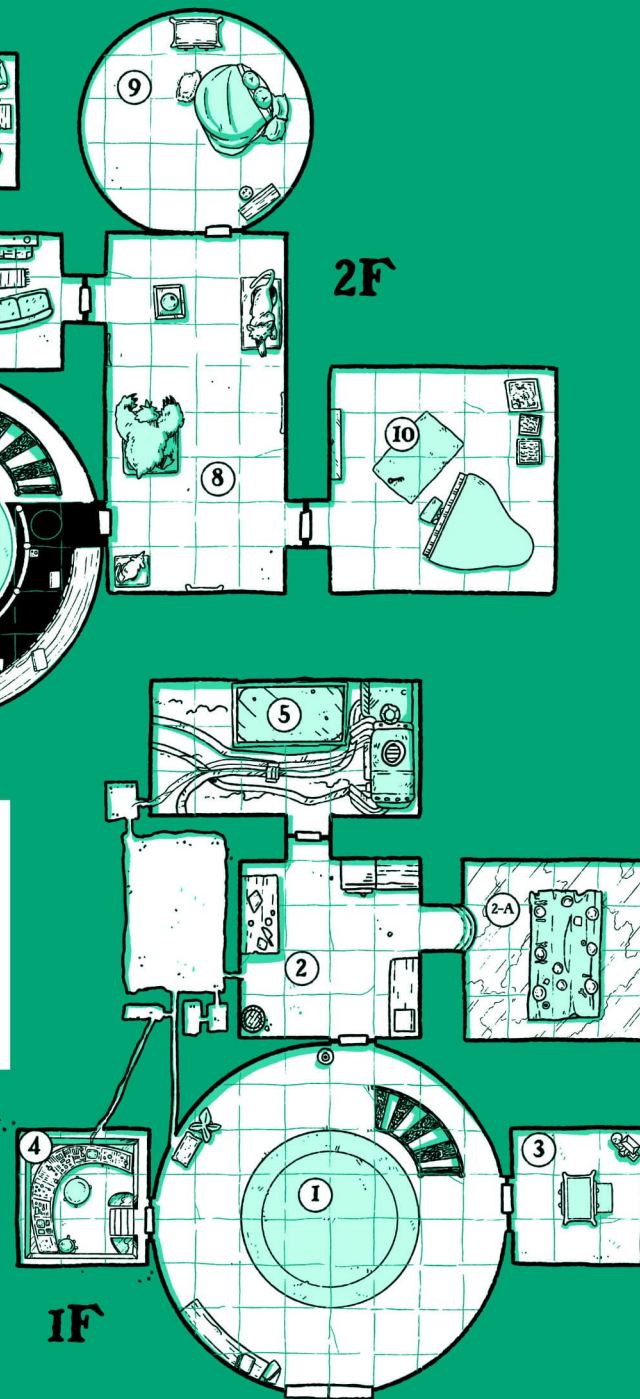
THE ATELIER

A place of dusty luxury. The air in the building is stale from being sealed and uninhabited for 6 months but is otherwise comfortable. Undead lilies sit in pastel glass; plush rugs, brass and leather accents, and faded abstract art adorn its chambers. Light is abundant during daytime hours from unbreakable magic windows. Unless otherwise noted, all rooms have 12' ceilings, white stucco walls, and oil lamps set in sconces to accommodate nighttime habitation.

Stage	Effect
1	The sound of an explosion booms from the control room.
2	An ultra low frequency rumble resonates throughout the first floor, causes headaches.
3	Earthquake! Save vs Paralysis or fall prone and drop held items.
4	A hose snaps and sprays scalding vapors into this room. Save vs Breath Weapon or take 2d6 damage. The entire island vibrates.
5	Multiple explosions sound throughout the atelier. Entire island tilts by ~5 degrees.
6	The island falls out of the sky. Everyone dies.

MAP B: FABIEN'S ATELIER

1 square = 5 ft.



B1: ROTUNDA/ENTRANCE

A large, domed rotunda, bathed in sunlight from a decorative glass ceiling. Wrought-iron stairs lead up to a wraparound library mezzanine. Doors provide exit in each cardinal direction.

An imposing, sword-wielding iron statue looms from the north-western wall. Four 2" tall blue-skinned warrior gremlins march slowly across the rug towards the north end of the room.

Several moments after the PCs enter:

a saffron toucanet with an unnaturally angular beak flaps over from its bookshelf perch to squawk a warning:

"Thank goodness you're here! The engine's losing power! Controls are unresponsive! We're all going to die! The island's going to crash! Help help! Squawk!"

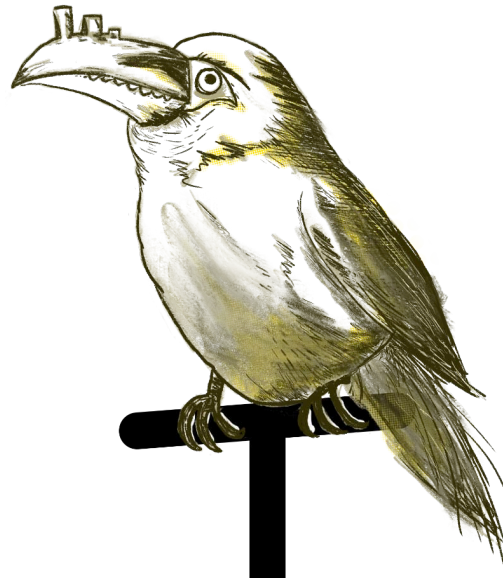
The toucanet: Magically synced with the atelier to provide warnings and updates but does not possess "human" intelligence. It repeats its dire warning again and again. *Its toothed beak is itself a key which opens the door to Room B3. The toucan will not allow anyone to approach it except for its master, Fabien.*

The gremlins: *Freshly spawned from the tortured dreams of the djinn. Their destination: a mouse hole set in the northern wall. Violent but easily squashed, leaving a mess of menthol-scented goo. Dream gremlins respawn every 3 turns.*

The mouse hole: A tiny tunnel for mouse-sized creatures hidden behind the northern end-table. Leads to B13.

The statue: Animates to first warn and then attack strangers who harm the atelier (includes picking locks). Ignores anyone who looks like Fabien.

"HALT! YOU'RE NOT SUPPOSED TO BE DOING THAT! DESIST OR PERISH! I WILL COUNT TO 5!"



West: A black, locked, wooden door with a strange, 10" long, board shaped keyhole. A bronze plaque reads "Control Room."

North: A black, swinging-style door. Sounds of crashing metal and ceramic are audible from within.

East: A yellow, locked, wooden door with a strangely cone-shaped keyhole.

Iron Living Statue

AC 2 [17], **HD** 4 (18hp), **Att** 2 × blow (1d8), **THAC0** 16 [+3], **MV** 30' (10'), **SV** D10 W11 P12 B13 S14 (4), **ML** 11, **AL** Neutral, **XP** 75, **TT** None

► **Immunity:** Unaffected by *Sleep* spells.

► **Absorb metals:** Hits with non-magical, metal weapons cause damage, but the weapon may become stuck in the statue (save versus spells). Stuck weapons can be removed if the statue is killed.

B2: THE KITCHEN

Pure chaos rages in an otherwise very fine kitchen. A great creature composed of dancing flame wages battle with a hulking brute of living ice. Fires rage, smoke bellows, and slush sloughs off walls and countertops. Meanwhile an iron statue in a frilly apron “cleans” while another “cooks” (both pursuits are futile in the wake of overwhelming elemental violence). A dining room is visible to the east; a closed door labeled “Engine Room” leads north.

The elementals turn their fury towards anyone who enters the room (and sometimes on the hapless statue-butlers). A tiny mouse hole on the western wall leads to area B15.

The northern door is wizard locked.

Treasure: A “trash incinerator” drawer is powered by a wand of Fire Ball (6 charges remain). A fine adamantite chef’s knife ignores 2 points of armor. A wine rack holds 10 bottles of expensive wine (50 GP each).

The elementals: Escaped from the oven and icebox respectively. Bored from months of inactivity, their only pleasure now is violence. They’re unable to leave the kitchen.

Fire Elemental

AC 2 [17], **HD** 8 (36hp), **Att** 1 × blow (1d8), **THACO** 12 [+7], **MV** 120’ (40’), **SV** D8 W9 P10 B10 S12, **ML** 10, **AL** Neutral, **XP** 1,200, **NA** 1 (1), **TT** None

- ▶ **Size:** 8’ tall, 8’ across.
- ▶ **Blocked by water:** Cannot cross a channel wider than own diameter.
- ▶ **Harm cold-based creatures:** Inflict extra 1d8 damage.

Ice Elemental

AC 2 [17], **HD** 8 (36hp), **Att** 1 × blow (1d8), **THACO** 12 [+7], **MV** 120’ (40’), **SV** D8 W9 P10 B10 S12, **ML** 10, **AL** Neutral, **XP** 1,200, **NA** 1 (1), **TT** None

- ▶ **Size:** 8’ tall, 8’ across.
- ▶ **Harm heat-based creatures:** Inflict extra 1d8 damage.

B2-A: THE DINING ROOM

A grand hardwood table set with mint-colored dish ware. A glass floor and panoramic wraparound windows look out over gorgeous views of the garden far below. Many uneaten and rotting breakfasts pile on the table.

Chaos from the kitchen (fire, sleet) often spills over here.

B3: THE CABINET

Locked. The keyhole is unusually large, cone-shaped, and yellow. *The key to this room is the beak of the saffron toucanet in area B1. Note that the toucan will not cooperate unless its master commands it to do so.*

A large freestanding wardrobe sits in the middle of the room, bolted to the floor. Doors are mounted on opposite ends of this cabinet: one blue and one red. A wooden ramp leans against the red side. A lavish pink dollhouse sits in a corner of the otherwise spartan room.

The cabinet: magically alters the size of anything passing through it. Entering through the blue door reduces an object or creature’s size by half; entering through the red door doubles an object or creature’s size. Effects wear off 24 hours after leaving the atelier. The effects of multiple pass-throughs are cumulative and increase or reduce HP and weapon damage accordingly.

The dollhouse: a guesthouse for magically shrunken visitors. The main bedroom is currently occupied by Equinox, a short-tempered night dragon and close friend of Fabien. He hates sunlight and has been sleeping here for the last 6 months on his (magically shrunken) treasure horde. He’ll be livid if anyone touches it.

Treasure: 5000 GP

Equinox, Night Dragon

AC 1 [18], **HD** 8** (36hp), **Att** [2 × claw (1d6), 1 × bite (3d8)] or breath weapon, **THACO** 12 [+7], **MV** 90’ (30’ / 240’ (80’) flying, **SV** D8 W9 P10 B10 S12 (8), **ML** 9, **AL** Neutral, **XP** 1,750, **NA** 1(1), **TT** H

▶ **Breath weapon:** Cloud of smoke. Save vs Poison or do nothing but cough for 1d3 rounds. Fills 20x20’ area with magical darkness for 1d3 turns.

▶ **Spells:** 3 × 1st level: Sleep, Floating Disc, Darkness. 3 × 2nd level: ESP, Locate Object, Invisibility.

REGARDING EQUINOX...

- Unaware that Fabien is dead and the island is in peril.
- Typically grumpy and uninterested in helping with anything.
- Hates deception, attacks charlatans!
- Proud and lofty, susceptible to excessive compliments.
- Currently at 12 HP due to magically reduced size.
- If attacked, will use his magic to escape, embiggen, and seek revenge.
- Will reward honest PCs with 20% of his fortune if warned about the island’s impending collapse.

B4: THE CONTROL ROOM

Locked. The keyhole is unusually wide and flat. *The key to this room is the key-shaped door to area B10 but first requires shrinking via the cabinet in area B3.*

A short staircase leads down to a “cockpit” on the underside of the island. A series of inert sorcerous machines, dusty orbs, and mechanical birds sit in a ring, forming an apparent information nerve-center of the atelier.

The controls: with few exceptions, controls are non-functional until the power hose is repaired in room B19 and the engine is restored in area B5. Functional controls are lit with green lights. After two button presses, auxiliary power is further drained: **roll to advance the clock.**

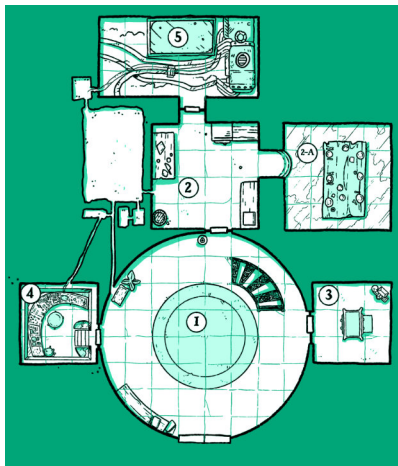
After power is restored: the room squawks and hums with information relayed from the bird messengers and the hiss of magical equipment. All engine controls become functional.

Behind the machines: hydraulic power-hoses run from the equipment into a mouse-sized hole in the wall (connecting to B14). A schematic diagram displays the power hose’s path to the engine room (B5).

Treasure: (In hidden vault under floor panel): *Bag of Holding* with 8000 GP, a *Ring of Protection*, and a fire elemental egg (requires lava to hatch)

Control List:

- Restart Engine
- Move Island
- Extend/Retract Staircase
- Toggle Island Invisibility
- Raise/Lower Island
- Enable/Disable Statues
- Vent Kitchen
- Incinerate Garbage
- Lock/Unlock Engine Room
- Animate Trophy Animals (*label has fallen off of this control*)
- Open/Close Vault
- Honk Horn



B5: THE ENGINE

The door is sealed by a “Wizard Lock” spell.

A great glass tank holds an oversized blue skinned hulk with a scrunched up, demonic face. The sleeping figure convulses restlessly, suspended in viscous goop. A great machine attached to the tank hums away and misfires periodically, sending out greasy puffs of smoke. Hoses connected to the machine spiderweb across the floor and disappear into access conduits in the western wall.

A hydraulic power hose leads through a mouse-hole to B19.

The engine: obviously jammed. Tiny swords and dream-gremlin goo choke a series of spinning cogs. Can be repaired by manually clearing the jam and restarting the engine from the Control Room (area B4).

Monsters: Nine tiny dream gremlins (stats on p. 40) desperately try to awaken their lord. Three gremlins bash the tank with tiny swords, slowly sending cracks across the glass. Another band of three stand atop of the machine, hacking at its exposed gears and waxy cylinders. A third band dangle over the tank and scream with their tiny squeaky voices for the djinn to awaken.

The creature in the tank: is Gulga, an imprisoned djinn who will soon wake unless the dream-gremlins are destroyed. Gulga can be manually lifted out of the tank with a winch. Doing so instantly awakens the grateful djinn who will promise his liberators a favor before punching through the wall and soaring into the distance. One minute later, the island will crash to the earth with devastating consequences.



B6: THE MEZZANINE

Tall bookshelves wrap the walls of the upper level of the rotunda. On the east end of the mezzanine, a panel with two buttons mounted on the banister is set directly in front of a white, 5' circle on the black, glasslike floor.

The buttons: Labeled “Down” and “Extra Down.” The former causes the floor within the circle to disappear and a shimmering “firefighter’s pole” of pure force to appear for a quick descent to the lower level. “Extra Down” has the same effect but the hole and pole extend all the way through the island to the earth far below. A terrifying but efficient mode of escape. Two turns are required to climb the stairs back up to the island.

The books: comprise a staggering number of subjects and disciplines. A PC may spend a turn and attempt an Intelligence check to discover a book of interest. (Remember to check for “advancing the clock” with each attempt). A living statue will appear from room B11 to threaten anyone “borrowing” a book.

d6	Book Discovered
1	Arcane scroll: “Mending”, Growth of Animal, Protection from Evil 10’ Radius
2	Arcane scroll: Knock, Hold Portal, Floating Disc
3	An oath of fealty (1 year) of the great dwarf “Lombardo.” (Dwarf 5). Lives in a nearby mountain retreat. Often drunk and frightfully strong.
4	A treasure map (An entombed king in the barrow fields, the great bard Antonio’s grave in the valley of the Singing Stones, a huge diamond (and a screaming skull!) buried in the middle of this very floating island)
5	A map of the atelier (includes rat space passages)
6	A marble notebook labeled “THE SECRET WORD.” Inside: “Pretty pretty pretty please with hugs and kisses on top...” *

*Speaking the “secret word” opens the door to the control room and forces all statues, birds, and rats to obey. *Fabien found it easier to speak this magical phrase rather than carrying keys all the time.*

B7: ALCHEMY LAB

A laboratory in disrepair. Shattered glassware covers the countertops. An overturned shelf lies near a great oak chest; the shelf’s contents form a mess of glass shards and neon hued puddles.

Hazards: Pools of caustic acid will shred boots and burn the skin of any who tread on them. (1d6 damage)

Treasure: Several helpfully labeled potions survived the overturned shelf: a potion of growth, a potion of healing, a potion of levitation, and a bottle of powerful glue. The chest contains coins used for transmutation experiments: 300 SP, 300 EP, 300 GP, 300 PP.

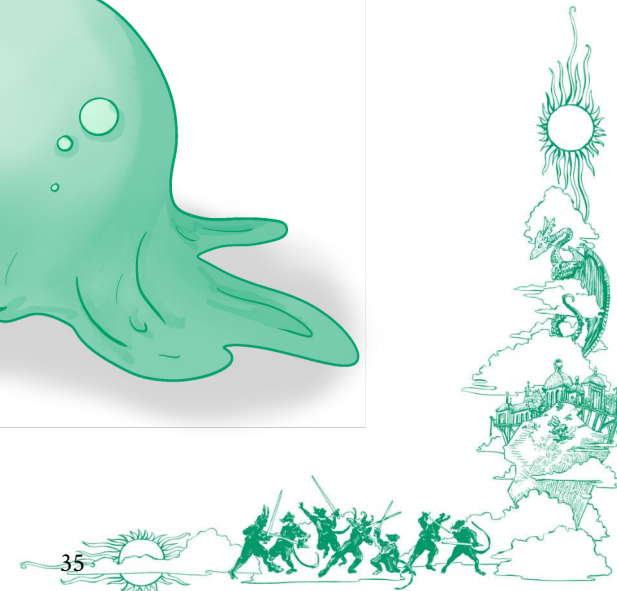
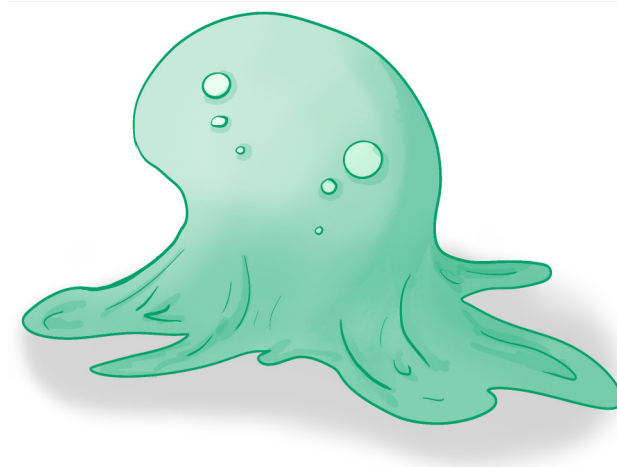
Monsters: Three oozes escaped from their milking bags and trashed the place. A **grey ooze** wiggles out from behind the chest and attacks on sight; two **green slimes** drop down from the ceiling 1d4 rounds later.

B8: TROPHY ROOM

A stuffy room filled with trophies and framed academic degrees from foreign magical academies. Taxidermic animals pose threateningly: a bobcat, an owl bear, a giant shrew. A large shimmering orb sits on a wooden pedestal.

The animals: harmless unless activated by the control room—then suddenly violent.

The orb: a PC may attempt an Intelligence check once per day to ponder the orb. Success reveals an esoteric glimpse of the future; either seed a future adventure or give a hint to a puzzle if the players are flailing. Examples: “You’re taking a door off its hinges.” “You’re trying on a new outfit.” “You’re wrapping bandages around a giant, sword-wielding rat.”



B9: FABIEN'S BEDROOM

A dusty bedroom. Everything is old plush and faded pastel; oversized rugs and perfumed cushions. A round bed in a round room. Silver globes from a grand mechanical orrery dance across the ceiling. A large wardrobe stands against the northern wall.

In the wardrobe: a single robe, scintillating, bedecked in glittery stars. This magic item is the "Robe of the Wizard." Donning it makes the wearer identical to Fabien himself via powerful illusion magic. The birds, statues, and rats of the Atelier will obey anyone wearing this robe.

Under the bed: a cigar box full of wands. Five are expended, one is a fresh "Wand of Magic Detection."

The orrery: pretty but pointless.

