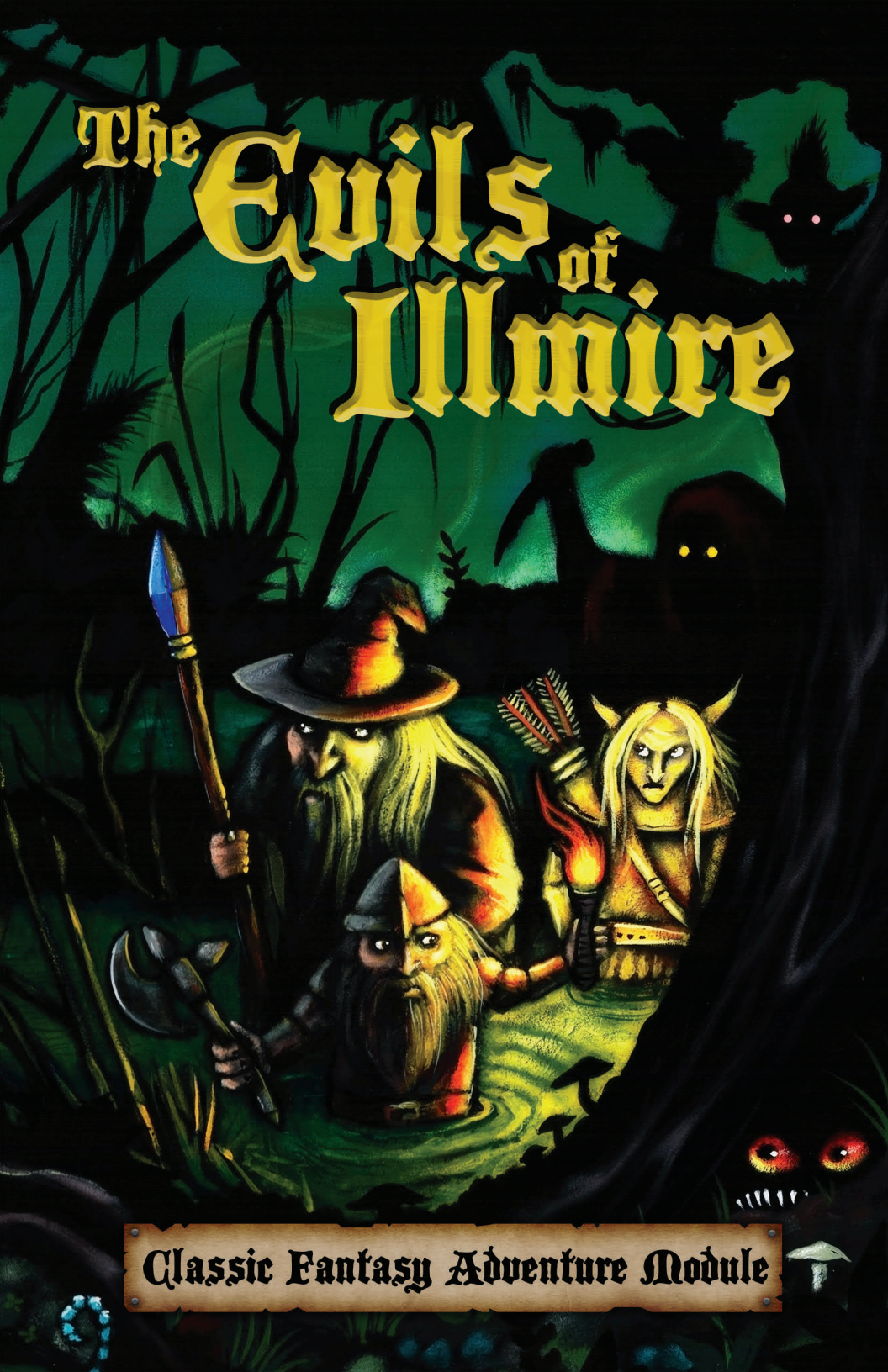

The Evils of Illmire
Classic Fantasy Adventure Module



A MINI-MEGA HEXCRAWL ADVENTURE

The Evils of Illmire

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Some artwork © Dean Spencer

This book is designed for the Referee. It's meant for players to discover during play. If you plan to enjoy this module as a player-character, stop reading now!

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The Evils of Illmire



This is an ode to classic mega-adventures in a compact zine format. It's based on an adventure I created back in 1998. It's been remastered and expanded into a small-scale hexcrawl. This module wouldn't exist without the help of over 500 awesome people who helped fund its creation with Kickstarter's ZineQuest 2020. Thank you all for your amazing support. Enjoy!

USING THIS MODULE

You can use this adventure with your favorite fantasy role-playing game. It's intended for an average sized party (4-6 members) of low level (1-2 to start out). It is primarily designed for use with *Old-School Essentials* (published by Necrotic Gnome), but should work seamlessly with other original/old-school systems (Labyrinth Lord, B/X). There are also compatibility documents available in the digital package for 5E, Dungeon World, and Sharp Swords & Sinister Spells.