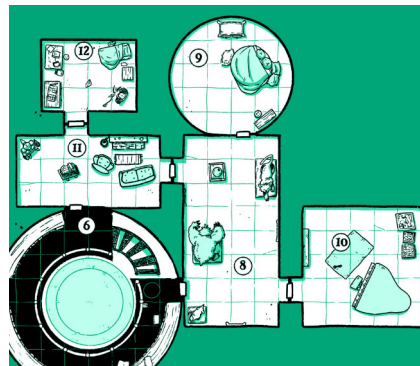
B10: KEY ROOM

A key-shaped door opens to a room filled with keys. A hanging mobile tinkles with keys. Three stacking wooden crates each house hundreds of variously sized keys. A full size piano sits in a corner. A small shelf contains a dozen key-related books. The word "KEYS" is painted on the northern wall in giant letters.

The key-shaped door: falls off its hinges the second time the PCs enter this room. Easily removed from its flimsy settings by two brass pins. *If reduced in size by the magic cabinet in room B3, it unlocks the door to the Control Room (area B4).*

The bookshelf: holds various works on locksmithing. One book, labeled "the Crystal Key", is hollowed out and holds a key of pure sapphire (500 GP); it unlocks Fabien's lounge (area B17).

All of the other keys: pointless red herrings.



B11: READING ROOM

A pink plush sofa and an overstuffed corduroy-upholstered armchair circle around an inviting hearth. A pedestal holds an oversized, open tome bound in leather. An iron statue looms from the north-western corner.

The tome: Fabien's memoirs. A meandering account of a doddering, well-meaning wizard. The page is opened to a recollection of Fabien's battle and heroic defeat of the evil djinn Gulga. The final pages comprise mundane garden-related anecdotes and end abruptly.

The statue: animates to threaten anyone removing a book from a shelf in area B6. **"THIS IS NOT A LENDING LIBRARY. RETURN THE BOOK WITHIN 20 MINUTES OR FACE THE CONSEQUENCES."** It attacks anyone who fails to comply.

B12: MAGICIAN'S APPRENTICE'S BEDROOM

A brass plaque on the door reads "Apprentice Chamber."

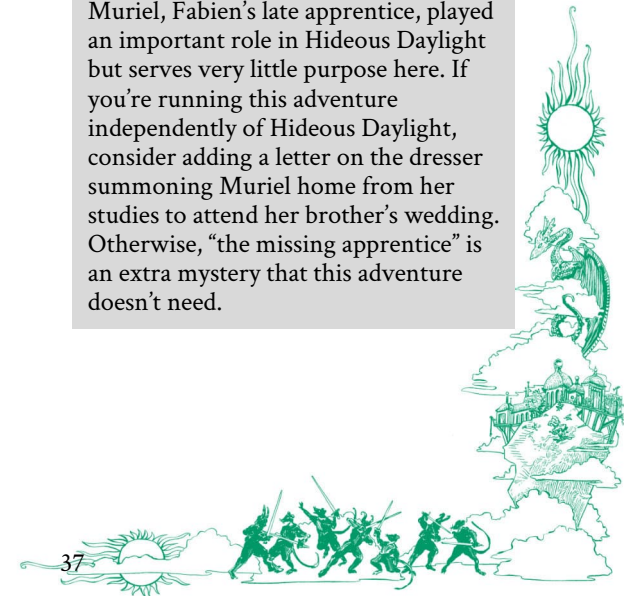
A small, messy bedroom. A heavy-looking book sits on an unmade bed. A half-finished dress hangs on a sewing dummy by an open sewing kit. A large rat's cage sits empty on a dresser.

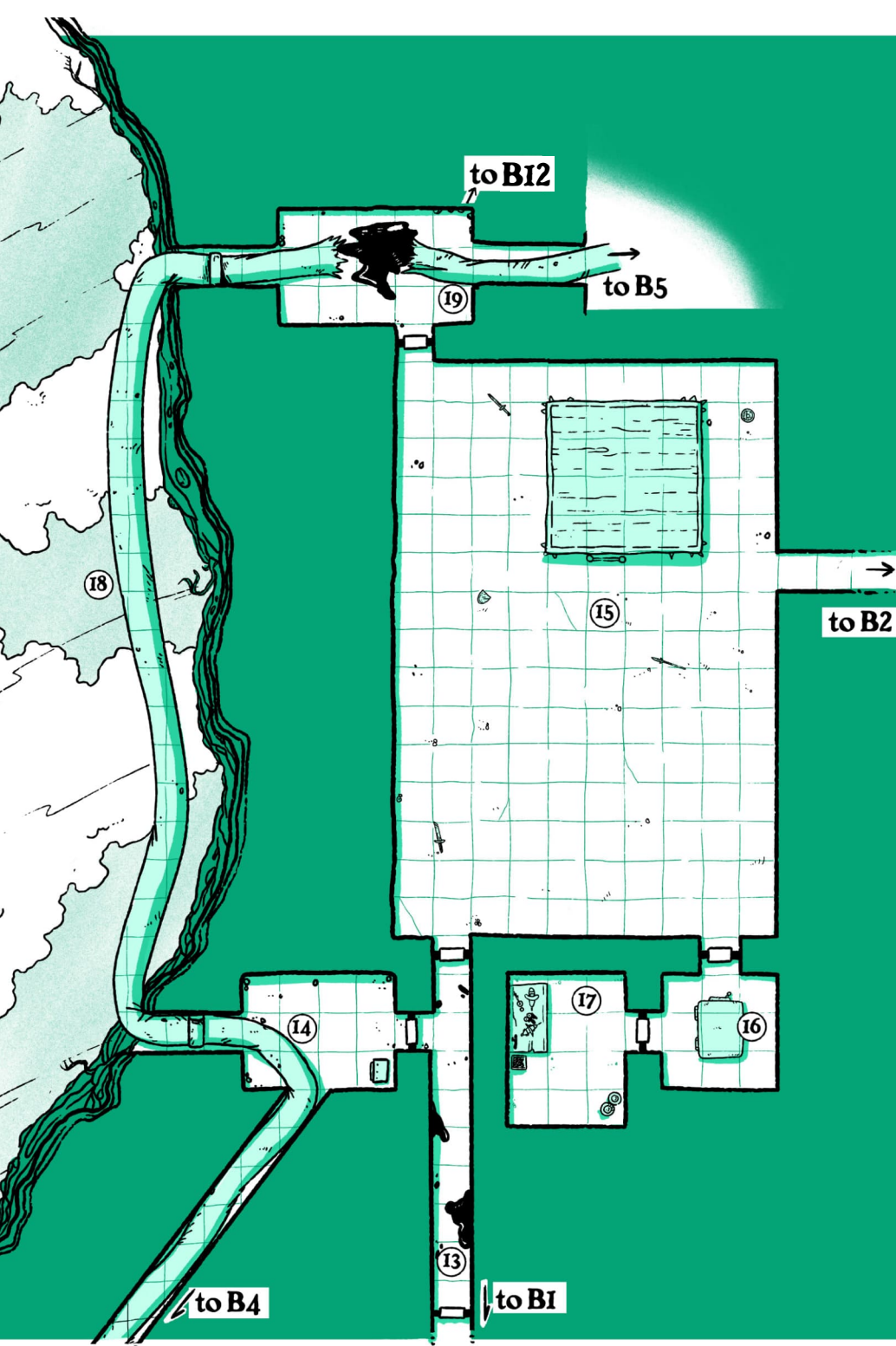
The book on the bed: "Introduction to the Arcane Arts" contains "read magic" and three other 1st level spells.

In the dresser: A piggy bank contains 215 GP.

A mouse-hole behind the dresser leads to a mouse-sized passage in the wall down to area B19. The squeaky voices of three dream-gremlins attempting to squeeze behind the dresser can be faintly heard.

A NOTE REGARDING THIS ROOM: Muriel, Fabien's late apprentice, played an important role in Hideous Daylight but serves very little purpose here. If you're running this adventure independently of Hideous Daylight, consider adding a letter on the dresser summoning Muriel home from her studies to attend her brother's wedding. Otherwise, "the missing apprentice" is an extra mystery that this adventure doesn't need.





THE RATSPACE

Behind the rough unfinished walls of Fabien's Atelier, a secret war rages between the djinn's dream-gremlins and a squadron of loyal undead rats. These tunnels provide easy access to otherwise locked rooms to those small enough to traverse them.

B13: A LONG TUNNEL (FOR A RAT)

A shaft of unfinished wood terminates at tiny, rat-sized doors: one leads north; one leads west. Rat droppings and little puddles of blue goop litter the splintery floor. A bleeding, sword wielding rat with a little iron helmet leans against the wall breathing heavily. Several other dead rats lie nearby.

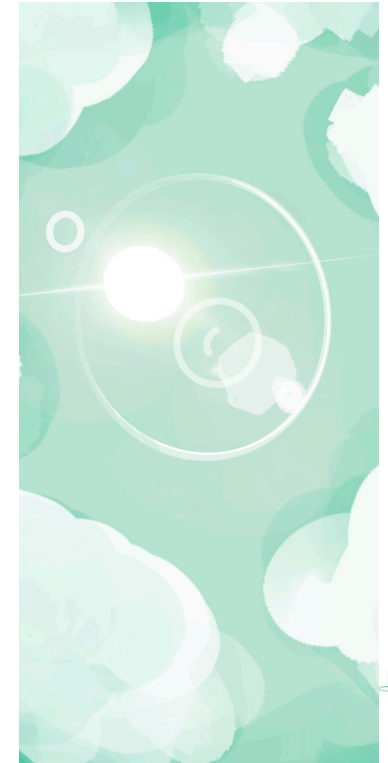
NPC: Calendula, Lieutenant in Fabien's rat army, lies dying. She was granted human-like intelligence via Fabien's magic and served him faithfully for many months. She'll prevent passage from anyone entering the door until her dying breath. If "Fabien" is among the party, she salutes and apprises him of the situation: a force of dream gremlins have broken through the line and are assaulting the engine. Additionally, the gremlins severed a critical power hose. If healed, Calendula will lend aid to the party (as Fighter 3). Chivalrous and headstrong. "To arms!"

B14: HOSE ACCESS

Cold wind whistles from a gap in the western wall where a rubber power-hose enters the room and is routed southward through a narrow utility conduit.

South: The hose eventually connects to the Control Room (area B4).

West: Gusty, brisk. It's possible to squeeze through the gap to walk across the hose threaded along the exterior of the atelier. Note that this is literally outside on the edge of the floating island hundreds of feet above the ground (area B18).



B15: BATTLEFIELD

A vast, dark, room of unfinished wood, echoes with the terrible howls of battle. A quivering wall of mangled shield-bearing rats hold the line against a shrieking force of dream-gremlin berserkers. Along the northern wall, a balsa wood defense tower bears a crooked, desiccated hand at its apex, mounted like a macabre flesh ballista.

Monsters: 15 dream gremlins assault the last 6 (undead) shield rats. The dream gremlins will assault anyone who approaches the siege tower. The shield rats will bar passage to the northern room (except for Fabien).

The Siege Tower: Currently unmanned and a tricky climb without a rope. On top, a mounted witch' hand positioned into a "finger gun" can be fired like a big crossbow by depressing a protruding wrist bone. Its evil energy bolts deal 1d8 damage to living creatures or heals 1d8 HP to undead; one hit instantly destroys a dream-gremlin. The hand still functions if removed from its tower.

Shield Rats

Reanimated rats charged to defend the gaps behind the walls.

AC 3 [16], **HD** 2 (9hp), **Att** 1 × spear (1d6), **THACO** 18 [+1], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Lawful, **XP** 20, **NA** 0 (4d6), **TT** None

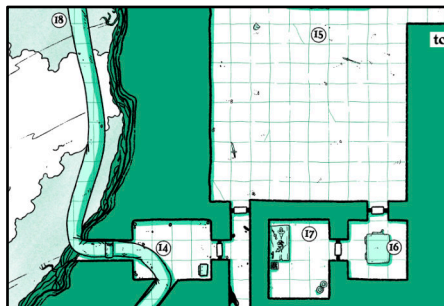
- ▶ **Initiative:** Always lose (no roll).
- ▶ **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

Dream-Gremlins

The living dreams of a tortured djinn.

AC 6 [13], **HD** 1-1 (3hp), **Att** 1 × dream swords (1d6), **THACO** 19 [0], **MV** 60' (20'), **SV** D14 W15 P16 B17 S18 (NH), **AL** Chaotic, **XP** 5, **NA** 4d4, **TT** None

- ▶ **Immune to Sleep.** Creatures made of dreams don't sleep.



B16: REANIMATOR

A hissing cigar box with six bed-shaped depressions. A dead rat lies face down in one of the slots. The machine smells like rust and sour milk.

The machine: Pulling the lever casts "animate dead" on any corpse within the bed-slots. The freshly revived corpses are instilled with an innate understanding to defend the rat-space and obey Fabien.

B17: FABIEN'S SECRET LOUNGE

Locked. The keyhole shines like sapphire. *Unlocked by the sapphire key from room B10.*

A wizard's stash of secret, pedestrian delights. An ugly quilt on a worn-out couch. Bottles of cheap wine and hookah. A table setup with acrylic paints and little model boats.

Fabien would retreat here when he needed some alone time.

Treasure: Reams of bad but earnest handwritten poetry. Love letters from Rodolphe the gardener. A jar of "ambrosial delight"--an alchemical banned by most reputable mages guilds. Any more than a sip requires a Save vs Poison or become paralyzed with transcendental pleasure for one minute. Can be thrown as a grenade weapon.

B18: LITERALLY OUTSIDE

A swaying hose just wide enough for one (tiny) person to balance upon stretches along the rocky wind-battered edge of the flying island.

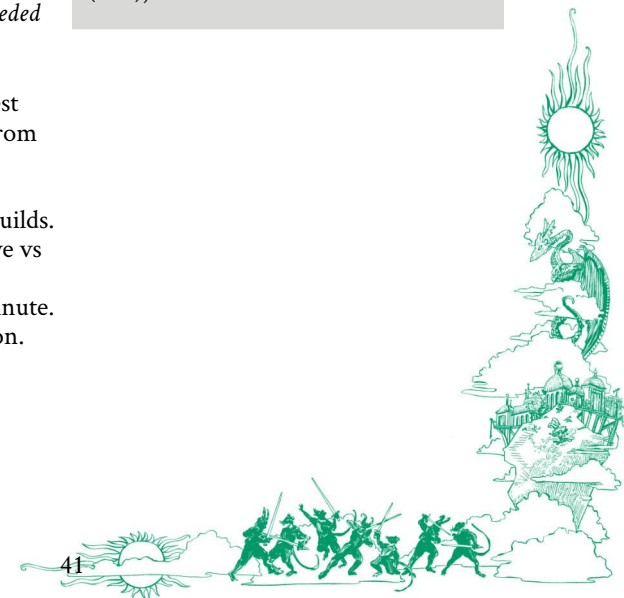
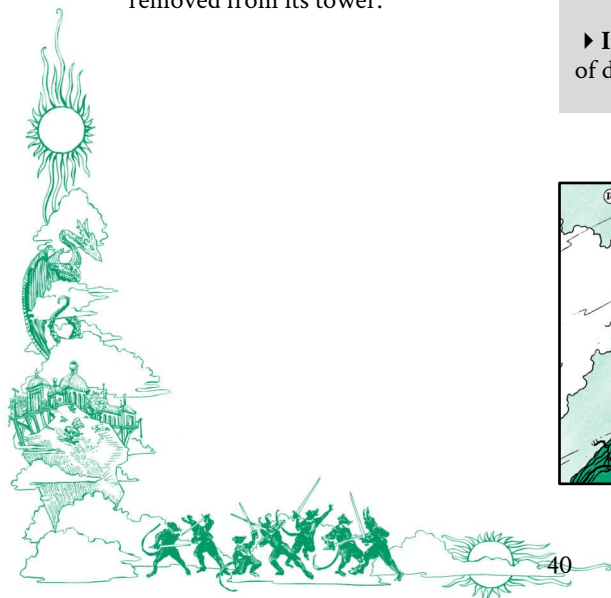
The wind: 1-in-6 chance per turn of blowing a random character off of the island (Save vs Paralysis).

Monsters: A curious and hungry seagull is perched halfway across the expanse. 2-in-6 chance of 1d3 nearby seagulls joining the fray if combat should erupt.

A Hungry Seagull

A formidable foe (for a mouse-sized warrior).

AC 6 [13], **HD** 4 (18hp), **Att** 1 × bite (1d8), **THACO** 16 [+3], **MV** 120' (40') flying, **SV** D12 W13 P14 B15 S16 (2), **ML** 5, **AL** Neutral, **XP** 75, **NA** 1d4 (1d4), **TT** None



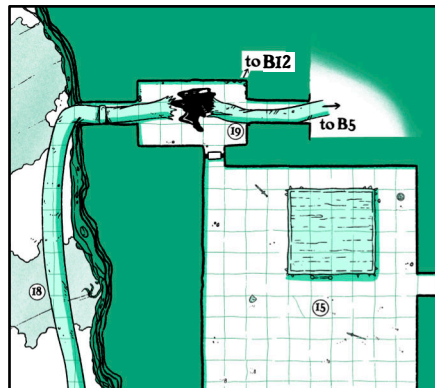
B19: THE SEVERED HOSE

A power-hose is routed from a tiny door in the east to a gap in the western wall. A gash in the hose squirts milky-blue menthol-scented fluid into a slowly expanding puddle. The light flickers and distorts around the pooling fluid. Along the unfinished wood, tiny handholds lead up into the darkness of the inner walls above.

The handholds: lead to the mouse hole in area B12.

The damaged hose: requires repair via glue, a sewing kit, or a creative solution before the Control Room functions normally. Repairs are delicate work (DEX check) and risks exposure to the dangerous wish-fluid extracted from the dreaming djinn. Those exposed must Save vs Spells or suffer a reality distortion (effects are permanent).

d8	Reality Distortion
1	Your duplicate appears with a different alignment (and gender?!) and fights you to the death. Play as the survivor.
2	You bleed little red butterflies. You speak the secret butterfly tongue. -2 Constitution
3	Your fingers are knives! (One hand only). -2 Charisma
4	You hover ½" from the ground. Movement is difficult (-10 move speed) but you' no longer take falling damage.
5	Your hair is prehensile. You can never again wear a hat or helmet (your hair rejects it).
6	Your drifting mind detaches from linear time. You may see the immediate future (reroll an attack or saving throw) but at the price of great psychic trauma (1d6 damage).
7	You turn blue!
8	



Followup

If the djinn is calmed and the engine power is restored:

Peace returns to the atelier for a time. The djinn grows ever restless and its gremlins multiply. An alternate magical fuel source may soon be required.

If the djinn is freed:

Gulga renews his reign of terror with a newfound joie de vivre. He travels to a nearby city and conquers it, deposing and imprisoning its leader. Gulga is a cruel and oppressive ruler with a great fondness for the PCs. He'll offer them a job as his honor guard and shower them with gifts (to the ire of his oppressed populace).

If the garden below is destroyed by a crashing flying island:

The king (or the duke) will seek vengeance! Additionally, the smoldering crater reveals a yet undiscovered enclave of hibernating shadow demons.

If a player character adopts Fabien's persona longterm:

Equinox (or his twin sister, Solstice) will eventually discern that their friend was replaced and seek justice. "Fabien" may be called to answer for his crimes against the duke's garden.

Or...

Closer inspection of Fabien's corpse reveals a second "Robe of the Wizard" worn by an erstwhile stranger. A player character may take up the mantle as the latest in a succession of "Fabiens."



THE SINGING STONES

A wilderness adventure for character levels 3-5

Introduction

Opera Valley spans 6 square miles among the lower Horspid Mountain Range. It is wild country home to grizzly bears, stone giants, and worse.

The arid valley is home to dramatic rock formations and even greater wonder: the rocks sing. Droning hums, plinking arpeggiations, and even human speech resonates from the stone.

Many years ago, a sisterhood of druids placed a ritual on a pillar of stone to coax its ancient wisdom. The wild magic spread; stubborn rocks in the vicinity, suddenly hearing their dulcet, earthen baritones refused thereafter to be silent. Since then, the valley rumbles with the hum of singing stones.

Point-Crawling

The provided map abstracts the size of the valley's landmark and the distance between them. The valley fits within a standard six-mile hex; each labeled locale is approximately 1 mile apart from each other. Moving between each location runs a 1-in-6 risk of a random encounter en route. Moving between locales outside of marked paths (example: C9 to C21) runs a 2-in-6 chance of a random encounter. Additionally, the referee may require a Wisdom check to avoid getting lost and may issue additional rulings to account for navigating difficult terrain.

The Prince

Young Prince Hesper set out from the castle on a secret quest to prove his worth as a warrior: to slay the infamous **white wyvern** which torments his lands. A month passed and the 16 year old prince has still not returned. His family offers 10,000 GP for the prince's rescue (or 2,000 GP for the recovery of his body).