ADVENTURE SYNOPSIS

The concept of the module revolves around an evil cult that is taking over the town of Illmire. Adventurers will likely arrive following rumors of treasure hidden in the ruins out in the swamp, but they may notice that it's unusually quiet and folks are particularly suspicious in this little town. They may have heard other rumors and have come to investigate the area, but will no doubt become embroiled in a deadly struggle against an organized and fanatical foe. The cult's presence is strong in Illmire. It's quite likely that adventurers and cultists will bump into each other while operating in the region. This will no doubt lead to tensions and escalation of conflict between them. But the cult is also discreet and stealthy; it may instead be some time before PCs notice the threat.

This is partly because the wilderness outside of town is dangerous; full of monsters, warring humanoid factions, forlorn ruins, and hazardous natural features. The adventurers may find themselves exploring Illmire and plundering dungeons before they ever realize the cult is there. But it won't be long before the cult spots their activities and sends their deadly assassin after them. They do not wish for attention to be drawn to the region, at all.

It's possible that the PCs don't notice the cult immediately, but there are several ways they could get the hint. The cultists are most readily encountered at the local inn, which is currently under their control. It serves as front for cult activities, including kidnapping. PCs may go snooping around and find the temple mysteriously closed to the public; it too has become a secret hide-out of the cult, defiled in their presence. The road is plagued by bandits who now pose as the local militia; PCs may come to blows with them, resulting in a surprise face off against a truly monstrous enemy.

But the cult isn't the only thing threatening Illmire. The folks in town have always said the swamp was cursed. Truth be told, the source of the region's many woes is a mysterious tower deep in the woods, it's legendary resident known as **The Observer**. Not much is known to local folks, but in reality the resident is a monstrous beast that meddles in affairs across Illmire for its own enjoyment and "academic study". The results are often disastrous, but the simple people of Illmire remain unaware of its doings.

THE NIGHTMARE CULT

A sinister cult has begun to infiltrate the town of Illmire, spreading paranoia and terrorizing the locals with fear-mongering in order to feed their demonic idol. They worship an extra-dimensional abomination they found in some lost ruins out in the swamps. The **Fearmother**, as they've chosen to refer to it, births creatures called **fearspawn**, grotesque offspring that are sent out of the lair to feed upon the fear and nightmares of humans in order to sustain their dreadful mother. They secretly operate throughout Illmire, patiently scheming and quietly taking control. They deftly hide their activities and leech prosperity from the people.

After they subdued the resident priestess, they hid a fearspawn below Illmire's temple to feed off of the fears of the townsfolk. Rather than kill her, they used a brain-manipulating, parasitic worm called a **mindphage** to turn her into an easily controllable, zombie-like puppet of a person. In a similar fashion, they've possessed the town's inn, using it as a front to kidnap vulnerable patrons. Also under cult control is the town watch and local militia, who are used as convenient muscle with a veneer of legitimate authority if anyone gets in their way. Anyone deemed truly threatening to the cult is dispatched quietly by the cult's skillful and deadly **assassin**.

The cult is lead by a pair of chaotic, sorcerous clerics named **Rancidius the Fearmonger** and **Virica the Vile**. Rancidius has installed himself in town and is masquerading as the new priest of the temple. He spreads lies and seeds fear into the hearts of the people. He speaks doom and gloom in the town center, asserting that it is the sinful ways of the villagers themselves that bring Illmire misfortune. He regularly consults with villagers in private and offers salvation if only they would confess their wrongdoings, and the wrongdoings of others, to him. This is all just a ploy to throw off any suspicion and instigate mistrust among the townsfolk. He tricks them into volunteering details about themselves and others so that he can use these to exploit them.

The cultists dump **potions of fear** into the town well. This gives the townsfolk supernatural nightmares and seething paranoia. Worse, continued exposure to quicksilver used in the potions is causing terrible sickness. Children and the elderly have begun to fall ill with what they call **bald fever**, a wretched affliction that causes the victim to go blind and lose their hair, fingernails, and teeth. Many die a slow, miserable death. The cultists don't seem to care about their plight. Illmire's mayor is among those stricken with the illness and is now on his deathbed. The cult plans to use a mindphage worm to take control of him before he dies.

The highway is busy enough to offer a steady flow of potential victims and recruits for the cult. This has increased as of late, with rumors of treasures hidden in the ruins outside of town spreading along the road. The cult is not aware of the source of these rumors, but are concerned that too much traffic will bring suspicion. None of the villagers have any clue what is really going on and are too scared to go poking around, the cult are particularly watchful of potential threats from the road.

If adventurous folk hang around town and make their presence known, the villagers may eventually beseech their aid. It won't be long before they'll catch the sinister eye of the cultists. If the adventurers don't deal with the cult, the cult will deal with them!

Will the adventurers defeat the nightmare cult? Or will they fall victim to the sinister machinations of the heinous cult and their vile idols? The fate of Illmire rests upon their shoulders!

FIGHTING AGAINST THE CULT

Once the PCs begin to have encounters with the cult, they may become suspicious and wish to investigate. Adventurers who are obvious in their investigation, or who make moves against the cult, will draw their ire and quickly find themselves labeled 'trouble-makers' in town and hunted by the cult's assassin. Gaining the trust of the villagers as a whole would require a rousing public speech and evidence, but even before *that* would work, they must clear the villagers' minds of supernatural fear, and that means purifying the well. Otherwise, PCs have to target individuals for questioning and spend time interacting with them to gain enough rapport to elicit useful information.

To stop the poisoning of the well, adventurers must remove the cult's presence from both the inn and the temple. If this happens, the cult will stop at nothing to take vengeance and will stage ambushes until their enemies are slain, growing bolder and more overt with each attempt. Eventually, they'll try to sneak into town and pour more potions into the well if it's left unguarded. Otherwise, they'll lay low for some time before attempting to subtly begin new operations in town.

Adventurers can try to stop the production of the fear potions by destroying the workshop near the fungal caves. Killing each of the fearspawn (one below the temple, one in the mines), will also weaken the Fearmother. The adventurers may find an unlikely ally in a druid who has fled town and hides in the wilderness. If the cult is removed from town the druid will return and heal the remaining ill. A questioned villager may mention that the town's old druid has been missing for quite some time.

The only way to truly stop the cult is to destroy the Fearmother and slay the two leaders. The lair is deep in the remote wilderness and well hidden. The way is dangerous and slow. The cult's influence spreads far and they will not be idle while their agents are attacked and operations threatened. Even if adventurers manage to find the lair, the Fearmother is a powerful monster that will not be easily killed or banished from this realm. They may need to bolster their abilities and equipment before taking on such a fearsome foe. Several magical artifacts hidden in dungeons around the region may be useful in their quest.

CAMPAIGN START & ADVENTURE HOOKS

The simplest way to start the campaign is to have the PCs arrive by caravan to the village in search of the rumored treasures that are said to be hidden in dungeons out in the wilds beyond the town walls. In addition, each PC should roll on the rumor table below, learning whatever rumor rolled, be they true, false, or something in between.

Here are some other potential in-roads to the adventure scenario:

- PCs have relatives in the village and are coming to visit after not hearing back for a while.
- Party are former town watch or militia, hard up and looking for work.
- Lord Crellmont has summoned them here to investigate by way of secret carrier-pigeon.
- Yorivar the druid has sent an urgent request for help to a friend via a trained messenger owl.
- Party are traveling through and stay at the inn; cult attempts to kidnap some during the night.
- PCs are guards in a passing caravan; ambushed by false militia; tracks back to stronghold.
- One PC is a cleric sent to investigate
- Party are dwarfs on a visitation journey to the Obsidian Forge; staying in Illmire to prepare.
- Party are elves on a mission to find a stolen elf artifact; suspected to be somewhere in Illmire.

In any case above, the nightmare cult may pinpoint them as potential targets or trouble-makers, usually via the inn's bartender, Birella, who acts as one of their primary informants.

GENERAL NOTES & DETAILS

- Be sure to utilize your system's *reaction table*. Encounters do not always equal combat.
- Retainers can be hired at the inn or the circus camp. 1-in-6 chance they are a cult spy.
- Retainer pool replenishes once per week by caravan. Replacement PCs are always available.
- Shops in town price-gouge unless the cult is removed; standard prices are doubled until then.
- Holy water is unavailable until the temple is cleansed and the priestess freed from mindphage.
- Hexes are 6-miles wide. It takes roughly four hours to trek across any given hex due to terrain.
- Parties searching for dungeons have a 3-in-6 chance to find evidence per day of exploration.
- When the party enters, explores, or camps in a hex, make a random encounter check.
- If an encounter check result is "1", roll two encounters; results are encountered simultaneously.
- Use the random encounter lists in the Gazetteer; there are unique encounters for each hex.
- When climbing a mountain of Illmire, use the *climbing events* table on facing page.
- Statistics for creatures are listed in the Bestiary of Illmire, located in the back of the book.
- Unique magical items are listed in the Treasury of Artifacts, also located in the back of the book.

RUMORS OF ILLMIRE

Everyone has heard about the treasure supposedly in the ruins of Illmire. Otherwise, each PC rolls for a random rumor. Parenthesis text tells the Referee if it's true or not.

1. The fortune-teller near the highway knows many secrets. (true)
2. There was once a great fort in the swamp, but it sunk under the mud. (true)
3. The witch Vosethra once ruled the bogs, but she is long dead. (false, she lives)
4. Legend says there are demons imprisoned in a vault in the mountains. (true)
5. The sickness in Illmire isn't disease at all, it's poison! (true, the cult poisons the well)
6. The law is corrupt in Illmire. Bandits prey on caravans. They now kidnap travelers! (true)
7. The villagers of Illmire are all thieves, grifters, and bigots that hate outsiders. (false)
8. The new priest of Illmire is able to heal the penitent sick. (true, but he's a false evil priest)
9. There's a dragon who lives in the mountains. (not really, its actually a wyvern)
10. The druid of Illmire has gone missing, as well as a few locals, including the girl Ava. (true)
11. There is a great wizard's tower in the forest. (true)
12. There is foul play afoot in the village of Illmire. (true)
13. The ancients of Illmire disappeared. Ruins left behind contain everburning torches. (true)
14. The bandit threat is exaggerated. It's just to hike up prices. (false, banditry runs rampant)
15. Something terrible stirs in the old, abandoned mines in the hills. (true)
16. The fishmen are just lumberjacks playing jokes on locals. (false, they're real)
17. The gods have cursed the town of Illmire with disease. (false, it's the cult doing it)
18. Glimmers are seen at the peak of the Klepperhorn. It's a giant's crystal palace. (true)
19. Mantismen stalk the swamps. They can turn invisible. (true/false; it's just camouflage)
20. The rumors of treasure are a farce to lure fools to their death! (false, there is treasure)