A back-alley fortune teller whispers rumor of the prince vanishing into a valley where "the rocks can talk." The player characters follow this lead to the mystical climes of Opera Valley...

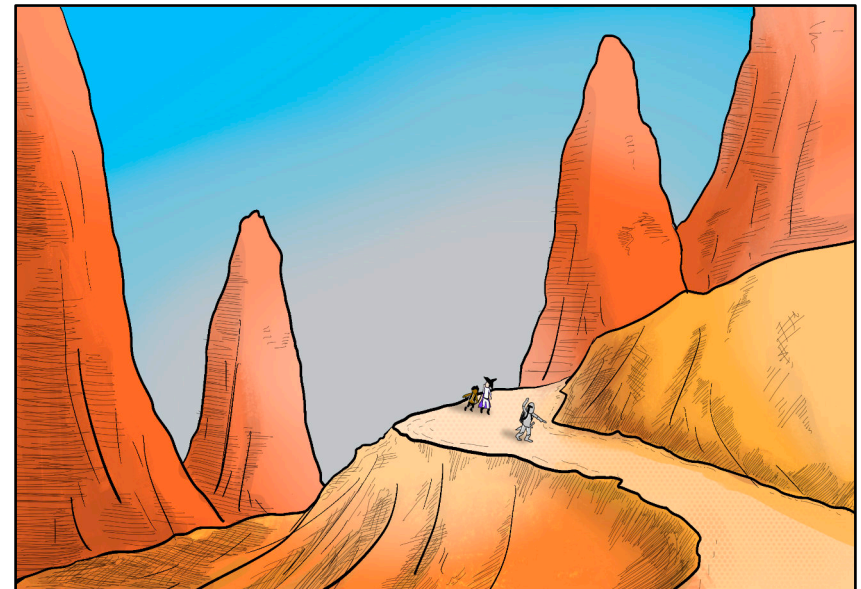
What Happened?

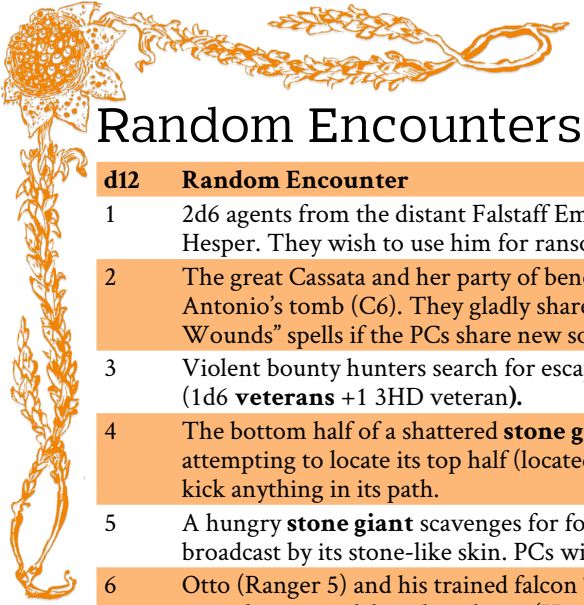
The Prince tracked the white wyvern to its nest in the Pageant Spires. He challenged the beast and lost; the wyvern's sting pierced his side and injected him with deadly venom. The Prince fled and in his desperate, delirious flight, encountered the medusa, Ada. She turned her petrifying gaze on the prince—"saving" him from his injury by transmuting him into stone. The prince now joins the other immortal, lucid, speaking statues of the Medusa's garden, given voice by the valley's magic: safe but hopelessly imprisoned.

Summary

The valley is a sandbox filled with danger and strangeness. Beyond the petrified Prince, PCs may encounter other quests to further entangle them.

- To save the prince, the PCs must find a way to cure his petrification and then quickly treat his poison before he succumbs.
- A rock-eating fiend with an insatiable appetite threatens to forever silence the valley. A benevolent rock spirit wants the beast destroyed.
- The wrathful ghost of a young bride awaits her betrothed who was frozen in stone by the medusa.
- The tomb of a great bard and his treasure lie locked behind a riddle.
- A commune of artist dwarves sculpt amazing art from the terrain. Their leader is secretly possessed by the crystalized blood of an ancient vampire. The dwarves unwittingly near completion of a magical gate to the plane of vampires.
- Missing hikers are imprisoned in a stone giant's cottage.





Random Encounters

- d12 Random Encounter**
- 1 2d6 agents from the distant Falstaff Empire (**veterans**) search for Prince Hesper. They wish to use him for ransom/political negotiation.
 - 2 The great Cassata and her party of benevolent bards come to visit Antonio's tomb (C6). They gladly share supplies and "Cure Light Wounds" spells if the PCs share new songs or poems.
 - 3 Violent bounty hunters search for escaped convict "Pig Gristle" (Area C2), (1d6 **veterans** +1 3HD veteran).
 - 4 The bottom half of a shattered **stone golem** futilely stomps about, attempting to locate its top half (located in area C12). Will stubbornly kick anything in its path.
 - 5 A hungry **stone giant** scavenges for food; its inner thoughts are loudly broadcast by its stone-like skin. PCs will hear it coming. (Area C16)
 - 6 Otto (Ranger 5) and his trained falcon "Night Feather" out on patrol. Will not tolerate vandals or litterbugs. (House in C3, stats in C16)
 - 7 The white **wyvern** attacks! (Area C8)
 - 8 The **HAGFISH** munches on a large and beautiful rock formation. All rocks are silent in the immediate vicinity. (C23)
 - 9 3d4 **blood demons** seek hot blood to eat. (Area C9)
 - 10 A **grizzly bear!**
 - 11 A nest of 1d6 **spitting cobras**.
 - 12 A stone issues a koan: "There is a big stone. Do you consider it to be inside or outside your mind?" "Your head must feel very heavy if you are carrying around a stone like that in your mind." (+1 WIS for 24 hours, use any other ponderous question as needed e.g. "How many roads...?")

Show Me My Rival

Solutions to the prince's dilemma lie within in the valley. If the PCs elect to return to town for a "Remove Poison" scroll or any other reason, reveal a **rival party** as the next random encounter. Intimate that these uncooperative yet non-hostile rogues also search for the prince and could succeed in the PCs' absence.

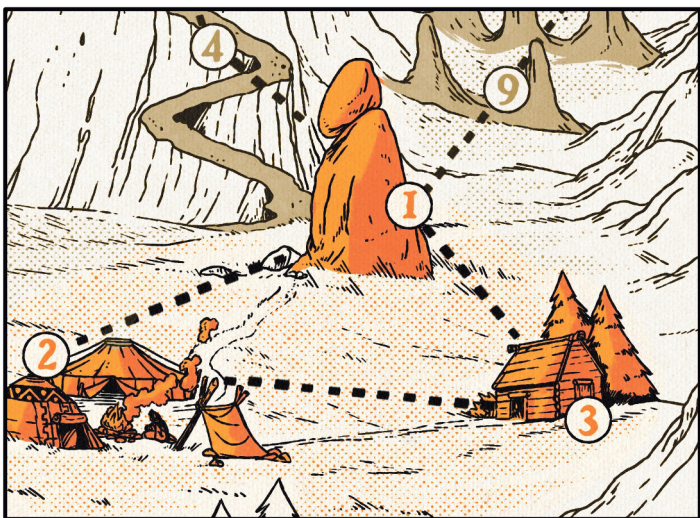
NPC	Class	AC	HP	THACO	Saves
Michelob	Thief 5	6 [13]	12	16 [+3]	D12 W13 P11 B14 S13
Jolly Roger	Thief 1	7 [12]	3	19 [0]	D13 W14 P13 B16 S15
Kirschwasser	Elf 2	4 [15]	8	18 [+1]	D12 W13 P13 B15 S15
McCann	Dwarf 3	1 [18]	16	19 [0]	D8 W9 P10 B13 S12
Brother Tomen	Cleric 6	1 [17]	18	17 [+2]	D9 W10 P12 B14 S12



Zone 1: The Humming Flats

Grassy lowlands punctuated by an occasional sandstone outcropping. The easiest point of entry to the valley and also the quietest. Low harmonious humming similar to a “Himalayan singing bowl” resonates at all hours.

All landmarks within the Humming Flats are visible upon entering the valley. Player characters may enter the region at area C1, C2, or C3.



C1: The Sleeping Giant

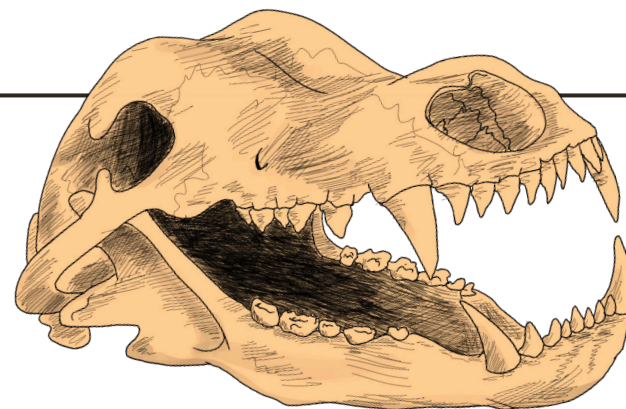
A towering **sandstone monolith** crowned by an affixed lopsided boulder; its silhouette vaguely resembles a heavy-headed giant. At its feet lie **ritual offerings**. It hums an echoing contrabasso melody in a minor key.

▶ **Ritual offerings:** lit candles, incense, a freshly sacrificed chicken, a bear skull, various coinage (18 GP, 59 SP, 215 CP)

▶ **The dwarf:** 2-in-6 chance/day of encountering Zupa (dwarf 3, lawful), a warrior-artist from the Barefoot Dwarves Commune (area C14) here to clean this holy site. Encourages PCs to leave offerings to the stone and invites the PCs to visit the commune. Sings harmonies with nearby rocks.

▶ **Leaving an offering:** The Sleeping Giant suddenly greets the PCs as “ye eidolons, ye flickering flames. Ephemeral beings, flashing brightly then fading to darkness.” Yammers on in long poetic nothings then drifts off into silence, suddenly gasping in surprise that the PCs are still alive (it doesn’t have a good comprehension of mortal lifespans). Sensing a “certain fire” within the PCs, it offers a **quest**.

▶ **The quest:** An unnatural rock-eating beast called the “Hagfish” recently came to the valley and already destroyed many ancient rocks. The Sleeping Giant asks the PCs to find and slay the Hagfish before the valley is forever silenced.
It rewards PCs with the location of a secret cave filled with riches (area C20).



C2: The Camp

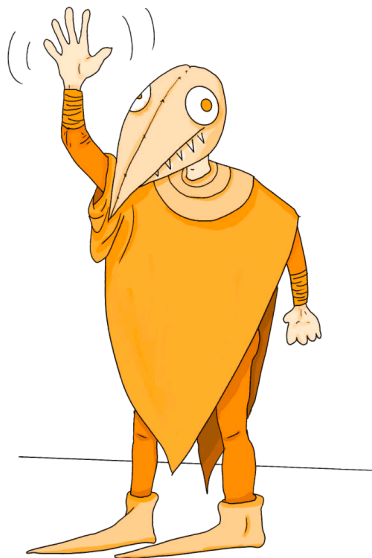
Three parties camp together around a communal campfire.

In the yellow yurts: The bird people.

▶ **Appearance:** Always wear beak-like masks and ponchos. They hide their true nature. (Neutral, use “Elf” stats.)

▶ **Disposition:** Long-traveled strangers who joyfully receive guests and offer gifts of linen scarves and horns of piping hot gravy. Only know the common word for “egg.”

▶ **Wants:** a wyvern egg. Their hunter was injured by blood demons and they await her recovery. They’ll pay 2000 GP (in gold ball bearings) for a wyvern egg.



In the primitive lean-to: Brenntar and his sickly brother Pip.

▶ **Appearance:** Mean-faced lunks never far from their cudgels. Brenntar (Thief 6, chaotic) is thick, bald, and sullen. Pip (normal human) is worm thin, hairy, and snickering.

▶ **Their secret:** Brenntar is secretly the famous assassin and master of poisons “Pig Gristle,” recently escaped from prison and lying low from authorities.

▶ **Wants:** Freedom. They’re having a fine time and wish to be left in peace.

▶ **What to do with them:** Brenntar is easily capable of crafting wyvern anti-venom if provided with the liver of a freshly dead wyvern. Can be turned in for 4000 GP dead or alive (or bribed into helping slay a monster).



C3: Ranger’s Station

A **simple wood cottage**, helpfully labeled “RANGER.” Unhelpfully, the ranger is rarely home. *Otto, the self-proclaimed warden of the valley lives here but is usually out wandering with his falcon, Night Feather (see page 64). 1-in-6 chance/day of Otto being present.*

▶ **The door:** locked (simple padlock). A sooty chimney and a locked glass window provide alternative access.

▶ **Inside:** very little. Fermentation supplies, mountain berry wine (jugs of it), falconer supplies, a valuable hunting knife (30 GP), some recent mail.

▶ **The mail:** a wanted poster for the escaped assassin and poison master “PIG GRISTLE” (4000 GP, includes a sketch). A handbill stating the disappearance of Prince Hesper (10,000 GP reward, includes a sketch).

In the red circus tent: Belga and Bitszinia, gnome merchants.

▶ **Appearance:** Tiny, pointy-hatted spouses. Belga is an overconfident chatterbox. Bitszinia insists on feeding everyone she meets. “You’re so thin! Eat, eat!” (lawful **gnomes**, 2 HD)

▶ **Their pet panther:** “Michael.” Friendly but fiercely loyal.

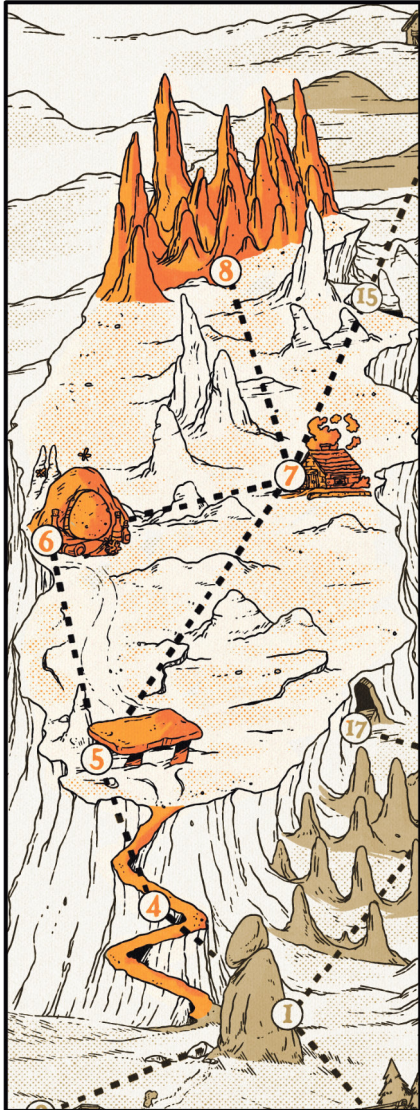
▶ **Wants:** To make some sales, maybe collect some singing crystals, then move on.

▶ **For sale:** Bug repellent 500 GP; an alligator suit 1000 GP; magic perfume (+2 Charisma for 1 week) 600 GP; potion of water breathing: 500GP; burp potion (Save vs Poison or do nothing but belch for 1 minute) 600 GP; sleep poison (ingested, Brenntar helped make it): 600 GP.



Zone 2: The Chiming Plateau

The stones on this high-desert plateau plink out syncopated rhythms which dance across the winds. The volume crescendos during full moons as the stones cry out for their wayward sister.



C4: The Stairs

A long series of narrow **stone steps** carved from the cliff-face crisscross up to the plateau, 600' above the valley.

▶ **Sounds:** Each stone stair chimes with xylophonic timbre.

▶ **Monsters:** The musical steps have a 4-in-6 chance of attracting 1d6 opportunistic **robber flies**.

C5: Scenic Pergola

A classical **stone pavilion** draped in wild grapevines and fragrant honeysuckle overlooks the magnificent sandstone vistas of the valley.

▶ **The view:** All numbered locales in zone 3 are visible from here.

▶ **By day:** the barely audible sound of crying echoes within the pavilion.

▶ **By night:** the ghost of a young bride appears. Karina was set to wed her beloved Gavrill here; he never came and Karina was eaten by robber flies. She waits still as a vengeful **wraith** who attacks mortals and screams for her betrothed. Gavrill gathered flowers for Karina's bouquet too close to the medusa's cottage (area C7). The petrified knight kneels in Ada's garden still.

C6: Antonio's Tomb

A **cavern, sealed by a massive circular stone**, serves as a tomb to the famous bard Antonio. Faeries flit around the area, mimicking bird songs. Musicians make pilgrimages here to leave flowers, sheet music, and wine at the foot of the tomb.

▶ **The tomb's inscription:**
 HERE LIES THE GREAT ANTONIO.
 MAY THE SOUNDS OF MU MAJOR
 ECHO O'ER THE LAND
 ANTONIO GAB'D

▶ **The puzzle:** Four **stone trays** protrude from the lower portion of the stone. The second tray contains a hand specimen of singing pink **marble** which intones a pitch perfect "A."

Placing stones which sing the "mu major" chord (a major triad with an added major 2nd) into the trays opens the magically sealed tomb. "Gab'd" refers to the tones required to open the seal (G-A-B-D). Different stone has default resonant tones:

- *Sedimentary rocks default to "G." The most abundant stone in the area and found in any locale.*
- *Igneous rock defaults to "D." 1-in-6 chance of finding an igneous deposit in any area. 5-in-6 chance of finding it at the hoodoos (area C9) or Pageant Spires (area C8).*
- *The purest crystal defaults to "B." Only located on the crystal island in the underground lake (C18).*

C6-A: Inside Antonio's Tomb

Shimmering, iridescent. An **elevated crystal plinth** rises out of a **pool** of rose-scented water. A **corpse** wrapped in funerary bandages lies on the plinth; it clutches a **lute** and wears a **plumed hat**. The tomb itself clamors with a looping triumphant melody at a deafening volume.

▶ **The pool:** Magical. Always smells nice.

▶ **The mummy:** Harmless. Antonio's inanimate corpse.

▶ **The plumed hat:** Stuffed with gems. 3200 GP worth of citrine and fire opals.

▶ **The lute: Antonio's Lute** (Magic, Cursed). Increases user's Charisma to 18, allows user to cast Charm Person 1x/day (through song). User must perform music to a paying audience 2 nights/week or die (Save vs Death).



C7: Ada's Cottage

Note: Pitons and secured rope left by recent explorers allow relatively easy access down the cliffs to area C15.

A dozen statues of frightened warriors surround a modest **stone cottage**. Within its short fence of petrified wood: a vegetable garden, potted fruit trees, a picnic table.

As PCs approach: a statue calls out, "Mother! Mother! We have visitors!"

Ada, a squat, grandmotherly medusa, selected this cottage to live out her twilight years. The statues in her yard are her former victims whom she now considers her "children." Given voice by the magic of the valley, these poor souls heed every whim of their gaoler: choir practice, "story time," guessing games, etc.

Ada, retired medusa

► **Personality:** Affable, welcomes visitors with a pot of hot tea. Keeps her head covered with a shawl but doesn't disguise her medusa identity. Wields her monstrous nature as a subtle weapon always dancing in the periphery of grandmotherly kindness.

► **Statues:** Her "family." Views their petrification as a great kindness which grants them the gift of immortality.

► **Her magic ring:** negates and stores one spell cast against her.

► **Killing her:** instantly frees her victims from petrification.

A sampling of speaking statues:

Annabelle

► **Personality:** Broken, childlike. Hopelessly devoted to her "mother." Tattles on overheard scheming. Sings loudly during choir practice.

► **If freed:** Fights desperately with sword and gnashing teeth to avenge her mother (Veteran, 3 HD).

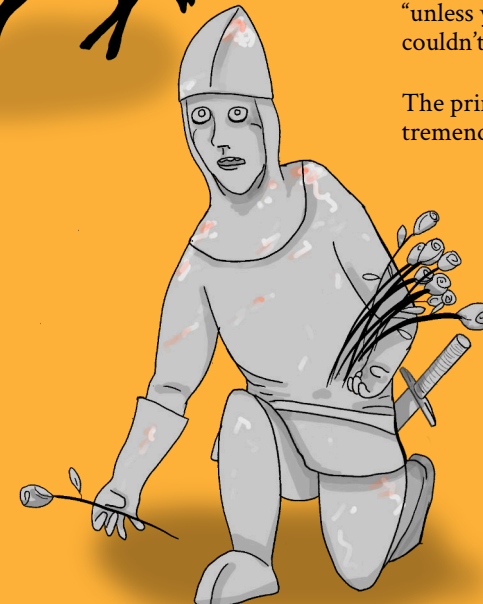


Gavrill

► **Personality:** Obsequious to Ada but whispers desperate pleas of freedom to nearby PCs. Begs to see his "dear sweet Karina" (see area C5).