MYSTERIOUS & OMINOUS FORTUNES

Once per day, Esmeraldra the crystal-gazer (hex 19) offers a fortune for 50gp. She stares deep into her crystal ball, chanting incantations while swirling mists seem to manifest inside the normally clear crystal orb. Her eyes roll into the back of her head and she speaks in a strange, unnatural voice while she performs this ritual. When it is complete, she is exhausted and wishes to retire.

1. Cloaked in flame, born of smoke, put to shame, when fire awoke.
2. Twins in darkness, locked in stone, under a dark star, they may be sent home.
3. A clouded mind that's gripped by fear must be rid vermicious sneer.
4. Treasure sought in forlorn places may invite death's embraces.
5. Blowing reeds whisper ancient names of wild powers turned to dying flames.
6. The woeful dreamer falls asleep below the birds of stone so deep.
7. A heart of green stays out of sight while cached away in webbed height.
8. The poison viper coils below a light once bright now dim shadow.
9. When the long dead tablet rises over waters, dry feet take shape from soggy plodders.
10. The watchful eye rudely awakens the resting mask whose life was taken.
11. From splintered wood of crimson thorn, a tangled sprawl of talons born.
12. A life that's set in rocky flame for those who try the mountain tame.

CLIMBING EVENTS

When ascending a mountain, 3-in-6 chance per day, roll 1d6: **1)** Rock-slide, 2-in-6 chance to take 1d6 damage from falling rocks. **2)** Avalanche, 2-in-6 chance to get buried in snow; strength check to break free; saving throw vs. death or suffocate if stuck. **3)** Path blocked; no progress today. **4)** Path gives way under foot; 1-in-6 chance each character falls to their death with dex check to save. **5)** Sudden blizzard; save vs. breath weapon or take 2d6 cold damage. **6)** Uneventful but strenuous; exhausted at end of day and require double rations or double resting time.



Adventure Area Hex Map



ILLMIRE HEX MAP

The following keyed entries correspond to the hex map above. Each hex is 6 miles.

1. Fungal Swamp: The bog here is overrun with colorful, pungent mushrooms and other fungi. Near the center is a large cave, home to myconids as well as Vosethra the Swamp Witch. Cultists have built a small workshop where they craft potions of fear.

2. Observer's Tower: A dull tower of crumbling alabaster raises high above the treetops of the forest. It is the mysterious home of a powerful sorcerer known only as 'The Observer'. The surrounding forest is stalked by strange, mutated, beast-like goblins.

3. Spider Woods: This area is infested with giant arachnids who hunt the animals of the forest, and sometimes have a taste for men. A ridge is porous with huge tunnels full of oversized insects, some more mysterious than others. Illmire's druid hides away here.

4. Cultist Lair: Deep within the bog hides a foul and cursed underground temple. It is from here that the nightmare cult nurtures their demonic idol and deploy their sinister agenda. The nearby swamps are crawling with cockatrice; petrified prey litter the landscape.

5. Mantis Lands: A formidable horde of mantismen has built a huge mound out on the bogs. They make forays regularly to hunt and pillage neighboring hexes. They have a particular love for frogling meat and assault the canopy regularly.

6. Frogling Canopy: Tucked in the treetops of the dense forest, a peaceful village of froglings make their home. They protect their territory fiercely, but constant raids from the mantismen have left their warriors depleted.

7. Lost Crypts: Some long lost tribe of early people built tombs for their fallen warriors and chiefs into the hillsides. Buried with them may be their treasures. The roots of the forest now invade and crush the ruinous catacombs after so many years. Occasionally, undead emerge from the crypts and wander the forest, aimless but ravenous.

8. Winged Roosts: These jagged mountain peaks are the home of rival flocks of griffons and hippogriffs who prey on the mountain goats and fight over territory. Legend tells of a hidden vault in the mountains that houses dangerous demons and untold riches.

9. Sinkhole Pits: The bog turns to muddy peatland with hundreds of quicksand pits under the marsh. One false step and you'll be swallowed by the muck. Hidden by foliage is a make-shift wooden catwalk the cultists use to traverse the sinkholes and pits safely.

10. Gecko Fens: This part of the swamp is the mating ground for various species of geckos that feed off the plethora of plant and animal life in the bogs. They are hunted by both local humans and mantismen. Some have made a den near an old, ruined bastion buried in the muck. Inside lurks something terrible, but the promise of treasure may lure adventurers nonetheless.

11. Misty Lake: A deep lake that forms heavy fog. It's home to a variety of eels that locals trap and eat. The murky depths feature tunnels and underwater caves that hide a reclusive clan of fishmen. They hate the humans who take their eels, occasionally raiding the farms west of town and the logger's camp to the southeast. A giant sturgeon that inhabits the lake occasionally surfaces and swallows fishermen whole.

12. Redthorn Brambles: A vast thicket of redthorn bushes and vines, ten feet tall and spiked with countless painful barbs, sprawls for miles over the forest floor. Millions of beautiful, crimson flowers bloom on and off during the year. Passage is near impossible, but the froglings do it somehow. Hidden in the center of the briar patches is a thorny secret.

13. Mount Slagmaw: A huge volcano looms ominously over the hills below. Centuries ago, a dwarven forge was built into the mountain but a curse fell upon the inhabitants. They now roam the halls as creatures made of molten lava. Their volatile leader, the Lava Lord, throws fits in his throne room that cause the volcano to bubble and smoke and the land shake and rumble around the mountain.

14. Old Mines: A lucrative mine was established here by local humans over the last century. Something terrible happened; the townsfolk don't speak of it. It has been boarded shut. Inside, the cult has begun to amass an army of zombies whose screams echo in the night.

15. Town of Illmire: A backwoods village of farmers, fishermen, foresters, and trappers also serves as a roadside waystop. The cult has begun to quietly take control. Lord-Mayor Crellmont has been stricken with the bald fever. His cultist nephew, Zlatko, plans to take control with help from the corrupt captain Frey.

16. Logger's Camp: A group of lumberjacks fell trees in the forest south of town. They have been enduring raids from the fishmen of Misty Lake for weeks and beckon for aid. Their leader is a giant of a man called Rigdorf who carries a mysterious axe.

17. The Klepperhorn: A towering rock precipice reaching into the clouds is an iconic and easily spotted landmark for travelers. Legends say a great giant commands the creatures of these mountains from his crystal palace.

18. Bandit Territory: A clan of brigands has begun constructing a stronghold in the absence of local law. They prey on vulnerables traveling along the highway, kidnapping the fairest for sadistic use by the cult.

19. The King's Highway: A long, winding road that passes by Illmire brings caravans and the occasional merchant through town. A peculiar circus has set up camp near the bend.

WEATHER: Each day roll 3d20. If the result is a 20, reroll that die plus another. Compare each result to the hex numbers; it is raining in each hex rolled. If a duplicate is rolled, it's a thunderstorm in that hex and raining in all adjacent hexes. If a triple is rolled, extreme weather: storms throughout Illmire plus 1-4 flood/mudslide, 5 tornado, 6 both. If hex is mountainous, it's snow/avalanche or blizzard instead. If you roll double-13, there are tremors and smoke from the volcano. On a triple-13, it's a violent lightning storm over a volcanic eruption; lava pours over hex 9, 14, and 3-in-6 also hex 15. Feel free to trigger weather whenever you think the time is right.

Gazetteer of Illmire

The town and region get their names from the Illmire Swamp, a boggy wetland sprawling through hexes 1, 4, 5, 9, and 10. South of the bog is Misty Lake, a sizable freshwater body known for the dense fog that forms on the surface and floats toward town. To the west is the Redthorn Forest that spreads across hexes 2, 3, 6, 7, 12, and 16. Towering over the region to the east are the great Whitepine Mountains spanning hexes 8, 13, and 17. At the feet of these mountains are the Copperclaw Hills, where the land rises above the fens in hexes 11, 15, and 18. The King's Highway cuts through a grassy prairie in hex 19 before continuing to lands beyond.

The climate in Illmire is generally warm and wet, with frequent thunderstorms that tumble over the land in rolling, tremulous clouds. During the winter, there is a period where the rain turns to slushy snow that coats the swamp. Springtime sees warmer weather return and ushers in the mud season, where the ground becomes mucky sludge, causing boots to get stuck and wagons to sink. Summer in the valley is muggy, the air thick with swarms of gnats, mosquitoes, and sweating humidity. The swamp hosts a symphony of buzzing, chirping, chattering, and croaking, punctuated by the occasional terrifying wails of some poor creature's suffering out in the dark unknown. The air is still and smells of decaying vegetation mixed with the sulphuric stench of stagnant water.

Snowcapped mountains, dominate the eastern vista. The morning sees a spectacular sunrise that bursts through the craggy peaks. To the west is a lush forest whose swelling canopies rise high above the swamp. The wetlands themselves stretch a ways north off the map. It's an untamed wilderness, but was once home to a peaceful society of hunter-gatherer-builders who left their mysterious monoliths strewn about the valley. Legend speculates about what treasures lie in wait for any who are bold, brave, or foolish enough to go search for them.

THE FUNGAL SWAMP (HEX 1)
The swamp here is overrun with colorful, pungent mushrooms and other fungi. They are all connected by way of a vast mycelium network that creates a massive hive-mind intelligence. Overall, the hive-mind is not much more intelligent than a slug, but it can generate localized high-intelligence within a small area of the fungus, manifesting as responsive and clever personality. They may guide friends of the wild toward the fungal caverns. Many of the mushroom species are poisonous, but some have positive benefits as well as psychedelic properties.