► **If freed:** Weeps for a while then runs to area C5 seeking his betrothed.

► **And then:** The PCs find Gavrill's smiling corpse at the pergola (C5). The wraith is gone. His hand holds two diamond rings (300 GP each).



Prince Hesper and his horse

► A young prince slumped atop a mighty steed. He clutches his punctured side in agony.

► **Personality:** Privileged, pleading. Begs the PCs for help. "Free me! I don't belong here! Tell my father I'm here!" The confused horse neighs wildly.

► **If freed:** Dies within 10 minutes unless immediately treated with wyvern anti-venom.

► **Ada's thoughts:** Ada found and "saved" the dying Prince with her petrifying gaze. She's convinced he'll learn to love his new eternal life in the garden but she won't object if the PCs insist on returning him to the castle. She's unable to revert him to flesh "unless you kill me of course! But you couldn't kill me..."

The prince on his horse makes for a tremendously heavy statue.

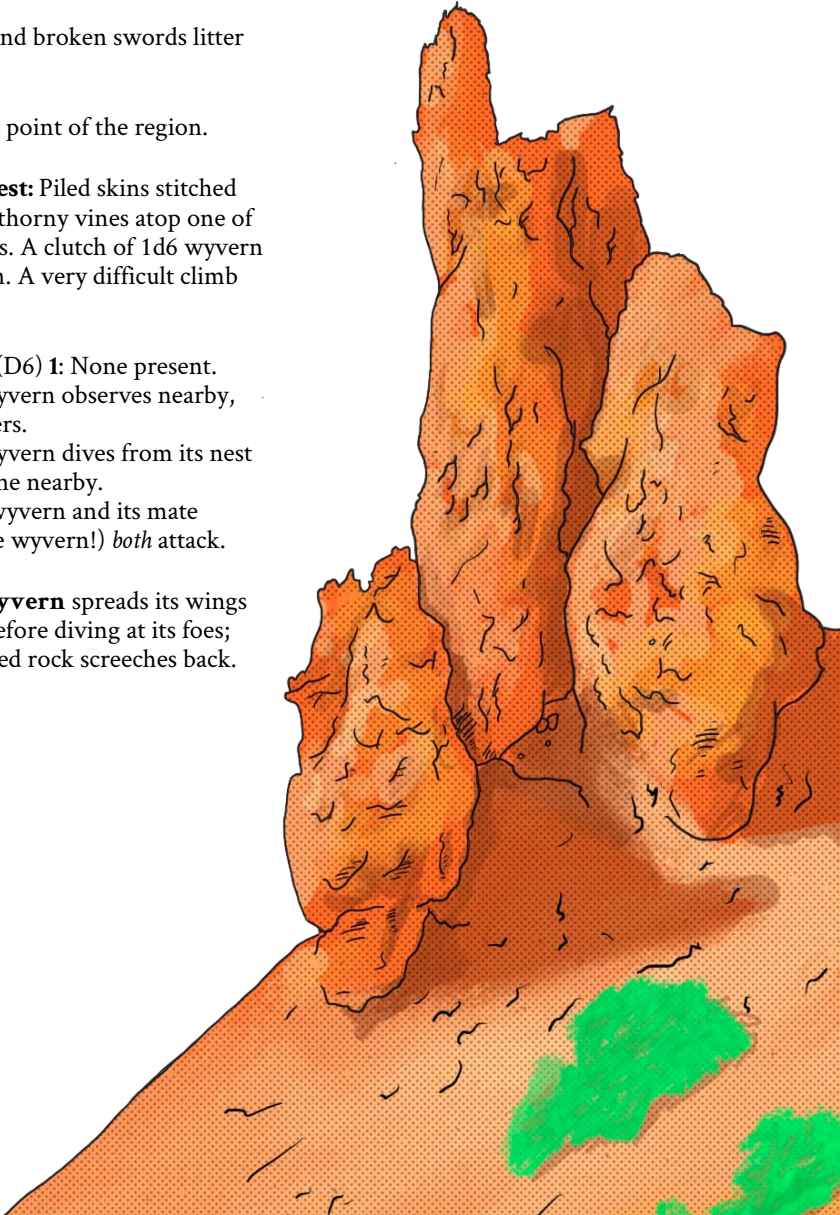
C8: The Pageant Spires

Great columns of tapering, striated rock reach dramatically to the sky like crooked fingers and chirp trilling bird songs into the wind.

Bloodstains and broken swords litter the area.

- ▶ The highest point of the region.
- ▶ **Wyvern nest:** Piled skins stitched together with thorny vines atop one of the taller spires. A clutch of 1d6 wyvern eggs lay within. A very difficult climb to reach it.
- ▶ **Monsters:** (D6) 1: None present. 2-3: a white wyvern observes nearby, attacks meddlers. 4-5: a white wyvern dives from its nest to attack anyone nearby. 6: The white wyvern and its mate (another white wyvern!) *both* attack.

The **white wyvern** spreads its wings and screams before diving at its foes; the bloodstained rock screeches back.



Zone 3: Opera Valley

The loudest and most operatic of the stones echo their voices against the western plateau. The stones bellow out strange counterpoint, endless drone, and the occasional snippet of actual language.





C9: Hoodoos

A vast, labyrinthine range of tall, thin, **spires of rock**. Most stand 6'-18' tall.

▶ **Navigation:** Difficult, numerous intertwined paths, frequent dead-ends. Wisdom Check to avoid getting lost. *Roll twice for random encounters.*

▶ **First time the PCs enter this area:** 2d6 **blood demons** stalk the party, slowly build their numbers and strike when the PCs meet a dead-end. Skilled trackers can trace their bloody paw prints from the Spiral (area C13).

Blood Demons

Walking sacks of blood, bred as a food source in the vampire plane.

AC 6 [13], **HD** 1 (4hp), **Att** 1 × Claws (1d6), **THACO** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 6, **AL** Chaotic, **XP** 10, **NA** 2d6 (2d6)

▶ **Living Blood:** Leave behind bloody footprints.

▶ **Blood Geyser:** 2-in-6 chance of exploding when killed. Anyone in melee: Save vs Breath Weapon or knocked back 10' and drop held weapons.

C10: Jolly Rock

The land opens up into more easily traversable sandstone hills. A small babbling stream wraps around a **massive 20' tall boulder**.

▶ **The boulder:** famously mischievous. It waits until travelers near the stream before sounding a deafening "BOOM." (Save vs Paralysis or fall prone, drop held items, deafened for 1 minute). The boulder echoes a guttural "ho ho ho" for some time thereafter.

▶ **Treasure:** Many travelers lose valuables in the stream. A turn spent searching reveals a diamond bracelet (600 GP), a wallet (290 GP), and a waterlogged leather fedora.

C11: The Chewed Foot

Once an amazing, towering goddess statue; now a **mangled foot** is all that remains. It intones a mournful song.

▶ **Statue debris:** trail leads southeast towards the Silent Sands (C21).

The Hagfish ate most of this statue.

C12: The Bisected Golem

A bell shaped clearing emerges from twisting sandstone paths. The upper portion of a **great stone golem** sits in the middle, one hand outstretched.

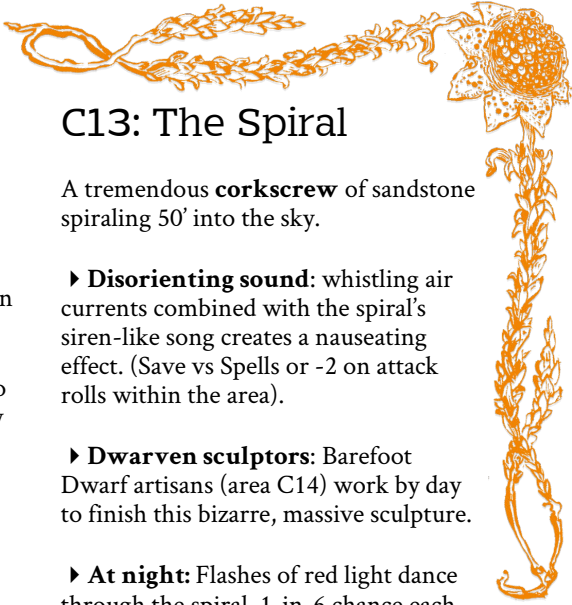
▶ **The golem:** Appears inert. A torso like a wood kiln, a disproportionately tiny head, one tightly clenched fist. Plays dead, then suddenly grabs a random party member (THACO 11 [+8]). Use **Amber Golem** stat block.

▶ **Wants:** its legs back. They're wandering around the valley somewhere. It will hold its prisoner captive until the other PCs reunite it with its lower half. Willing to swap an imprisoned PC with collateral "of like value." Offers gems (clenched in its fist, 2000 GP) as a reward.

▶ **The legs:** Unless already met as a random encounter, the legs are gleefully circling the hills in area C15.

▶ **If reunited:** the golem marches off to complete its original purpose: to destroy the Barefoot Dwarf commune in area C14.

The Barefoot Dwarves refused to sculpt a tower for an evil wizard. The scorned wizard sent forth this golem as revenge; it ran afoul of a stone giant (C16) before reaching its destination.



C13: The Spiral

A tremendous **corkscrew** of sandstone spiraling 50' into the sky.

▶ **Disorienting sound:** whistling air currents combined with the spiral's siren-like song creates a nauseating effect. (Save vs Spells or -2 on attack rolls within the area).

▶ **Dwarven sculptors:** Barefoot Dwarf artisans (area C14) work by day to finish this bizarre, massive sculpture.

▶ **At night:** Flashes of red light dance through the spiral. 1-in-6 chance each turn of a **blood demon** emerging through a flickering tear in reality. Dwarves are unaware of this phenomenon.

▶ **The secret plot:** *The dwarven artist Krowki, secretly possessed by a vampire, leads the work here. When the dwarves complete the sculpture in 7 days, a permanent gate to the Blood Realm will open and vampires and blood demons will flood the valley. (See C14).*

C14: The Barefoot Dwarves

A compound of **domes** within a heavily decorated **wall**. Abstract **statuary** rises from the stone throughout the vicinity.

▶ **The compound:** a commune of 25 dwarven artists and spiritualists who seek to understand the language of stone. Under the guidance of **Master Krowki** and his #2, **Babka**, the sculptors work to carve “true forms” from the valley.

▶ **The dwarves:** Generally congenial and welcoming of strangers though stressed and weary from recent monster attacks. A guest dome is dedicated for visitors and simple fare (flatbread and broth) is freely offered.

▶ **Demon attack:** 2-in-6 chance per day of 2d6 **blood demons** attacking the compound. The dwarves don't understand where they come from.

▶ **“About the Hagfish...”:** The dwarves hate it. The Hagfish ate a number of statues and several dwarves when they tried to defend them. The current policy is to shoo the Hagfish away with crossbows but do not pursue. Babka wants to organize a hunting party; Krowki forbids it.

▶ **Dwarf PCs:** may study the language of stone. Two weeks of study grants +1 bonus to detect trap and construction tricks for the next adventure. One year of study makes this bonus permanent.



Babka (Dwarf 4, lawful)

Second in command; a fiery spirit, a physical fitness buff.

▶ **Appearance:** Red hair that sticks straight up. Huge muscles.

▶ **Disposition:** a natural leader but a terrible artist. Babka struggles to earn the respect of the more stringent aesthetes of the commune. Big “junior sports coach” energy.

▶ **Sub-quest:** She suspects something is amiss with Master Krowki but can't risk losing her fellow dwarves' respect by challenging him publicly. Quietly asks the PCs to investigate on her behalf. As a reward, she'll gift **magic scrolls** that were donated to the commune (which dwarves aren't able to read): **Stone to Flesh, Locate Object, Hallucinatory Terrain.**



Master Krowki (Dwarf 5)

Famous sculptor and spiritual leader to the dwarves. Fluent in the language of stone.

▶ **Appearance:** white hair, little ponytail, long eyebrows, smokes an extremely long pipe.

▶ **Disposition:** Mumbly, eccentric.

▶ **His secret:** recently possessed by the crystalized blood of the ancient, fallen vampire Qan who seeks to open a permanent gate to the vampires' home dimension. The maddening curves of the singing spiral (area C13) will soon create a gate to the Blood Plane.

▶ **His routine:** Observes construction of the spiral by day. Secretly travels to area C19 every night to commune with the Sanguilords of the Blood Plane via Qan's blood-glass coffin.

C15: The Painted Hills

Note: Pitons and secured rope left by recent explorers allow relatively easy access up the plateau to area C7.

The hills are vast and meandering. Check twice for random encounters.

Great **rolling hills** of pink and purple-tinged sandstone stretch into the distance. Lovely, lonely, noisy, desolate.

▶ **Restless legs:** Unless already encountered, the lower half of the **bisected golem** (C12) prances through the hills. It sings a song of freedom and wishes only to run.

Regarding Krowki...

Note: Krowki's stat block is located in area C19 (page 68).

Every night, Krowki babbles loudly to the blood coffin (C19) about his plans to open the portal within the spiral. He immediately attacks if he catches the PCs spying on him.

The fanatical Barefoot Dwarves will require hard proof before they believe their master is possessed by evil. Krowki will do everything in his power to turn the dwarves against the PCs if his secret is exposed.

Babka believes in the PCs and will ask for their help to (discreetly) defeat her possessed mentor.

C16: The Giant House

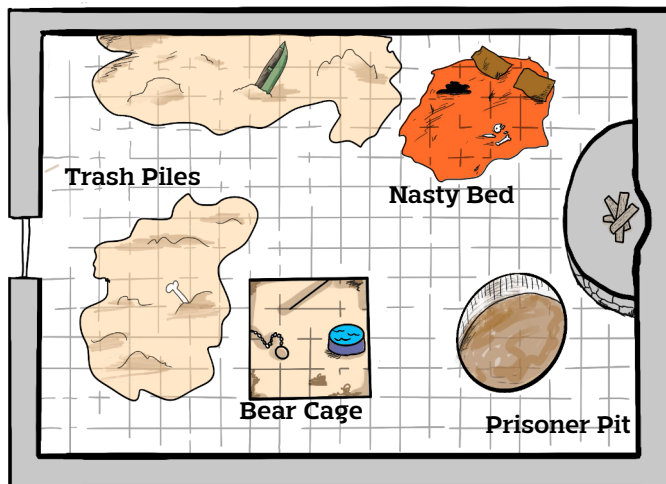
A small **cabin** stands as a lonely landmark in a vast expanse of rocky hills. On closer inspection, actually an enormous cabin in the middle distance.

▶ **The cabin:** Windowless home of two stone giants. Huge bed, hearth, prisoner pit, bear cage, and vast piles of garbage (bones, hay, armor). A poorly mortared chimney sways slightly.

▶ **Monsters:** Married **stone giants**, Suklaa and Sokeri. The rock-like skin of these 14' humanoids audibly projects their thoughts because of its close relationship to stone. This causes frequent domestic disputes. The giants are incapable of surprising their enemies. They keep a pet **grizzly bear**.

▶ **Prisoners:** A trio of lost hikers held in a muddy 10' pit as future meals.

▶ **Treasure:** Buried among the trash: 1120 GP in coins and gems, a robe of golden thread (500 GP), a canoe.



d4 What's happening here?

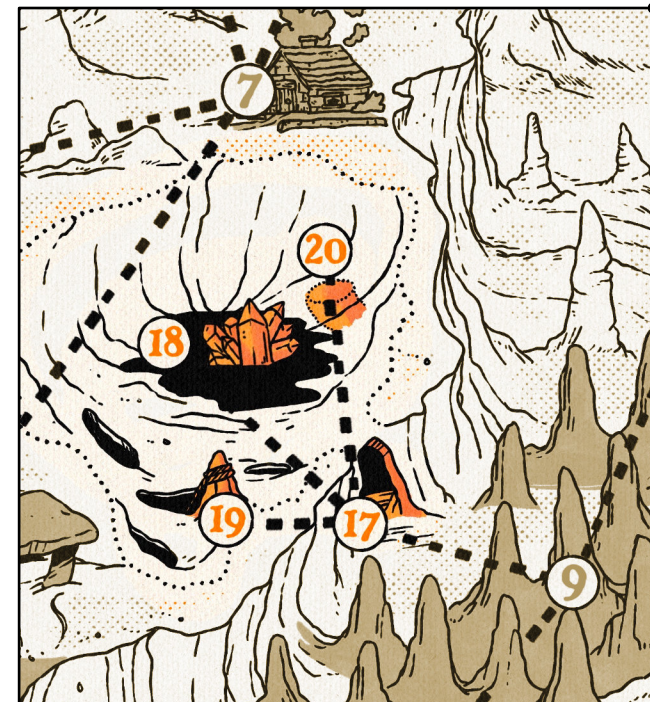
- 1 Ranger Otto is staking out the cabin, wants to rescue the hikers. One giant inside prepares dinner.
- 2 Otto's falcon, Night Feather circles above the cabin. Otto was captured! One giant sleeps.
- 3 Both giants home, argue about Sokeri's attraction for that hill giant strumpet down the way.
- 4 No giants are home; they're taking the bear for a walk (back in 10 minutes).

Otto (Fighter 4, Lawful)

- ▶ Bearded, leathery loner, stoic.
- ▶ **Wants:** To protect the people of the valley, preserve nature, hang out with his falcon "Night Feather," get drunk.
- ▶ "Of course I carry wyvern anti-venom. Why do you ask?"

Zone 4: Crystal Caverns

Immense subterranean chambers shimmer with quartz and echo with tinkling crystalline melodies.



C17: Grand Cathedral

A vast, noisy **cave** nested within the western plateau. 100' ceilings. **Many tunnels** line the walls. The floor slopes gently downward to an **immense underground lake** and a **crystal island** at its center.

► **Monsters:** 1d6 **wooly cave pigs*** munch toadstools and cave lichens. 2d4 hungry pale white **giant bass** investigate anything that enters the lake.

► **Tunnels:** 20 tunnels lead off from the Grand Cathedral. The 7th leads to area C19; most lead nowhere. If the PCs explore these passages, use the "Tunnel Contents" table to procedurally generate their findings.

► **Secret cavern:** Due north from the Crystal Island and 3' below the shore's surface is a submerged tunnel. A p-shaped curve brings divers to a dry cavern (C20). The cavern is nigh impossible to stumble across; *its location is given as a reward by the Sleeping Giant (C1) for the successful defeat of the Hagfish.*

d4 Tunnel Contents

- | | |
|---|---|
| 1 | Two Cavern Hazards + one Cavern Termination |
| 2 | One Cavern Hazard + one Cavern Termination |
| 3 | One Cavern Hazard + one Cavern Termination |
| 4 | One Cavern Termination |

d12 Cavern Hazard

- | | |
|----|--|
| 1 | Goopy spiderwebs concatenate among the stalactites. 2d6 gelatinous spiders** drip down on gossamer strands. |
| 2 | Steep vertical incline requires rope. 1d6 turns of tricky technical climbing. |
| 3 | Short-ceilinged cavern full of toxic gasses. Save vs Poison or fall asleep and asphyxiate in 2 turns. A dead cave pig marks the present danger. |
| 4 | A long crawl through claustrophobic tunnels. 4d6 turns pass. |
| 5 | A wooly cave pig* nest. 1d6+1 disgruntled hogs abide. |
| 6 | A bottomless(?) 20' diameter pit stands between the tunnel's continuation. |
| 7 | 1d6+1 dead miners rise as zombies . Their cart contains 2200 GP of quartz. |
| 8 | Long winding crawl through a "thunder tunnel" of extremely loud rock. Constitution check or deafened for 2d6 turns. |
| 9 | Singing cavern of crystal crescendos with every step. Sharpened crystalline stalactites threaten to shatter and impale trespassers (Save vs Death or die). |
| 10 | A steep slope gives way to a cascading (giggling) rockfall. Save vs Paralysis or 2d6 damage and trapped under scree. |
| 11 | A long boring subterranean road. 2d6 x 10 turns pass. |
| 12 | Pendleton, a dehydrated and disoriented explorer (chaotic halfling 2) and his surprisingly intelligent rock "Susan" are lost in a twisting labyrinth. He'll give a quartz crystal worth 500 GP to anyone who leads them out. |

2d6 Cavern Termination

- | | |
|----|--|
| 2 | A downward staircase carved from stone stretches for miles into the yawning darkness. Descending for 5 days does not reach its bottom. <i>What is it? Expand as necessary.</i> |
| 3 | The desiccated remains of a troll in a nest of boulders and bones, its belly split open. Under a huge slab of rock: a knight's corpse with her magic Flaming Sword. |
| 4 | A terminating cavern filled with valuable (singing) mineral deposits. 2500 coin weight of [d4: 1 gold, 2 silver, 3 copper, 4 electrum] |
| 5 | Cavern loops back around and connects to another opening in area C17. |
| 6 | A cave-in blocks further progress. 100 hours of labor required to clear it. |
| 7 | An abrupt dead end. |
| 8 | Sloping passage gets narrower until PCs are unable to continue forward or comfortably turn around. |
| 9 | A swiftly moving river blocks egress. After 50' it empties into an 80' waterfall deep into the earth. |
| 10 | A circle of runes. At its center is a rowboat and the skeletal remains of four halflings. No further information can be gleaned. |
| 11 | A large cavern with a little stone house. Aside from the rock tucked into bed, nobody is home. Nothing else of value. |
| 12 | A secret path to a craggy opening just outside of area C8. |

*Wooly Cave Pig

Nearly blind, omnivorous troglodyte swines.