At the center of the mushroom mass is a large cave, home to myconids. The cultists have built a workshop outside of the cavern where they craft potions of fear by corrupting the myconids and turning them into shriekers, then wringing the juice from their slain corpses. It is also the secret resting place of **Vosethra, Widow of the Swamps**. She is an ancient, wild witch of the lost clan of Illmire; one with the swamp and instinctively revered by all the swamp creatures. The reeds whisper her name when the wind blows, and all the frogs, toads, caiman, and chirping bugs sing her songs throughout the bogs every day. She is currently stuck in fungal form, but can be restored to her human form using *Vosethra's Idol*. She is aware of everything that happens in the swamp, detests the cult, and would love to see The Observer ousted from Illmire. She operates by way of a dryad emissary and will seek aid of helpful adventurers.

Dungeon: *The Fungal Cavern of the Swamp Witch* lies in the heart of The Fungal Swamp. The fungus becomes denser and larger as you approach the cavern.

Fungal Swamp Encounters *(3-in-6 chance, roll 1d6)*: *1)* *Myconid scouts, suspicious and violent towards trespassers [3d4].* ***2)*** *Shriekers sprinting and screaming a horrific wale [1d4].* ***3)*** *Cultists, refilling corruption emitters and trapping shriekers [2d4].* ***4)*** *Ropers, waiting for victims to pass by [1d4]* ***5)*** *A fungal stalker, blending into the mushrooms.* ***6)*** *Alcove bursting with healing mushrooms [3d8 caps, heal 1hp but cause intense hallucinations].*

THE OBSERVER'S TOWER (HEX 2)
A mysterious tower raises high above the forest canopy; the home of the famed sorcerer known only as The Observer. The tower itself is magical. Parts of it were broken long ago in a battle between The Observer and Esmeraldra. And yet, despite a chunk of the tower missing in the center, it floats mysteriously unsupported. At the top of the tower is an enchanted spyglass that oversees all of Illmire and can perform remote magical effects upon the targeted location. Only The Observer knows how to use it properly.

The forest near The Observer's tower is eerily quiet and devoid of most wildlife. Most assume that The Observer is human, but actually he is a large, monstrous eye-beast that emerged from some-

where in The Underdark below the tower. He is also the true source of many of Illmire's woes. He is the one responsible for summoning the Fearmother to this plane of reality and releasing it into the region. He does this and many other seemingly heinous acts all for the sake of studying and enjoying the entertainment of it. These facts are not immediately obvious to PCs who may instead see him as a sort of peculiar patron, at least in the beginning.

Dungeon: *The Observer's Tower* can be seen from the forest's edge. However, within the woods, it is obscured by the trees' dense canopy. Climbing a tall tree is dangerous but useful to find it.

Observer's Woods Encounters *(2-in-6 Chance, roll 1d6)*: *1)* *Magically animated flying swords [2d2].* ***2)*** *All party members feel as though the are being watched (they are, by The Observer in his tower).* ***3)*** *Frogling scouts, searching for a lost companion [1d4].* ***4)*** *A mutated frogling; half dead.* ***5)*** *Pack of ravenous chimera goblins, skulking around and ready to ambush [4d4].* ***6)*** *The Observer, wandering nearby the tower in search of reagents.*

THE SPIDER WOODS (HEX 3)

This is one of the most feared areas of the forest. Locals claim the biggest, most ferocious spiders in the world live here. They might not be too far off. The Spider Woods are dark and sagging under the weight of sticky webbing that hangs from every skeletal tree branch in sight. A hidden shrine to a lost spider god emanates an aura of insect growth throughout the huge caverns that hide it, creating an infestation of giant bugs to feed the spiders. From these caverns spew forth all types of oversized creepy crawlers, and the oversized predators that feed upon them.

Yorivar the Druid, outcast from Illmire, hides from the cult's assassin in the cavern deeps. A white-bearded druid with piercing eyes has been tending to the wilderness of this region for decades, living peacefully within the willow grove in town. However, he is no fool and quickly saw what Rancidius was up to. He barely escaped with his life and remains hunted by the cult's assassin. Yorivar will help anyone who proves they are trustworthy, and the best way to do that is to eradicate or drive off the threat of Zeshara and the mantismen. If adventurers prove themselves allies of the froglings, Yorivar may cast spells for them, once per day, to aid their quests. If the party seems particularly mercenary or have questionable intentions, Yorivar may charge up to 100gp per spell cast. In addition, once per visit to the village after becoming friendly, Yorivar will share a local legend around the bonfire.

Yorivar wants to see the cult put to a stop. He has tried to contact his trusted friend Jorrid, but has not heard back. He will be horrified and furious when he finds out what has become of his dear pal. He considers the froglings close allies, but the threat of the mantis mound is dire; he urges adventures to deal with the mantis before they deal with the cult. If the adventurer's can prove themselves with this task, he promises to aid them against the cultists. He says there may be treasures stolen from their victims hidden in the mantis mound.

He also knows the assassin is out there, and describes what Zeshara looks like; she is the second priority of Yorivar. He will be eternally grateful if she is reported dead or gone, and will return to the village to confront Rancidius if he has the backup of trusted and capable adventurers. Yorivar will tell the PCs of the redthorn brambles, and reveal that their source is the fabled Broken Rosewood Staff. He knows that the froglings have a way through the redthorn brambles.

Dungeon: *The Webbed Hollows* are located in the depths of the Spider Woods, towards the western edge of the forest hex.

Spider Woods Encounters *(2-in-6 Chance, roll 1d8)*: *1)* *Some kind of half-digested thing squirming in a web-cocoon.* ***2)*** *A pile of spider eggs; they hatch if disturbed [1d2 swarms of spiders emerge].* ***3)*** *A group of giant wolf spiders on the prowl [2d4].* ***4)*** *Ettercaps exploring the forest [1d3].* ***5)*** *Shambling skeletons wandering over from the crypts [2d6].* ***6)*** *Giant dragonflies investigating the PCs [3d6].* ***7)*** *Zeshara, searching for Yorivar; attempts an assassination if possible; if not, she follows them to watch what they do and report back to the cult. She avoids going into The Hollows at all costs.* ***8)*** *The spider queen; attempts to snatch a PC and drag them back to her lair as bait, leaves a trail on purpose.*

THE CULTIST LAIR (HEX 4)

The swamp around the lair is a stagnant bog with a few areas where the undulating foothills of the Whitepine Mountains rise and fall. The hills are covered in dense foliage and mangrove shrubs that rim the lines where the slope dips into the swamp water. Like most parts of the swamp, this area is home to many types of reptiles, birds, and in this particular area, a flock of cockatrice.

Dungeon: Hidden behind a small rock outcropping, veiled under a giant weeping willow's thick foliage, is the *Vile Lair of the Nightmare Cult*.

Cultist Lair Surroundings Encounters *(3-in-6 chance, roll 1d6)*: *1)* *Cockatrice nest [1d10].* ***2)*** *Cockatrice scavenging [1d3].* ***3)*** *Lifelike stone statues of what appear to be 1d6 cultists, frozen in combat and terror (plus 500gp in a stone satchel that hangs around one of their necks).* ***4)*** *A group of nightmare cultists heading to one of their points of interest [2d4].* ***5)*** *A pack of wild boar [3d3].* ***6)*** *Cultists [3d4] and captives [1d4] traveling to the lair.*

THE MANTIS LANDS (HEX 5)

This area of the Illmire swamps is almost barren of life. This is due to the voracious appetites of the clan of mantismen who silently creep through the marshes and surprise enemies with deadly tenacity. Folks say they are near invisible until they're right upon you. Indeed, many gecko trappers have fallen victim to their stealthy predation, as well as many poor froglings.

The mounds here were made by colonies of large ants, but most now sag under the swamp's humidity. The largest mound was populated by the mantismen not long after the ants disappeared (they all died by way of disease, an accidental side-effect of The Observer's experimentation on them). They have since maintained it with their own methods and very successfully made it their lair.

Dungeon: The *Mound of the Mantismen* stands prominently above the swamp around it. Tracks lead to the mound. Mantis tracks are hard to find and they travel in single-file to hide their numbers.

Mantis Lands Encounters *(2-in-6 Chance, roll 1d8)*: *1)* *Mantismen hunting pack [2d4].* ***2)*** *Giant dragonflies [3d6].* ***3)*** *Wounded frogling, wants to go home.* ***4)*** *Remnants of sacked trapper camp; 1d4 gecko traps, and 200gp worth of gecko skins.* ***5)*** *Swarm of drogue flies [2d6].* ***6)*** *Mantismen war-band on the march [4d4+Champion].* ***7)*** *Wyvern flying over the swamp.* ***8)*** *Mantisman stuck in a gecko trap. If freed, it will remember its savior and not attack.*

FROGLING CANOPY & GRIBBLET VILLAGE (HEX 6)

Nestled in the high canopies of the Redthorn Forest's edge is an enclave of treefrog people. They call their small treetop hamlet *Gribblet Village*, and here they hide from the many dangers that surround them. Their homes are built from wood and thatch. Many of them are ingrown with the tree boughs they sit upon to the point where some are now one with the tree. The froglings live a simple, tribal lifestyle. Their language and names consist of croaking and ribbet noises. They number less than a hundred and their numbers dwindle due to repeat conflicts with the mantismen who hunt them relentlessly. They are led by a cunning and wise shaman chieftess called **Rubigroak**.

The huts are scattered around the trees, with a main platform in the tree canopy where the chieftess' hut sits. They have a fire pit where they hold meetings while the froglings gather around in the surrounding branches. The froglings burn special herbs gathered from the forest to communicate with their patron, a treefrog spirit that watches over their area of the woods.

There is no way to reach the village without climbing at least 50' up into the treetops. Friendly froglings may assist welcome visitors. They'll avoid anything that wanders under their canopy, watching from above. They'll attack anything that seems aggressive. They'll befriend anything that kills mantismen and approach anyone who bears gifts, such as shiny treasures or trophies of slain mantis. They'll report what they see to the Chieftess, who may then invite to the fire anyone who seems like they could be useful allies against the mantismen.