AC 7 [12], **HD** 2 (9hp), **Att** 1 × tusk (1d8), **THAC0** 18 [+1], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Neutral, **XP** 20, **NA** 1d6 (1d6)

► **Olfactory Sonar:** Smells in 3D.

**Gelatinous Spider

Wobbly ooze-like arachnids which merge together when threatened.

AC 7 [12], **HD** 1/2 (2hp), **Att** 1 × bite (1d3), **THAC0** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 5, **NA** 3d6 (0)

► **Combine!** 4-in-6 chance that a threatened spider merges with another. Increase HD and damage output incrementally. 2-in-6 chance that merged meta-spider has an additional mouth/bite attack.

C18: Crystal Island

An **island** made of towering quartz **obelisks** at the lake's center. Visitors are bathed in the purest sine waves.

▶ **Resting on the island:** Magically heals 1d6 HP/day.

▶ **Treasure:** The crystal here is valued between 200 to 3000 GP depending on the size but requires excavation.

Improbably, a perfect crystal ax naturally formed in the center of the island (+1 ax, stores one spell).

C19: The Hidden Tomb

A **burial chamber** hiding in anonymity within the Grand Cathedral (*it's the seventh tunnel on the left*).

Stone stairs lead down into a cave carved to resemble a **demon's mouth**.

▶ **Inside:** a blood-glass **coffin** and a desiccated **corpse**, older than old. Four golden **statues** of winged gorillas (1000 GP, 50 lbs.)

▶ **The corpse:** *the ancient vampire Qan, long dead. His blood crystallized over 2000 years and was given a voice thanks to the magic of the valley. The blood, now itself a psychic vampire, possessed Master Krowki of the Barefoot Dwarves, fusing to his spinal column at the nape of his neck.*

▶ **The coffin:** Priceless. Touching it opens a direct line of psychic communication with the Blood Plane, the birthplace of vampires. *Master Krowki visits this chamber every night to prepare the arrival of the Elder Sanguilords through the Spiral (C13).*

▶ **Monsters:** The **shadows** of the golden gorilla statues animate and attack. Disappear if light is extinguished.

Master Krowki (Bloodbeast)

A dwarven artist possessed by the sentient crystalized blood of an ancient vampire.

AC 7 [12], HD 5+1 (27hp), Att 2 x crystal blood pseudopod (1d8) or Tongue Spike (see below), THACO 14[+5], MV 120' (40), SV D10 W11 P12 B13 S14, ML 11, AL Chaotic, XP 450

▶ **Tongue Spike:** Lashes with a parasitic crystal tongue. 1d8 damage + heals 1d8 hp.

▶ **Blood Spikes:** Reactively extends spikes of crystalized blood if attacked with a melee weapon, 1d4 damage.

C20: The Secret Cave

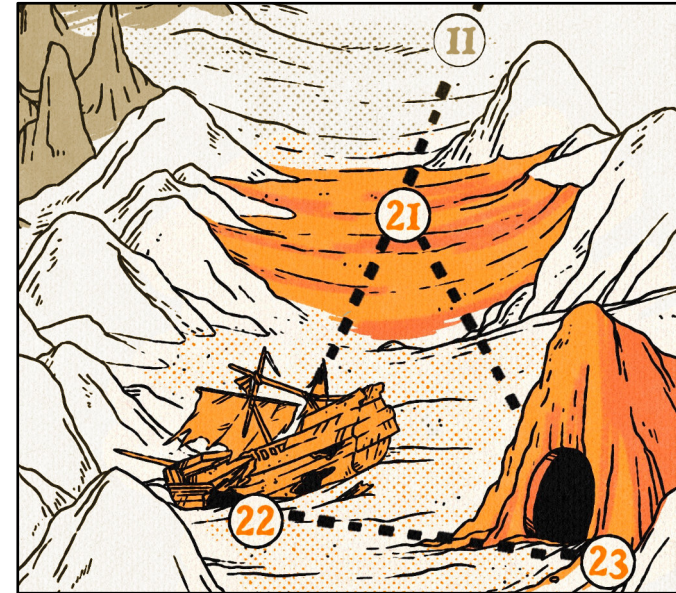
*Only reachable via the secret submerged tunnel in C17. A damp cavern glittering with **ruby**. It hums a soothing drone.*

▶ **Treasure:** 4000 GP worth of loose ruby. Another 10,000 GP worth of raw material mineable as a long term project (1 to 3 months).

*The ruby helm of the **Pale Ship** (area C22) leans against a large crystal.*

Zone 5: Silent Sands

A vast plain of silent desert. Hoodoos and other natural rock formations once filled this landscape—all eaten by the Hagfish.



C21: The Quiet Field

Silence, red sand, spiraling winds.

▶ **Sand storms:** The valley's bowl shape makes sand storms frequent. Roll a Wisdom check or get lost and travel in a random direction.

C22: The Shipwreck

A sun-bleached, single mast **sailing ship** sits beached in a dune. Its sail hangs in tatters. No waterways are remotely visible.

▶ **The ship:** seems to be in fine working order with the exception of a missing helm. The ship radiates an aura of enchantment magic. *This is the fabled Pale Ship, capable of sailing over land and sea. Its helm sits hidden in area C20. Once restored, grass, rocks, and waves alike all part for the slow but steady crawl of this magical vessel.*

C23: The Hagfish' Lair

A large, perfectly rounded hole in the cliff face leads to a taciturn cavern.

▶ **Inside:** Perfectly smooth, extremely quiet, pitch black borehole. After ½ mile of tunnel: **a fork** in the road.

▶ **Left Fork:** another ½ mile before a sudden drop-off. **A pit**, 10' wide, 200' feet deep: the hole the hagfish crawled out of. Strange animal sounds shriek from below.

▶ **Right Fork:** the **Hagfish**. Either lightly napping or eating its way deeper into the mountain. *The Hagfish looks fearsome but does not attack unprovoked; it prefers a diet of rocks and minerals. It will only fight to defend itself.*



Hagfish

Bipedal piscine aberration capable of devouring anything. Prefers rocks.

AC 6 [13], **HD** 6* (27hp), **Att** 1 × bite (1d10), **THACO** 14 [+5], **MV** 60' (20'), **SV** D12 **W**13 **P**14 **B**15 **S**16 (3), **ML** 9, **AL** Neutral, **XP** 500, **NA** 1 (1d3)

▶ **Eat anything:** On a successful attack, Save vs Death or die in the miniature black hole within the Hagfish' stomach.

▶ **Sticky fingers:** sticks to walls and ceilings.

Expanding the Adventure

The valley can easily expand to accommodate a longer campaign.

▶ Add an additional dungeon into the **Crystal Caverns:** another vampire's tomb filled with treasure and undead. Belga sells a treasure map to its location.

▶ Expand the **hagfish' lair**. What's at the bottom of the pit? If more hagfish lurk below, how can the PCs seal away foes that can eat through anything?

▶ What's to be done with a half-completed portal in **the Spiral** to the Blood Plane? If blood demons can travel through it, could player characters venture across as well? What red hell waits across the veil?

▶ If **Ada the medusa** is slain, who else is freed from petrification? Perhaps Ada kept murderers, monsters, and warlords along with her flower-stealing knights and princes.



THE DREAMING CALDERA

AN ADVENTURE FOR CHARACTER LEVELS 5-6

Summary

Deep in the heart of the dormant volcano **Mount Embersnake** lies an embryonic chaos god trying to birth itself. The godling manifested as a living song which now calls out to monstrous forces of chaos from its mountain womb. Wicked creatures labor in dark tunnels of volcanic glass to assemble the body of their lord to usher in a new era of chaos.

Player characters will journey through the wilderness to the volcano, enter the dungeon, battle the wicked beasts there, and confront a fetal chaos god before it awakens into its true power.

The dungeon teems with monsters; almost every room is occupied by scheming monstrous entities. Player characters who charge heedlessly into combat will likely face oblivion. Successful parties will find ways to turn the inherent chaos of the dungeon in on itself. Conversely, poor planning and obstinate recklessness should meet the full extent of the dungeon's danger.

Running this adventure as a one-shot? Skip the wilderness navigation portion and begin play at the summit.

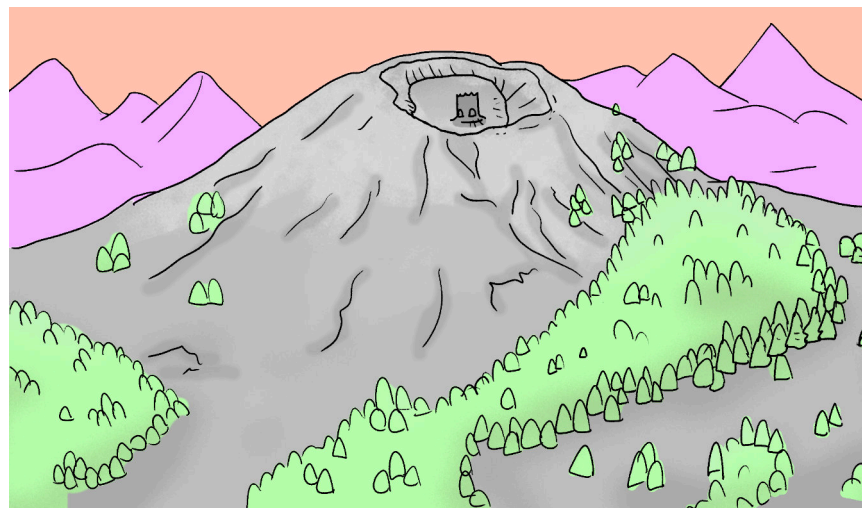
Background

Six months ago, the lawful rangers of the Horspid mountain range noticed while camping that their dreams had abruptly ceased. Week by week, the range of dreamlessness increased until finally it now finally touches the edge of human civilization.

While the dreamlessness affects anyone of lawful or neutral alignment, chaotic aligned peoples experience something different in the dreaming hours: a strange song, alluring and unnerving, like a low-fidelity dirge gasped by a boy soprano. Any chaos-aligned character hearing this song must Save vs Spells or walk to the mountains to find the song's secret source: the chaos godling. This effect may be dispelled with a "Remove Curse" spell.

The powerful and aloof mountain elves tracked the epicenter of this effect to Mount Embersnake. A war band of their most skilled spell-blades infiltrated the mountain; none returned.

The elves now send an envoy to the realm of humans to beseech them for aid. Something is waking up in the darkness of the mountains and heroes are called to halt this evil.



The Approach

Ascending the 6000' mountain is itself a difficult undertaking. Two trails lead to the summit of Mount Embersnake. The **Western trail** is easier to traverse but more exposed. The **Eastern trail** requires an extra day of travel and is notorious for its dense brush and ambulatory flora.

Regardless of the path chosen, the PCs meet the **Red Prophet** early on their mountain ascent. The disgraced, rotund, waxy skinned priest of Barglobax (area D15) flees down the mountain from three howling **gnolls**. He previously tended to the shrine of his evil god before being deposed by the godling's cult. If rescued, the grateful priest giggles this prophecy and bequeaths a magic dead rat to the PCs before skipping away:



*Eyeball, tooth, bone, and brow
Blaspheme against the true god's power
For each destroyed, the birth forestalls
And lucre grease thy grubby paws!
Defile the organs with thy swords
Then seek the master for your rewards*

The magic rat: "shows the way to the master" (the prophet is vague on the details). If placed on the ground, the rat animates and sprints with great speed (160') to area D15.

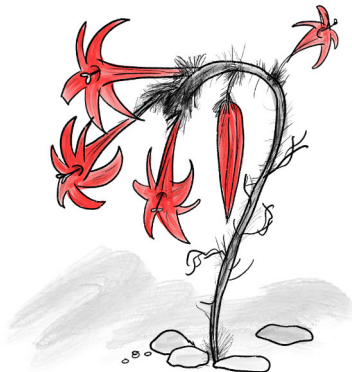
Western Trail

The western slope possesses the lowest grade ascent and contains numerous natural switchbacks; however, the western face is largely deforested and thus more susceptible to encounters with hostile forces.

Check for random encounters 4x during the 12-hour climb (1-in-6 chance).

d6	Encounter
1	A visibly giddy troll climbs the mountain with great leaps. Asks "Have you heard the music?" Attacks anyone with an unsatisfying answer. "Phonies!"
2	1d6x10 orcs in a war-band patrol the mountain, attempt to capture anyone suspicious. Their bagpipes announce their presence from afar.
3	8 villagers (an innkeeper, the mayor's son, an entire theater troupe) have heard the music and travel to the mountain to welcome a new era of chaos. "It's a revolution. It's a change in the guard. We're going to destroy the system's norms."
4	3 black knights (use 3HD veteran stats), each mounted on a pteranodon , patrol the skies for invaders
5	Avalanche! The earth rumbles. PCs must choose to quickly advance (Save vs Spells* or be crushed to death), retreat and wait until clear (roll another random encounter), or double back to Eastern trail.
6	Two Horspid Mountain rangers (lawful fighters 4) flag down the PCs, share supplies/intel, and offer their bows against "the giant at the summit."

*Avalanche is nonmagical; saving throw indicates the relative danger.



Eastern Trail

The largely ignored eastern slope holds a reputation for dangerous ambulatory plant-life inhabiting the shrubby tangles and dangerous cliff-faces. While this rumor is indeed true, the shrub-people work in conjunction with a clan of brave and industrious **badgerfolk**.

PCs who successfully ingratiate themselves with these badger-people will find valuable allies in the mountain and be granted access to their secret tunnel into the dungeon (area D18).

Check for random encounters 5x during the 20 hour climb (1-in-6 chance).

d6	Encounter
1	Three screaming bushes try to entangle PCs with vines.*
2	A treeant enforcer crashes down the mountain to arrest approaching PCs and bring them before the badgerfolk security council.
3	2d6 badgerfolk spear maidens try to flush PCs into a rocky area filled with pit traps.**
4	A badgerfolk cub was separated from her clan and is pursued by 2d8 feral ghouls .
5	1d8+1 furious treeants engage in a longwinded argument; they'll believe any interlopers to be agents of the mountain. Avoiding this copse of trees involves an extremely dangerous, technical climb up a cliff face.
6	An angel of a lawful god descends; roll a reaction roll with -1 for each chaos-aligned character present. 9+ : the angel casts bless on the party (lasts 24 hours) and gifts a golden arrow that instantly kills its target on a hit (save vs death). 6-8 : the unsure angel warns of the danger on the summit and heals any wounds. 5 or less : the angel casts blight on the party (lasts 24 hours) and warns them to leave this cursed mountain.

Screaming Bush*

Viny shrubs with big thorny mouths that scream loudly.

AC 7 [12], **HD** 4 (18hp), **Att** 1 x bite (4d4) or grappling vines, **THACO** 16[+3], **MV** 60'(20'), **SV** D12 W13 P13 B14 S16, **ML** 9, **AL** Neutral, **XP** 75, **NA** 0 (1d4)

► **Grappling vines:** Save vs paralysis or immobilized and unable to attack (save each round).

Badgerfolk**

Half badger/half person. Hearty, tenacious.

AC 6 [13], **HD** 2+1 (11hp), **Att** 1 x spear (1d8) or 2 x claws (1d6), **THACO** 18 [+1], **MV** 90' (30)/ 60' (20') burrowing, **SV** D12 W13 P14 B15 S16, **ML** 10, **AL** Lawful, **XP** 25

The Summit

The mountain is crowned by a dry, 300' diameter, bowl shaped caldera. Cold winds blow a dusting of snow across its cracked earth. At its center sits a blackened and ruined marble pavilion. A staircase inside descends into the mountain's core.

An armor-clad, foaming, long-limbed giant, a **tyrant**, kneels before the pavilion surrounded by a field of javelins embedded in the cracked soil.

The tyrant rises to meet any who approach. When the party is within 100', a **voice echoes** from all directions, "HAVE YOU HEARD THE MUSIC?" Regardless of the response, a **hooded, diminutive figure** (a goblin) limps towards the PCs. When it's within 10' it casts "Know Alignment" on a random member of the party. If lawful or neutral alignments are detected, the goblin shrieks "They have not heard the music!" The tyrant immediately attacks.

Monsters: A **tyrant** defends the stairs from would-be invaders. A second, hidden **tyrant** is buried in shallow soil, awaiting opportunities to surprise its foes after an alarm is sounded. The **goblin** runs for cover during combat.

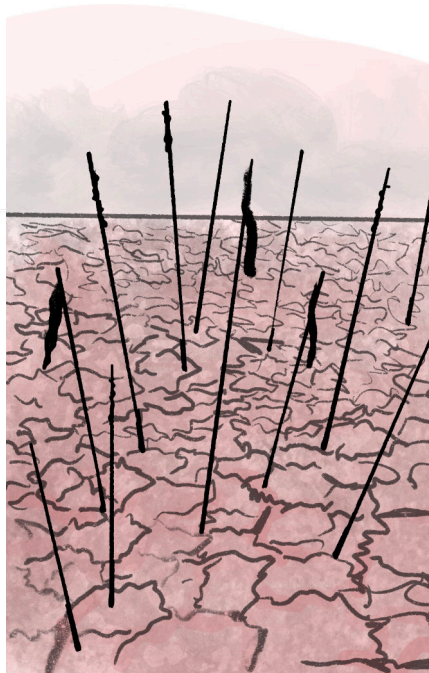
Treasure: The goblin wears a **Glove of the Bloody Adjudicator**. Allows casting of "Know Alignment" 5x before animating and punching its own wielder in the face (1d6 damage). A finger turns red with each casting, resetting back to beige after the punch.

TYRANT

Foaming, undead giants, grafted with iron plates.

AC 3 [16], **HD** 7 (31hp), **Att** 2 x Slam (2d6) or javelin (1d12) or Foam Spray, **THACO** 12 [+7], **MV** 90' (30), **SV** D8 W9 P10 B10 S12, **ML** 12, **AL** Chaotic, **XP** 450

► **Foam Spray:** Breath Weapon, 30' cone of corrosive bubbles (3d6 damage). Usable 1x/hour.



The Dungeon

Floor 1

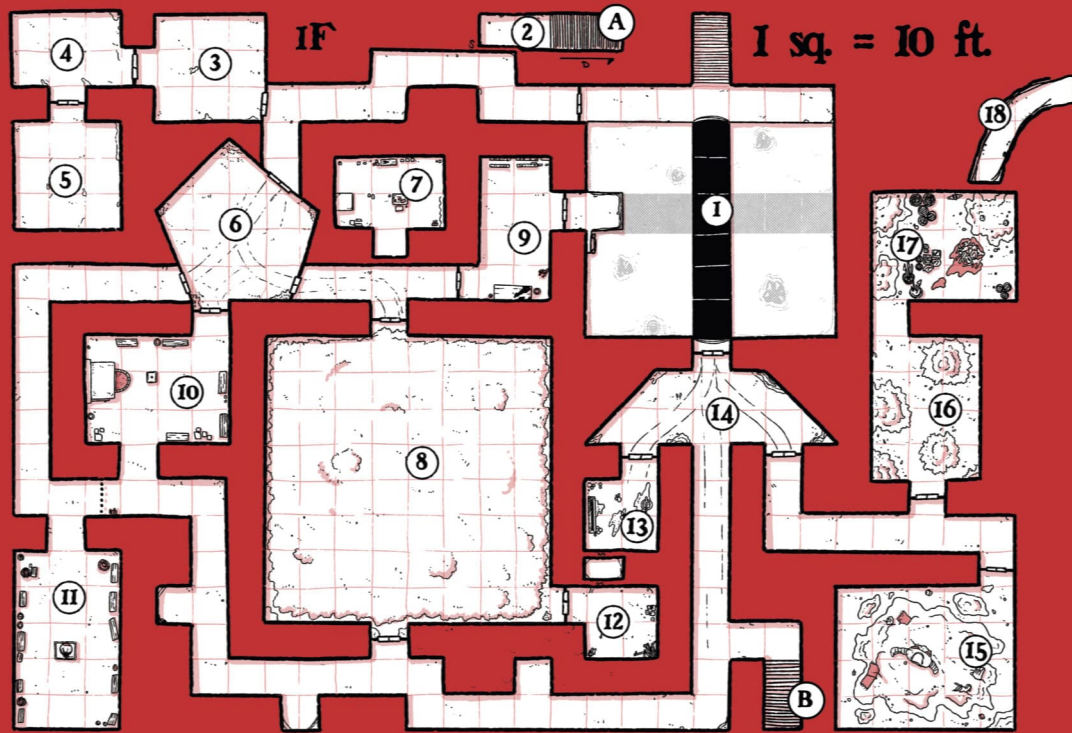
The many inhabitants of this overcrowded volcano work towards a singular goal: the construction and awakening of the fetal chaos god. However, no single party is in charge and multiple strong voices vie for control, sometimes to their own detriment. A savvy party can take advantage of this chaos to blend in or navigate through dangerous areas.

Seemingly natural cavern chambers made of seamless black volcanic glass. Too many 90 degree angles to occur naturally; its architecture defies conventional wisdom of construction. 12' ceilings, no natural light sources. Double-doors of iron-reinforced wood.

Random Encounters

There is a 1-in-6 chance of a random encounter whenever PCs move through a hallway or in any room marked with ☠. Every other room is considered "Inhabited" and does not run the risk of random encounter.

d6	Random Encounter
1	4 aggressive hobgoblins push an empty cart. Will stop and question PCs about what they're doing. May try to enlist the PCs in a dangerous egg collection operation in room D8.
2	4 hungry ogres seek a meal but are worried about eating someone important. Awkwardly question strangers. "Wot you doing 'ere, den?"
3	A gorgon wanders through. Nobody knows what to do with it. It's angry.
4	2 hellhounds (4 HD) stop and bark at strangers. Will attack if PCs can't provide them with food.
5	3 exhausted and bloodied hobgoblins push a cart full of eggs and dead chickens.
6	Enoki, a badgerfolk spy tries to elude the harpies that spotted her in area D11.



D1: The Big Bridge

Cavernous and echoing. A **bridge of black glass** stretches into the gasping darkness. Hot puffs of acrid chlorine gas rise from below.

Monsters: Four **gargoyles** perch on a shelf 50' above and guard the bridge. The first one slams down to block the path and question any strangers about their motives. PCs acting particularly dodgy (or a reaction roll of 5 or lower) provoke the others to swoop down and attempt to knock the PCs into the pit.

The pit: 65' below is a lake of deadly acid (area D21).

D2: Secret Stairs

In a hallway of seamless black glass: a faint seam. Pushing hard swivels a secret door to a staircase to the floor below.

Staircase is marked "A" on the map.

D3: Staging Room #1

Numerous muddy footprints lead to this room from the hallway.

Lightless and muggy. Muddy footprints cover the floor; the stench of urine emanates from the corners.

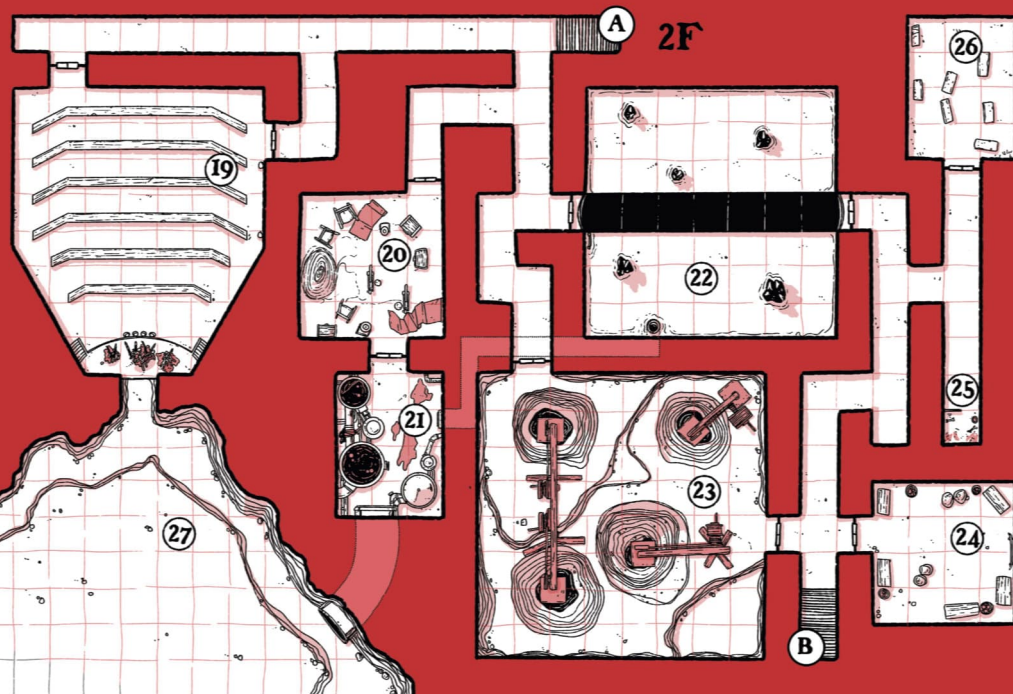
Three dazed, sweaty human **villagers** (a barmaid, a farmer, a very old man) and an orange **hobgoblin** awkwardly and lazily stand in random locations.

Monsters: 3 **normal humans** and a **hobgoblin** were affected by "Charm Person" by the Heckling in area D5 and commanded to wait. Any attempts at communication with these spaced-out loiterers only yields the whispered reply: "I have heard the music."

D4: Staging Room #2

Stuffy and hot; beads of moisture drip down the walls. **Six dazed villagers** (a soldier, a clown, two identical twins, a woman covered in mud, and a naked middle-aged man) and **two orcs** (pig nosed, blue) stand sleepily at attention haphazardly around the room.

Monsters: 6 **normal humans** and two **orcs** were affected by "Charm Person" by the Heckling in area D5 and commanded to wait. If spoken to, everyone in the room loudly replies in unison: "I have heard the music."



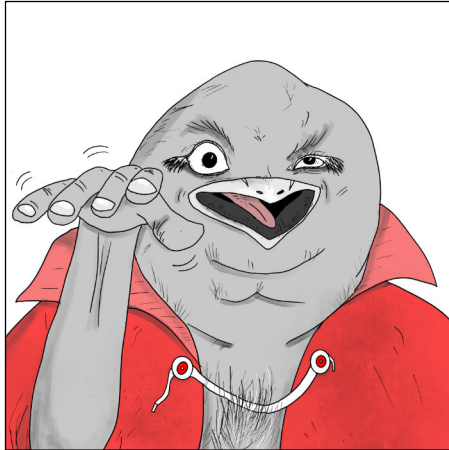
D5: Staging Room #3

Humid and stinking of sweat. Ten villagers (4 acolytes, 6 normal humans) and three gnolls stand about in a daze. A hunch-backed, bird-faced thing rearranges the figures into random positions in the room, pausing from time-to-time to remove jewelry or valuables and stuff them in a hide sack. "Now you stand here. Okay...you turn this way. Perfect."

Monsters: The bird-faced **Heckling** is charged with assigning new arrivals to various duties throughout the volcano. It makes ample use of "Charm Person" until the new recruits can all be sorted; some of the humans here have stood in the dark for many days.

The Heckling assumes the PCs are new recruits and physically moves them to available waiting spaces before casting "Charm Person." If attacked, the Heckling commands everyone in the overflow rooms (D3, D4, D5) to rush to its aid while it runs and hides.

Treasure: A hide sack contains the coins and valuables from hundreds of chaos-aligned pilgrims: 422 PP, 690 GP, 910 SP, Gems and jewelry (mostly rings) worth 2900 GP



Heckling

An awful little bird-person who hypnotizes everyone.

AC 4 [15], **HD** 4+1 (22hp),
Att 1 x toothed blade (1d8), 1 x peck (1d4), **THACO** 16[+3], **MV** 120' (40),
SV D12 W13 P14 B15 S16 (2), **ML** 9,
AL Chaotic, **XP** 150, **NA** 1 (1),

► **Charm Person:** As the spell. At will, 4 in 6 chance of successfully casting.

D6: Pentagonal Crossroads

Chittering goblin voices and the rhythmic "thunk" of a butcher knife are audible from outside the door.

Four doors connect to a pentagon shaped-room with 60' ceilings. Ichor-stained wagon tracks criss-cross the floor. Billowy deposits of white feathers accumulate in the corners.

This room serves as a high traffic crossroads between the various operations on the first floor.

Check twice for random encounters.

Monsters: Four skunk goblins

huddle in a corner and hack apart a pile of chickens, fastidiously separating the parts into discrete piles. They ignore anyone else who passes through. A crew of hobgoblins commanded these goblins to work on butchering. The skunk goblins will obey anyone scarier than the hobgoblins.

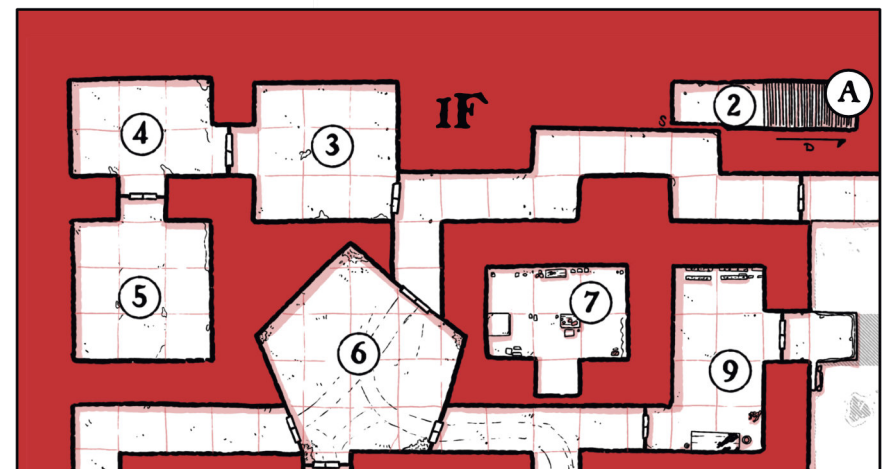
D7: Office

Secret Door: A faint seam is barely visible in the northern wall of the hallway. A strong push swivels the hidden door.

A large messy **stone desk** in a musty smelling office. Stacks of journals, vellum parchment, and gummy inkwells sit near a darkened oil lamp on the desktop. A closet-sized "jail cell" with wall-mounted shackles stands along the western wall.

The administrator of this office managed the 1st floor body-part assembly; unfortunately, she was grabbed by bugbears and fed to the sisters (D21) some time ago and this office was forgotten. Documents list the progress on assembling the eyes, ears, nose, and teeth for the chaos god. Body completion is scheduled for 7 days from now.

Treasure: A golden monkey idol paperweight with ruby eyes sits on the desk (1000 GP).



D8: The Coop

Opening the door unleashes an oppressive wave of hot **animal stench**. Footfalls are muffled by inches of **squishing, compacted filth**. A vast chamber of gaping darkness; then surging suddenly into the light: a crashing wave of **1000 screaming chickens**.

The denizens of the volcano keep chickens as resources for constructing their new god; the eggs are used for an enormous eyeball (area D11), compacted eggshells form teeth (area D10), bones and connective tissue are boiled into glue (area D9); the feathers and beaks are saved for potential future purposes (area D16).

*The lightless environment and all-meat diet have contributed to the overall poor health of the flock and fostered aggressive, violent behavior. Among the chickens treads a small number of 6' tall, prehistoric, **dire chickens** who attack non-chickens on sight.*

Monsters: 1000 chickens (mostly harmless but distracting to spellcasters), 1d6 **dire chickens**.

Dire Chicken

6' prehistoric hens with the wrath of 10,000 burning hells.

AC 6 [13], **HD** 5 (22hp), **Att** 2 x talons (1d4), 1 x peck 1d10, **THACO** 15[+4], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14, **ML** 7, **AL** Chaos, **XP** 175, **NA** 1d6 (1d6)

► **Hollow Bones:** Easy to pick up and throw.

D9: The Knackers

Absurdly hot. Immense **iron kettles** gurgle over hot coal beds. The northern wall hosts an **overstuffed shelf** full of pots and jars with opaque, viscous fluids. A blood splattered cutting board and a wet pile of unidentifiable animal tissue cover a table along the southern wall. **Four sooty bugbears** stir pots and hack apart an orc corpse.

East: An open door leads to an unguarded ledge and an iron ladder stretching down into the darkness.

The knackers dispose of unusable material into the acid pond in area D22.

Monsters: The four exhausted **bugbears** boil assorted bodies (mostly chicken) into glue to bind the fetal chaos god's flesh. These miserable bugbears mercilessly bully anyone who appears weaker or less miserable than themselves. Examples: forcing a PC to endlessly stir a kettle of glue, drinking glue, gluing feathers into hair, etc.

Treasure: assorted magical glue:

- **Night Glue:** (5 applications), forms unbreakable bond, dissolves in light
- **Death Glue:** (5 applications), doesn't stick to living matter.
- **"The Good Stuff":** (2 applications, covered in warning labels, forms unbreakable bond, only dissolves by a Wish spell.
- **Normal glue:** (20 applications), non-magical but still pretty good.

D10: Workshop #1: Tooth

Smoky from an **unventilated forge**. Bins and worktables line the walls; a **3' dripping, rough textured, tooth-shaped thing** stands on a pedestal in the center of the room.

*Monsters labor to build their new god. Eight ghouls and their taskmaster, **Gurk the lizardman necromancer**, hammer eggshells into compacted bricks of baked, calcified porcelain. The brick are glued together in a mold to form an enormous tooth. The incisor here nears completion.*

The unctuous necromancer welcomes fresh human food sources into his shop to improve ghoulish morale; he invites PCs to inspect his work before the inevitable betrayal. The eager ghoulish laborers giggle and lick their lips.

Monsters: 8 ghouls + Gurk.

Gurk

Lizard man necromancer in a dirty plush robe. Always damp.

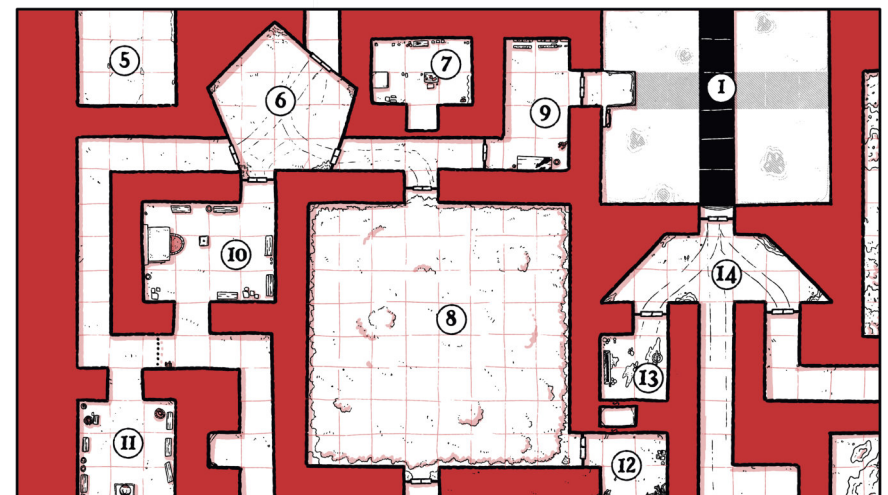
AC 7 [12], **HD** 4+1 (22hp), **Att** sacrificial dagger (1d6+1) or spells, **THACO** 16[+3], 60' (20')/120' (40') in water, **SV** D12 W13 P13 B14 S16, **ML** 10, **AL** Chaos, **XP** 75

► **Crystal Medallion:** Blocks nearby attempts to turn undead. Flashes with light. Easily smashed.

► **Spells:** Animate Dead (from medallion), Ventriloquism, Knock, Web.

Treasure: Gurk wears a **huge golden crown** (4000 GP) and a **Necromancer's Medallion**. The latter allows its wearer to cast "animate dead" 1x/day and blocks nearby attempts to turn undead.

An open clay pot holds 5 applications of **normal glue**.



D11: Workshop #2: Eyeball

Kettles simmer over small, open flames. Bins and worktables line the walls; a **large, ghoulish orb of milky putrescent albumen** balances on a low table in the center of the room and stinks powerfully of sour and egg.

Four harpies poach hundreds of egg whites before meticulously layering them with thin coats of glue to form a 4' diameter "eyeball" for their new god.

Monsters: The **four harpies'** love of torturing humans is tempered by their concern for the integrity of their fragile, disgusting eyeball project. The harpies will avoid violence if possible and use their Charm ability to force enemies to flee.

Treasure: Each harpy wears a platinum & diamond **ankle bracelet** (2000 GP). It allows the wearer to feel the heartbeat of the ur-harpy, Siryn (and allows her to feel the wearer's).

Azucar's Aphorisms

The incorrigibly heroic elf Azucar constantly squints into the distance and recites inspirational slogans. **Use the following list as inspiration:**

- "It's not how good you are...it's how bad you want it."
- "There's only one thing worse than losing and that's *quitting*."
- "Pain is temporary. Glory is forever."
- "Bravery doesn't mean not being afraid...bravery means having willpower greater than your fear."
- "Are you afraid of dying or afraid to truly live?"
- "No fear!"

D12: Jail

A makeshift jail cell, lightless and squalid. **Shackles** chained to the ground hold a lone **elf**, pecked and bloodied by an errant chicken. Shovels, rakes and other **farm implements** pile against the northern wall.

This room was a storage area for the subterranean chicken farm until space issues demanded it be repurposed as a jail.

NPC: Azucar (lawful elf 6, prepared spells: *locate object, levitate, haste*), the sole survivor of the elven assault team, is imprisoned and forgotten here. Despite a chicken slowly torturing him for many days, Azucar's spirit is unbroken; he eagerly joins the PCs as an ally if rescued. He gifts his rescuers each a **strand of his golden hair**; it functions as an amulet of protection if tied around one's wrist.

Secret Door: A forgotten secret door to area D13 is hidden behind the pile of farm implements. A firm push will cause the panel door to swivel.

D13: Pump Room

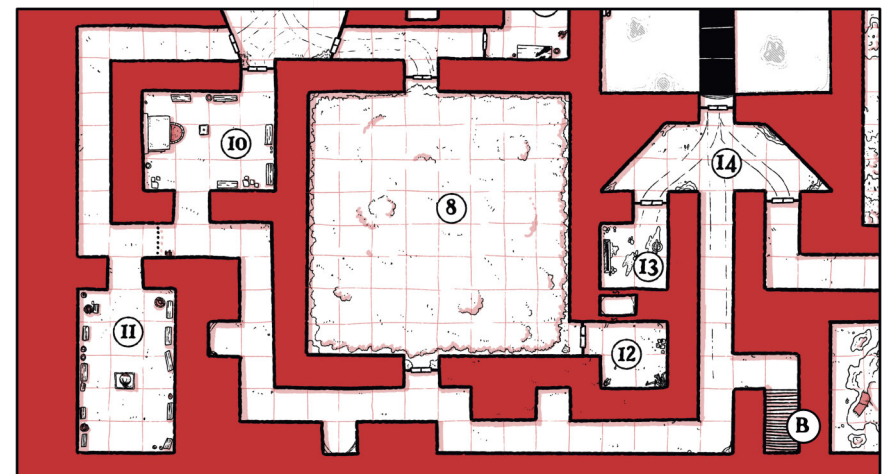
An old water pump, a mossy trough. Clumps of moss and tiny mushrooms grow on the wet floors.

The (non-traversable) plumbing connects through the floor to area D21.

Secret Door: A forgotten, swiveling door to area D12 is secreted along the southern wall.

D14: Trapezoidal Crossroads

Feathers, filth, and muddy wagon wheel tracks.



D15: Shrine Dump

Rats skitter across a **teetering trash pile** composed of smashed statuary, rotting tapestries, candles, and religious paraphernalia. A leering **stone demon face** peeks out from the heap.

A few minutes after the PCs enter: a dead rat draped across the stone demon face rotates its head in place and opens its mouth to speak:

“Kkkkccckk...you...defilers. You are different than the ckkkkkk brainwashed rabble of this place. Kkkkkk...”

*The rat is possessed by the spirit of **Barglobax**, evil god of gluttony. His volcanic shrine was smashed and his followers killed when the chaos god began its song; he now hungers for revenge against his temple's usurpers. Barglobax will reward the PCs with a magical treasure for destroying each of its unmoored parts: the eye, tooth, wig, bone.*



• **Reward for one destroyed part:** “**Hunger**,” +2 (cursed) sword. Wielder is immune to all disease and orally administered poisons but must eat 3x normal amount every day and never feels sated. The sword constantly whispers to its wielder to eat increasingly outlandish meals.

• **Reward for two destroyed parts:** “**Dark Meat**,” a platter of unidentifiable gristly meat strips for up to 8 people. Diners are invisible while chewing (10 minute duration).

• **Reward for three destroyed parts:** “**Ring of Nourishing Glamour**,” an iron ring styled as two snakes eating each other. Eat a piece of a living, humanoid creature to take on its appearance for 12 hours.

• “**Reward**” for four destroyed parts: Barglobax' power is restored. It manifests as a huge, frothing, humanoid gestalt of dead rats; it maniacally attacks anything in its path.

Aspect of Barglobax

AC 7 [12], HD 11+2 (51hp),
Att 1 x slam (5d6) or rat bomb,
THAC0 10[+9], MV 60'(20'), SV D6
W7 P8 B8 S10, ML 11, AL Chaos,
XP 1100

► **Rat Bomb:** Reduce hp by 1 HD to throw a mass of swollen rats that explode on impact. Range: 60 ft. 6d6 damage (save vs breath weapon for half damage).

D16: Feather Storage D18: Secret Badgerfolk Tunnels

Great drifting piles of dirty feathers and nose-tickling dander fill the room to the ceiling.

The monsters haven't figured out what to do with all the feathers from the chicken farm yet; they're saving them here in the meantime.

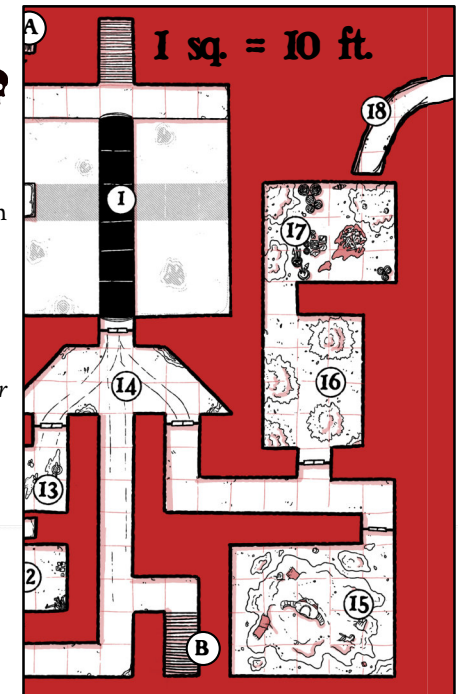
Soft and constantly collapsing. Runs for miles all the way down the mountain to the badgerfolk forest. Exit is always guarded by 6 badgerfolk spear maidens (page 77).

D17: Trash/Storage

A staggering array of **disorganized miscellanea and festering garbage**. Folded clothing, piles of rotting chicken feet, barrels full of pole-arms, coils of hemp rope, a small sailing ship, a neat stack of human corpses in a puddle of brown fluid.

The monsters can't decide if this room is for storage or garbage; now it's both. PCs may spend a turn to search the heaps.

Secret Door: Sliding the sailing ship from its unstable perch reveals a narrow badgerfolk tunnel (D18).




d8	Object Found in Area D17
1	3x suits of golden +1 chainmail (matching).
2	Growing on a corpse: death's head truffles. Valued by chefs (500 GP).
3	A pot of unidentifiable rotting goop. If spilled, save vs poison or wretch uncontrollably (1 turn).
4	A nice rug! (large, peacock motif, 1500 GP)
5	A large crate full of wigs.
6	A large crate of rotting hands. One still wears a ring of protection.
7	The duke's missing cousin! Killed by poison. Wears a gold circlet (2000 GP).
8	2x vials of deadly poison. Unlabeled, smells almond sweet. 1 empty vial.

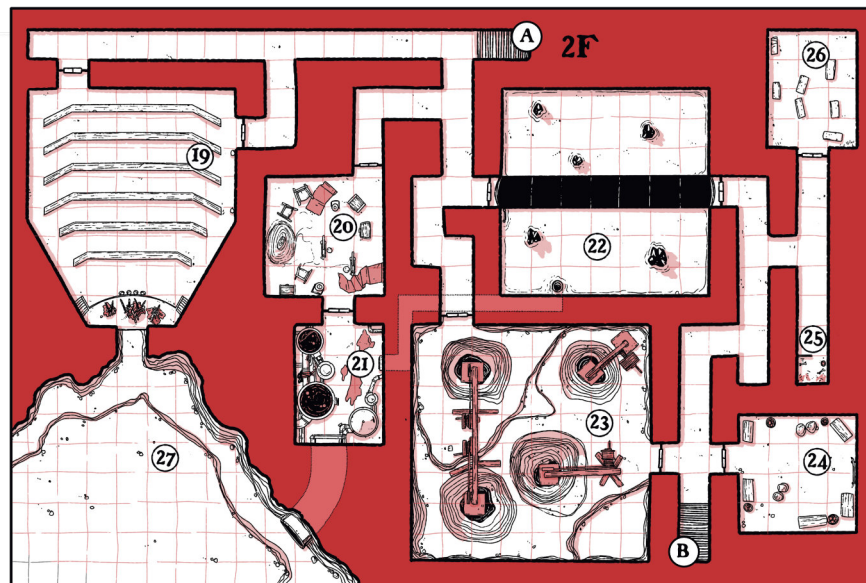
Floor 2

Black hallways of shatterproof glass. 12' ceilings. No natural light sources. Muggy, warm. Distant echoes of rapturous shrieking.

Random Encounters

There is a 1-in-6 chance of a random encounter whenever PCs move through a hallway or in any room marked with . Every other room is considered “inhabited” and does not run the risk of random encounters.

d6	Random Encounter
1	2d6 blissed out acolytes from D19 lost in a euphoric haze
2	Two bugbears look for someone they can feed to the Sisters in D21
3	A gorgon wanders through. Nobody knows what to do with it. It's angry.
4	2 hellhounds (4 HD) stop and bark at strangers. Will attack if PCs can't provide them with food.
5	4 neanderthals , half blinded from rock dust, search for the ogre rock inspector to approve their latest haul. (See area D23)
6	6 neanderthal zombies freshly raised by the chaos god's ambient evil



D19: The Auditorium D20: Workshop #3: Hair

A crowded candlelit theater. Curving polygonal tiers of bench seats slope downwards towards a **stage** at the southern end of this trapezoid-shaped room. At least **one hundred humanoids**—goblins, orcs, gnolls, harpies, armored men, and ogres sit in attendance. They're serenaded by punctuated spurts of blisteringly loud, otherworldly soprano **scream-singing** emanating from the stone tunnel behind the stage. **Massive frescoes** line the walls depict a golden youth rising from an ocean of melting bodies. A display of mangled corpses is impaled on stakes at the front of the stage.

Monsters await the birth of their new god here. Every few days, a procession of creatures marches in with a newly completed organ to graft on to the god's body in area D27 to the rapturous applause of the audience. When the body is completed (in 7 days unless interrupted), the god will awaken and claw its way out of the mountain, killing everyone inside.

Monsters: 20 orcs, 20 gnolls, 20 acolytes, 20 goblins, 10 bugbears, 10 harpies, 5 ogres.

d4	What is the crowd doing?
1	Swaying in soft giggling ecstasy.
2	Whipped into a religious fervor! Screaming and tearing at clothes.
3	Hungry and restless; about to break out in cannibalistic infighting.
4	Sleepy and low-energy until the fetal chaos god starts singing again in 1d4 turns (then they go nuts).

Soft yellow light from oil lamps, hanging swathes of silk, **large wooden chests**, and an enormous nest of shimmering golden thread. **5 noseless women** with elaborate braided hair sit on wooden **rocking chairs** or lean over spinning wheels. They have long, segmented worm torsos in place of legs.

The “**weavers**” are welcoming and congenial. They offer **fresh fruit** and a quiet place to any who seek succor.

These creatures are silkworm/human hybrids who drain the beauty from living creatures to produce threads of purest gold. They weave a golden wig for the chaos god. Within the chests are desiccated, barely alive elven warriors, nearly sucked dry of their beauty by the weavers. The fruit is treated with poison (save vs paralysis or freeze in place for one hour). They attempt to force feed anyone who does not willingly eat the fruit.

Weaver
AC 8 [11], **HD** 4 (18hp), **Att** 1 x thread whip (1d6) or web or drain, **THAC0** 15[+4], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14, **ML** 8, **AL** Chaos, **XP** 175, **NA** 1d6 (1d6)

► **Web:** As the spell, at will.

► **Drain:** With a touch, weaver drains 1d6 **CHA** and regains 1d8hp. Creatures with **charisma** reduced to 0 die.

D21: “Blood” Bank

Giant dripping **metal vats**, elaborate overhead **plumbing**, puddle-covered floors, dim yellow light from hissing gas lamps. A lone aproned **dwarf** with shoulder-length seal-skinned gloves waddles between tanks, turning valves. A narrow **access tunnel** leads east.

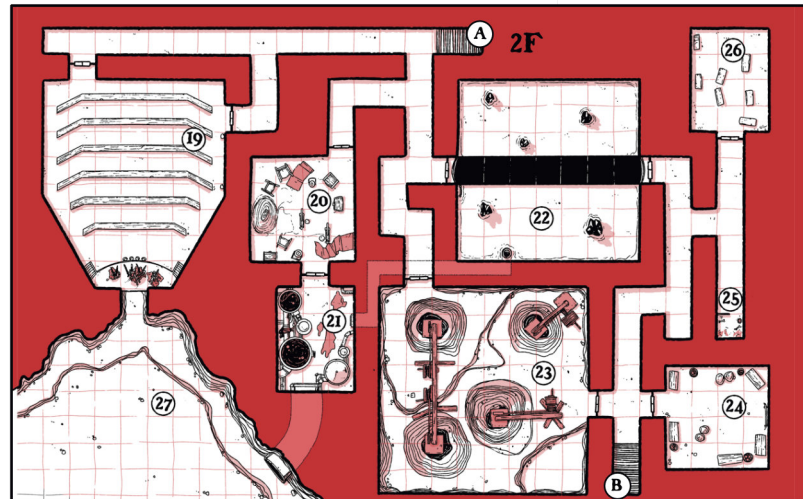
Chory the dwarf (neutral dwarf 7) labors here, meticulously mixing a precise ratio of black dragon acid, salt, and spring water. The resulting foul admixture is pumped through an enormous, gelatinous, 24" diameter pipe to the west into the veins of the chaos god. Chory is churlish, curt, intolerant of nonsense, and only speaks dwarf. He will not fight anyone; this is just a job.

The monsters of the dungeon respect Chory and leave him alone. He sleeps on a cot in the corner. Underneath is a lockbox with his earnings (800 GP).



The eastern access tunnel: 3' ceilings, cramped with pipes, leads to area D22.

The 24" pipe: gummy, organic. Technically traversable if somehow cleared of deadly dragon acid.



D22: Acid Pool

Noxious fumes fill the air and burn the lungs; a sizzling **lake of acid** dominates this cavernous chamber. A **bridge** of obsidian spans the room east to west, connecting two oversized doorways. **Islands** of 10' tall obsidian crystal rise from several points in the acid. An **iron ladder** connects to the upper floor along the western wall. A large 4' diameter **pipe** rises out of the acid on the southern wall and enters a **service tunnel** just above the lake's surface.

The lake: Mostly black dragon acid; deals 10 damage/round. A **mound of gold** in the center of the room, just below the surface catches torch light and sparkles in the clear liquid.

Monsters: “The Sisters,” twin **black dragons** Psyclodile and Hypoxia spend much of their time slumbering in the acid bath (40% chance) or counting their treasure. Each dragon only has 1d3-1 uses of its breath weapon available at any time.

The Sisters are responsible for producing the acid that fills this room—it eventually gets pumped into area D21 and serves as the main component for the god's blood.

Treasure: Submerged in acid: 2510 PP, 1611 GP, 23 gems (500 GP each), +1 *shining spear* (casts light on self at will, casts light on other target 1x/day).

D23: Neanderthal Rock Mines

Natural stone walls, high ceilings, echoing sounds of shouting and the squeak of straining rope. Crews of chained, beleaguered **neanderthals** strain at ropes fed through massive groaning **winch**es to transport wicker gondolas of neanderthal miners up and down four 20' diameter **bore holes**. Five distracted **ogre** taskmasters bark orders at the exhausted cavemen.

A community of neanderthals were discovered in a cavern deep within one of the boreholes and subsequently enslaved as miners by the ogres.

Each wicker gondola mining party is manned by 8 neanderthals and two ogres. Neanderthals are forced to excavate until they find “correct” rocks (the ogres know them when they see them) which are subsequently transported to area D24.

Monsters: 5 ogres, 40 enslaved neanderthals. All pre-occupied.

Treasure: In crates: ~9000 GP worth of uncut gems and precious stones mixed in with other “bad rocks.” Requires 1d4 hours of sifting.

D24: Workshop #4: Bones

Rock-filled bins and worktables line the walls. A crude illustration of a rib on vellum is nailed into the wall. **Four ogres** squat at the illustration and bash rocks with stone hammers. A large stone, very roughly bone-shaped, sits on a workbench surrounded by pots of glue.

The ogres "refine" rocks mined by their neanderthal slaves in area D23. The rocks are glued together to form the chaos god's bones. Ogres possess very little skill at this type of craft and blame the long-suffering neanderthals for their constant failures.

Monsters: Four annoyed **ogres**.

D25: Hellhound Pen

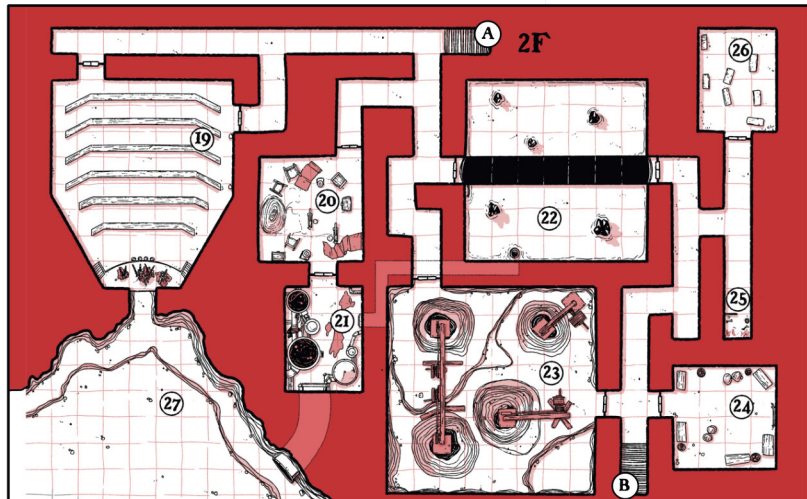
A large, open, foeted cage where **three hellhounds** nest in a pile of black fur.

The hellhounds attack anyone coming out of area D26 unless accompanied by an ogre.

D26: Neanderthal Barracks

Beyond squalid. **Stone pallets** for overworked neanderthals too exhausted to move. 2d20 weary, injured, or sick neanderthals huddle together in this filthy hovel.

NPC: Thag, the tallest of the neanderthals, has a broken leg and a bad fever. If healed with magic, will dedicate himself to the PCs' cause and help rally his people. Strong but exceptionally unintelligent; Thag struggles with basic concepts (time, numbers, names, object permanence).



D27: The Chaos God

A gargantuan cavern; the edges of reality here bleed away to white.

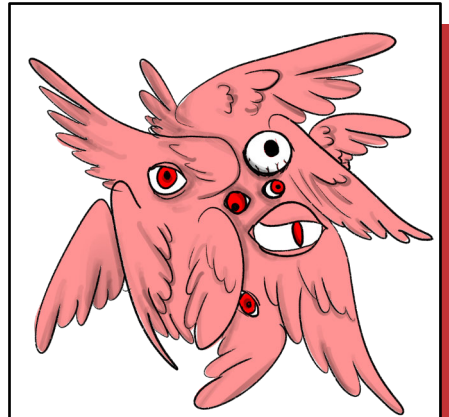
A mountainous mound of foul-smelling compressed garbage shifts slightly; it's merely the skullcap of the **incomplete godling**. Its 200' body lies vivisected, arms akimbo, awaiting completion. Waves of wriggling filth washes over its skin in skittering waves.

A massive gash in its chest reveals a **5' beating heart of pure gold** in a pool of sizzlign acid. Its perpetually wet mouth bellows a hypnotic and revolting melody akin to a phlegmy child singing a nursery rhyme backwards.

PCs must save vs Spells or feel supernaturally afraid (-2 to attacks and saving throws). +5 to saving throw If Azucar is present.

The golden heart: is the god's only weak point. Removing it liquifies the body within minutes. The gold heart is worth 60,000 GP. A fibrous black aorta holds it in place (30hp).

Monsters: The god is protected by its **archangel**; a pink phantasmagoria of wings and eyes. It inherently senses anyone who approaches the heart and descends suddenly from the ceiling to defend its master.



Archangel of Chaos

A pink and flapping creature of wings and eyes. Resembles skinned, uncooked chicken.

AC 6 [13], **HD** 11 (49 hp), **Att** 1 x eye beam (60', 4d6) or trumpet or spells, **THAC0** 11 [+8], **MV** 90'(30') flying, **SV** D6 **W**7 **P**8 **B**8 **S**10, **ML** 12, **AL** Chaos, **XP** 1900

▶ **Trumpet:** A deafening blast of noise. All save vs paralysis or freeze in place for 1d3 rounds.

▶ **Spells:** Has access to all cleric spells. May cast 1 spell/round.

EXPANDING THE DUNGEON

The dungeon as presented is a hyper-condensed monster mash. Expand the map and let it breathe via the “notches” along the southern wall of the first floor. These could lead to expanded corridors and additional challenge rooms. Maintain thematic consistency with this room theme generator:

d6	A weird resource	...used for a body part	...by monsters
1	Fish	Liver	Thouls
2	Cave slime	Foot	Wererats
3	Lava	Tongue	Bugbears
4	Worms	Stomach	Gnolls
5	Fungus	Genitals	Minotaurs
6	Bats	Nose	Rock Baboons

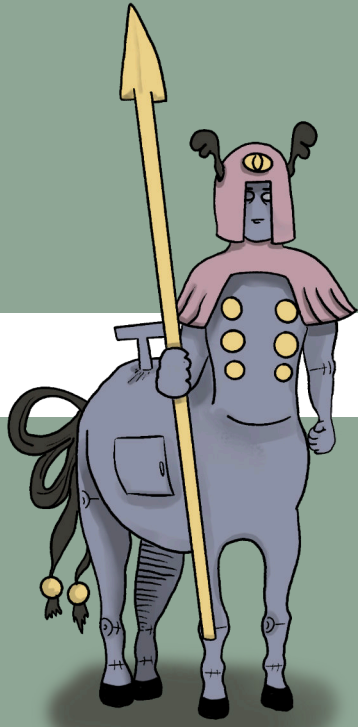
FOLLOWUP

The chaos god's song siphoned the wild chaos energy of dreams into its own gestational chamber, manifesting the wild hypothetical into a tangible body. With the chaos god's heart destroyed, that dream energy is again released: suddenly and explosively. *How does this manifest?*

- The mountain is transformed into a surrealist funhouse dungeon. PCs must defy laws of common sense to escape.
- The nightmares of the PCs spawn into reality. Fallen foes rise again, twisted versions of beloved NPCs terrorize the party, a mysterious “Cosmic Clown” rises.
- A door to the dreamlands open in the heart of the mountain. A strange new world awaits.

BONUS MATERIALS

APPENDIX A: THE MEKTAUR



Requirements: Character must be dead for less than 1 week.

Prime requisite: CHA

Hit Dice: 1d8

Maximum level: 10

Armor: None, Shields

Weapons: Any

Languages: Any spoken in life.

Speed: 150' (50')

A MEKTAUR is a warrior, a rare magical relic, and a non-traditional means of player character resurrection. This centaur-shaped automaton is a magical chassis into which the blood of a recently deceased humanoid may be poured. If the spirit is willing, the individual is granted a second chance in life by dwelling within a mechanical centaur body. Only one MEKTAUR is known to exist although rumors persist of a bone-white MEKTAUR marauding through the eastern wastes.

Mechanical Body: MEKTAURS require air and water but not food. Real blood pumps through a mechanical heart. MEKTAURS do not heal naturally and must be repaired by a tinker or blacksmith at a cost of 10 GP/level (although magical healing functions normally). A crank on the MEKTAUR'S back must be wound 1x/week; a MEKTAUR can not wind itself. Failure to wind a MEKTAUR causes a comatose-like state. A MEKTAUR is not able to climb rope or vertical surfaces.

The Strength, Dexterity, and Constitution of a MEKTAUR are automatically 13. All other attributes are inherited from the deceased. A MEKTAUR retains all memories from its previous life but is unable to cast spells.

MEKTAURS do not age naturally and are effectively immortal if regularly wound and properly maintained. When a MEKTAUR is slain, its spirit moves on and cannot be resurrected by any means. The MEKTAUR may be repaired and reused as a vessel for another dead soul. A spirit may choose to exit the MEKTAUR (thus ending its own life) at any time.

Combat: MEKTAURS are proficient with all weapons and shields. They cannot wear armor but automatically have AC 3 [16] from their metal exteriors. MEKTAURS are naturally proficient with pole-arms and add +2 to damage with a pole-arm weapon if they move at least 10' before attacking.

Speak with Dead (SwD): As a dead soul inhabiting a mechanical body, a MEKTAUR can attempt to converse with the dead. The percentage for success is listed on the table opposite. The MEKTAUR must make physical contact with the dead's remains to attempt contact. The spirit is not bound by any power and may refuse to answer questions or cooperate.

Level	XP	HD	THACO	D	W	P	B	S	SwD
1	0	1d8	19 [0]	12	13	14	15	16	20
2	2500	2d8	19 [0]	12	13	14	15	16	25
3	5000	3d8	19 [0]	12	13	14	15	16	30
4	10,000	4d8	17 [+2]	10	11	12	13	14	35
5	20,000	5d8	17 [+2]	10	11	12	13	14	40
6	40,000	6d8	17 [+2]	10	11	12	13	14	45
7	80,000	7d8	14 [+5]	8	9	10	10	12	50
8	150,000	8d8	14 [+5]	8	9	10	10	12	55
9	300,000	9d8	14 [+5]	8	9	10	10	12	60
10	450,000	10d8	12 [+7]	6	7	8	8	10	65

APPENDIX B: ADVENTURER'S GUILDS

Adventurers, cave-delvers, tomb robbers, swashbucklers, and their ilk often band together under the banner of an adventurer's guild (though few guilds actually label themselves as such). Adventurer's guilds convey some major character advantages as well as some modernisms into an old-school play-style. A Referee should think carefully before introducing these optional rules to a campaign.

Listed here are guild benefits as well as two example guilds found in the land of Bhosel.

Guild Fees

Joining a guild costs an initial membership fee of 50 GP and a recurring tithing of 10% of all adventure earnings. With a Referee's approval, a new character may begin play already enrolled with a guild.

Guild Benefits

Dungeon Intel: Guild members share tales and rumors for all dungeons, ruins, and caves that could feasibly have been explored previously. Once per session, a player character may recall this knowledge to reroll one saving throw within a dungeon.

Outfitter: The guild's supply chief ensures that player characters are equipped for the task at hand. Once per adventure, a PC may reveal one hitherto undeclared item in their inventory. This item may cost no more than 10 GP and weigh no more than a standard sword (60 coins).

Lodging: Guild members may enjoy free room and board within an affiliated guild-house.



Wyvern Corps

A fraternity of rough-and-ready mercenaries and landsknechts. The Wyvern Corps attracts martial artists, retired soldiers, devil-may-care weirdos, and adventure-seeking youth. The Corps is held in high esteem by the crown and is often hired for state or church sanctioned operations. Guildhalls are bright and lively and filled with the sounds of laughter and physical fitness.

Sword Training: The Corps requires a 2 week sword-fighting boot camp. Fighters, thieves, and demi-humans who complete the course gain +1 on sword attacks. Magic-users and clerics gain proficiency with swords.

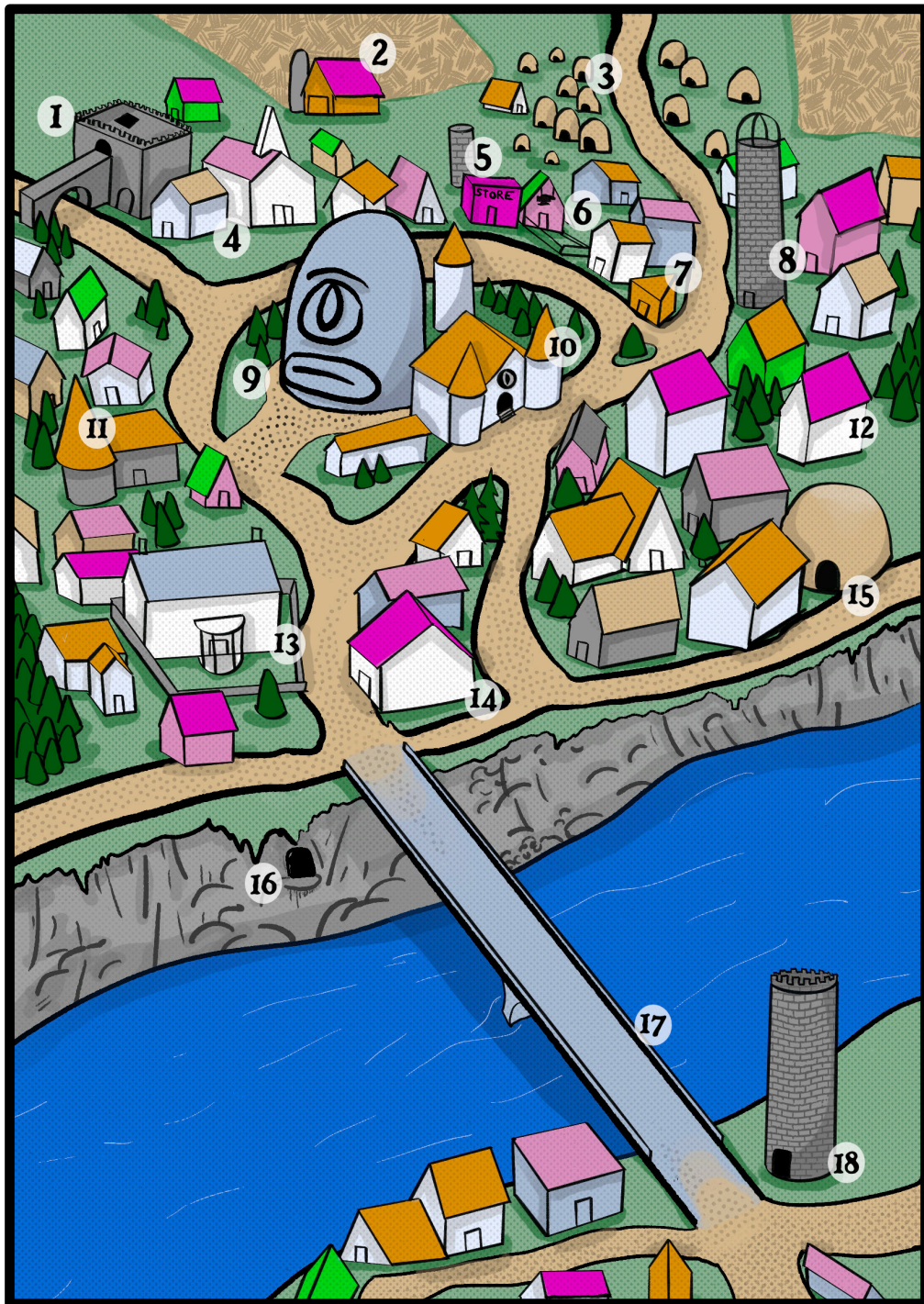


Amanita Fellowship

Ostensibly a mushroom foraging guild; members frequently find themselves in forgotten ruins and monster-infested caverns. The Fellowship often partners with thieves guilds and magic-users because of their proximity to poisons and alchemical components. Its members comprise rangers, pathfinders, midwives, mystics, and unwashed youth. Guildhalls are dark and loamy and filled with woodland creatures.

Mycology: Members of the Fellowship attend mandatory mushroom-identification training. Once completed, a guildier can ID any fungus and gains +1 to all saving throws against poison/death (even those unrelated to fungus).





(APPENDIX C): THE VILLAGE OF NANLET

A little frontier town centered around a bridge and a giant stone head.

The duke-appointed mayor, **Percival** presides over the town. Unfortunately for all, Percival is an incompetent nincompoop with no real authority; the real power of Nanlet is held by a **coven of witches** who reside in a nearby cave. It's something of a public secret among the village residents.

The mysterious coven provides wisdom to its people, magically stimulates crop growth, feeds the hungry, and heals the sick. In turn, the witches ask that each resident keep a **sealed coffin*** hidden somewhere in their home. If anyone opens a coffin, **the witches know about it and come for them in the night.** 3-in-6 Nanlet homes contain a sealed coffin.

The village was constructed around an ancient stone head known as "**the Cyclopean.**" In fact, the village was

originally called "Cyclopea" before the king renamed it after his beloved Nan. A formal religion arose around the head's worship and many pilgrims travel to worship in its presence.

The church' most recent high cleric, **Father Chorgy** (lawful cleric 6) brings a puritanical streak to the decidedly esoteric religion. A common refrain echoes from mouths of the devout across Nanlet in reply to an ever expanding list of Cyclopean anathema: "**It is not the will of the Head.**"

Some scholars believe an enormous body is buried beneath the head but this has never been proven. **Once per generation, the mouth opens.** None who enter have ever returned.

The witches respect the head's power but rankle against the inflexibility of its church. Tension often percolates between church and coven.

*WHAT'S IN THE COFFINS?

Fungus-based duplicates of the villagers who slowly gain sentience as they feed on ambient psychic energy? The inert bodies of refugees of the dimension of dreams whose minds are trapped floating in the astral plane and who hide from their demon oppressors? Vampires? Nothing (it's just a weird trust thing)?

VILLAGE LOCALES:

1. **Gate house:** Staffed by local militia and led by Hana (lawful fighter 4). The town is not walled but regular mounted patrols attempt to repel scofflaws.
2. **Spigot's Farm:** The largest farm in the village. Spigot, the elderly farm patriarch, seeks potential spouses for his large, attractive sons.
3. **Halfling huts:** Many halfling families tend to Nanlet's farms. Their earthen huts belie large, luxurious basements.
4. **Temple of Lilia:** 50 years ago, an evil wizard kidnapped the town's children; a benevolent woodland spirit named Lilia appeared and stole them back. This temple was built in her honor. A patron goddess of children and thieves.
5. **The Store:** Sells goods, generally. Owned and operated by Mike, human male. Free black candles!
6. **Bladd's Blacksmith:** Many villagers loiter around Bladd's fence to watch the blacksmith work and share gossip. An excellent source of local rumors.
7. **"The Wedge":** A locals bar, staffed by halflings. Many farmers gather for an after-work mug of milk punch. Woe betide any out-of-towner who feels a halfling's grip on their shoulder and the unwavering warning: "hey pal—locals only!"
8. **Vacant watchtower:** For sale: 5000 GP (cheap!). Infested with giant centipedes. The ghost of its previous inhabitant, Gyro the Entomancer, haunts the top floor and won't stop summoning centipedes until he completes unfinished business: incomplete (and stolen!) memoirs (see p. 15).
9. **The Cyclopean:** A huge head.
10. **First Church of the Cyclopean:** a looming cathedral. An adjoining boarding house is setup for pious pilgrims. Free room and board is provided to Cyclopean devotees but it's hard to sleep due to the constant, weird chanting.
11. **Wyvern Corp guild house** (see p. 101): Warriors spar at all hours to the chagrin of the neighbors. Guildmaster Freya (lawful fighter 5, cool eyepatch) presides.
12. **Apple Bottom safe house:** Ostensibly the home of Windy, a quiet old lady with a house full of cats. Actually, a safehouse for a local band of thieves to store loot or lay low. Windy is a retired thief-acrobat and her visitors only come and go by cover of night.
13. **Mayor's mansion:** Mayor Percival never seems to be busy and welcomes visitors with a cold pitcher of milk and a pointless, long winded story.
14. **The Salt and Vinegar:** largest inn in town, plenty of rooms to rent, warm quilts. The owner and innkeeper Tannenbaum has a booming laugh, a huge mustache, and three enormous dogs. Specialties: cabbage-wrapped river prawns, acorn wine.
15. **Amanita Fellowship guild house** (see p. 101): An enormous earthen hut full of bioluminescent mushrooms and friendly badgers, raccoons, and songbirds. Led by Guildmaster Shan (neutral halfling 6, terrible allergies).
16. **Cave:** Labyrinthine home of the witches and their pets. Rarely visited and difficult to reach without rope. Villagers know to leave a black candle (freely given at the Store) burning in a window or door frame if they wish to speak with the coven. A witch will appear at midnight to receive the message: Yanni (always brings cookies, hovers), Stoja (infinitely long black hair), Mena (communicates only with castanets), or Machka (a cat).
17. **Nanlet Bridge:** 1 SP to cross (or 1 CP for locals). Guards let the village old-timers drop fishing lines off the bridge for free. A good source of gossip.
18. **South Tower:** Barracks, offices, and jail. Staffed by royal-appointed soldiers and commanded locally by Frote (lawful dwarf 5). Primarily concerned with collecting tolls and ensuring economic stability of bridge traffic and supply chain. Sometimes clashes with militia over issues of town safety.

TOWN GOSSIP

1. "Two bloody men showed up at Old Windy's house in the middle of the night! One had bugs in his hair!"
2. "The sun still hasn't set over Hollyhock Garden. That's really weird."
3. "Where are all the rusty swords that keep washing up on the shore coming from?"
4. "I can't even enjoy a mug of milk punch at the Wedge any more because Father Chorgy busted in and said 'it's not the will of the head.' That nut's gone too far!"

5. "Lil Timtam is still missing. Ugh, has anyone checked the old watch tower yet?"
6. "I don't like that new gal in town who's been courting Spigot Jr. A proper lady shouldn't keep a pet snake. It ain't wholesome!"
7. "I heard ol' Tannenbaum down at the Salt and Vinegar used to be the king's kennel master! I wonder if he'd ever sell one of them dogs of his?"
8. "I was down at the old fort hunting chanterelles last week. The stench coming out of there—skunk goblins for sure. Picked some beautiful chanterelles though!"

Appendix D: THE GRAND DUCHY OF BHOSSEL

A large peninsula, settled ~300 years ago by the Kingdom of man on the bones of a disappeared human civilization. The largest cities lie along the coasts and play host to brave knights, grand palaces, courtly intrigue, and a multitude of long-suffering peasants. Smaller strongholds of stout hearted homesteaders flare up further inland to thrive for a time or vanish into obscurity. (Note: only the largest settlements are marked on the map). Chaos itself seems to radiate from the east; explorers report bizarre structures and improbable creatures beyond the relative safety of the coast.

0206: Beaucourt, the capital city.
Home of Duke Omer. His elite Flaxen Knights dye their armor, hair, ships, and horses a distinct yellow.

0306: Hollyhock Garden: site of **Fabien's Atelier and Hideous Daylight***. The royal walled garden and hunting preserve. The sun stopped setting here recently.

0402: Marimur: Famous for its shipyards and swordfish steaks. Gateway to the Northern Islands.

0407: Calliers. Slightly seedy, gateway to Pachelbel Swamp. Locals consort with "snake people."

0608: Swords spill from a dungeon temple concealed behind a waterfall. Site of **Temple of 1000 Swords***.

0609: Nanlet: see **Appendix C**.
A fine place to begin a journey.

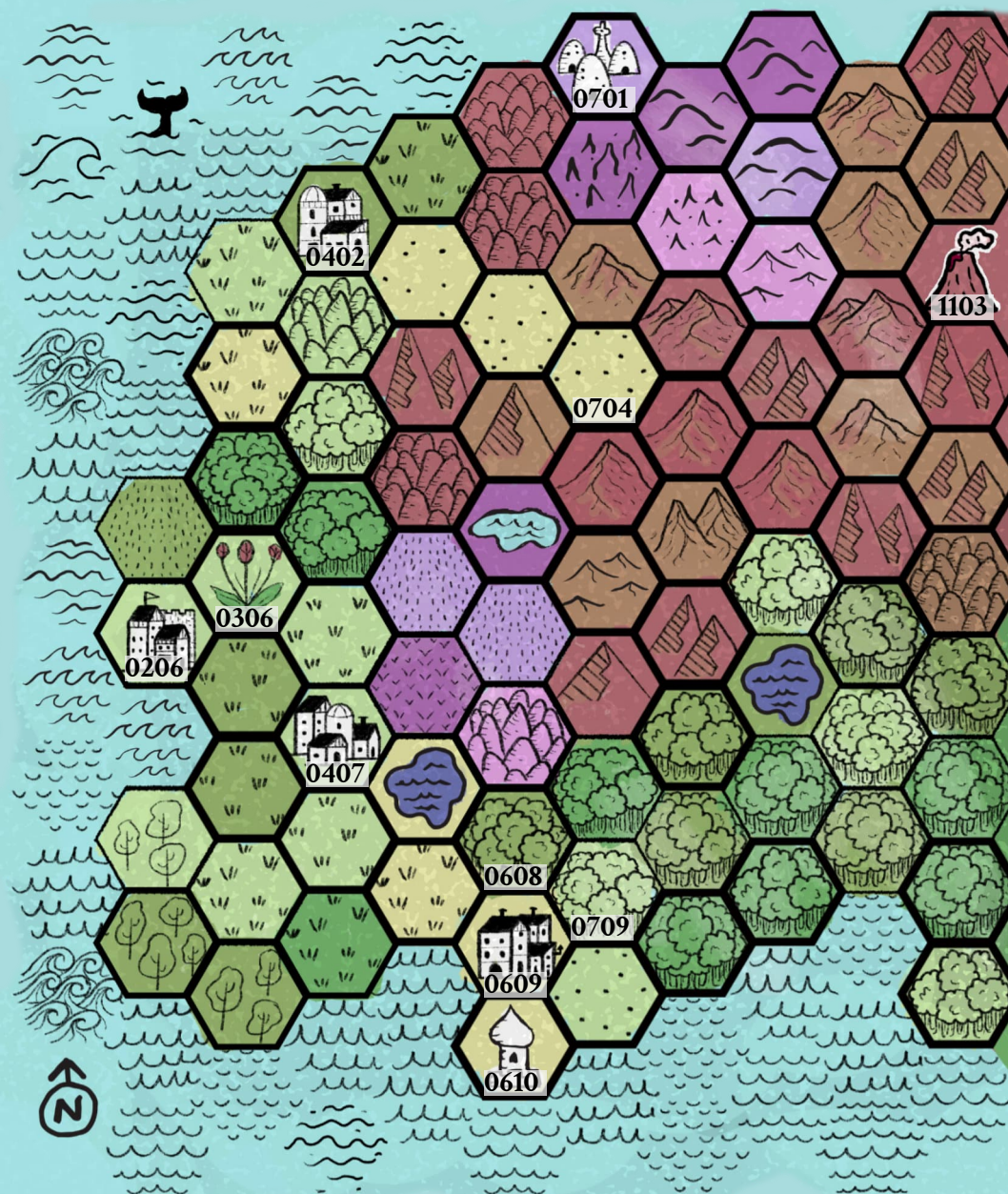
0610: Peacock Point: site of **Sinister Secret of Peacock Point**. A cape where the Nan river meets the sea.

0701: Lilet: village of mystics and esoteric studies. Gateway to the violet dunes (centaur country).

0704: Opera Valley. Site of the **Singing Stones**.

0709: Gateway to the "Sea of Trees."
A sprawling ancient forest home to faerie folk, olde magic, superstitious towns, and talking beasts. The forest stretches east for many miles.

1103: Mount Embersnake. Site of the **Dreaming Caldera**.



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ADVENTURE RECOMMENDATIONS & WHERE TO PLACE THEM

Anywhere:

- The Hole in the Oak by Gavin Norman
- The Incandescent Grottoes by Gavin Norman
- Halls of the Blood King by Diogo Nogueira
- Prison of the Hated Pretender by Gus L
- The Waking of Willowby Hall by Ben Milton
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- Where the Wheat Grows Tall by Camilla Greer and Evlyn Moreau

In Pachelbel Swamp:

- Woodfall by Lazy Litch

In the Violet Dunes:

- Slumbering Ursine Dunes by Chris Kutalik

In the Sea of Trees (SE Forest)

- Winter's Daughter by Gavin Norman
- The Black Wyrms of Brandonsford by Chance Dudinack
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- Tangled by Josh Domanski & Reilly Qyote
- Tannic by Amanda P
- The Blackapple Brugh by Kyle Hettinger

In the islands to the north:

- The Isle of the Plangent Mage by Donn Stroud
- The Dark of Hot Springs Island by Jacob Hurst, Evan Peterson, and Donnie Garcia

In the eastern mountains

- Through the Valley of the Manticore by Jacob Fleming
- Castle that Fell from the Sky by Steve Robertson

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TREASURE TOTALS

The values listed here reflect the unlikely possibility that the player characters find every coin and treasure within the dungeon. Magic items do not have values listed and are thus not included.

Sinister Secret of Peacock Point: 10,034.64 GP

Fabien's Atelier: 17,605 GP

The Singing Stones: 45,866.05 GP (includes quest rewards and long-term mining projects).

The Dreaming Caldera: 126,912 GP

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