They will treat anyone who ends the threat of the mantis as heroes and will teach these heroes their secret tree-climbing techniques (spend a week training to gain +3 bonus to all climbing checks while in the trees of the Redthorn Forest). They'll also teach them their crafting skills (players gain the frogling crafts handout) and may show them the way to the *Forsaken Oubliette* (a way into The Underdark). They'll suggest using the air-sac helmets to get to the fishmen grottoes and may assist in crafting various items from the swamps. Only she and her most trusted warriors know the location of the ***Forbidden Oubliette***. They will only show the PCs the location of this Underdark entrance if the mantismen have been defeated. If Zeshara is slain, Yorivar will begin staying with the froglings in Gribblet Village.

Frogling Canopy Encounters *(2-in-6 Chance, roll 1d6)*: *1)* *Stealthy frogling scout, stalks intruders.* ***2)*** *Mantisman raiding party [4d3].* ***3)*** *Giant ferret nest [3d2].* ***4)*** *Troglodytes crawled up from the Forsaken Oubliette on a hunt [3d4].* ***5)*** *Frogling hunting party [2d4]* ***6)*** *Stampede of wild boar [5d6].*

THE LOST CRYPTS (HEX 7)

This area of the forest was once the sacred land of an ancient tribe of people who lived in Illmire almost a millennia ago. They drew the ire of The Observer who laid waste to their village and killed most of their tribe. They buried their dead in the hills beyond the woods, hoping to shelter their

fallen from disturbance. And yet centuries later, The Observer discovered the burial mounds and, for fun and "for science", decided it was time to practice his necromancy upon their bones. He dabbled quite a bit in the mound before growing disinterested and moving on, leaving behind scores of undead. Many eventually began crawling up from under the ground to wander the foggy forest.

Dungeon: In the hills west of the forest is a narrow downward staircase built into a wooded mound that leads to *The Forgotten Crypt of the Lost Clan.*

Cryptwood Encounters *(2-in-6 Chance, roll 1d8)*: *1)* *Shambling skeletons emerged from the crypts [1d8].* ***2)*** *Corpse creepers feasting on something dead [1d6].* ***3)*** *Cultists investigating the undead and collecting quicksilver (3d4).* ***4)*** *Half-collapsed ancient tomb; contains everburning torch and golden statue of raccoon worth 300gp.* ***5)*** *Colony of bats, suddenly takes flight at sudden disturbance [3d6 swarms].* ***6)*** *Banshee, singing a haunting song in the fog at night.* ***7)*** *Sudden cold and tingling skin; save or feel ill.* ***8)*** *Distant howls of agony.*

THE WINGED ROOSTS (HEX 8)

These craggy spires of the Whitepine Mountains are infested with hundreds of griffon and hippogriff nests. They hunt the goats, sheep, and deer who graze the green valleys between the granite cliffs. They also squabble amongst themselves, vying for territory and mating rights. This often makes them dangerous even to creatures they don't deem prey, though they aren't above filling their bellies with human meat if the opportunity should arise. They dive-bomb from the peaks above and try to snatch their prey, then fly high into the air before dropping it to splatter on the rocks below. They all then swarm and tear the prey apart.

Worse than the griffons and hippogriffs is the fearsome wyvern who nests in the high peaks. Yet, as terrible as these beasts may be, they aren't the only reason these mountains are avoided. The locals fear rumors of a legendary vault high in the mountains that imprisons monsters. The legend is true; a pair of extra-dimensional demons are locked in a ruined aerie, kept there by the sorceress who now poses as Esmeraldra. The demons long for their freedom and wish to see Esmeraldra, The Observer, and all of Illmire turned to ashes before they depart this world forever.

Dungeon: On a high rock precipice, the path steep and harried with winged beasts, is the entrance to *The Prison Vault of the Demon Warlords.*

Winged Roosts Encounters *(3-in-6 chance, roll 1d6)*: *1)* *A troupe of elf rangers from afar, arriving in Illmire in search of a lost elven artifact [3d6].* ***2)*** *Giant hawks on the ledges above, ready to swoop down on prey [2d6].* ***3)*** *Wretched harpies, scavenging the mountains and bickering amongst each other [3d3].* ***4)*** *Hippogriffs, gliding through the valley [2d6].* ***5)*** *Griffons, soaring high above and darting through rocks [1d4].* ***6)*** *A vicious wyvern, circling above.*

THE SINKHOLE PITS (HEX 9)

All over the landscape here are deep quicksand pits formed by underground springs. The water settles in pools of silt. A thin layer will dry out on top and appear to be solid ground but, when stepped-upon, the creature will rapidly sink into the quicksand. The thick sand will make it exhausting to move. It seems to suck you lower and hold you down. Creatures will often panic and thrash in an attempt to free themselves. This results in sinking further into the muck.

Other parts are covered in glassy sheets of ankle-high swamp water miles wide. These flooded fields hide more quicksand and sudden drops in the water's depth. Only the occasional scraggly tree sticks up to break the surface. Cultists have built a series of catwalks that cross this area in an attempt to make safe travel. They use shrubbery, rocks, and curves in the land to obscure their path.

Sinkhole Pits *(3-in-6 Chance, roll 1d6)*: *1-2)* *Quicksand, 2-in-6 chance each party member gets stuck. Each one stuck gets a save vs. paralysis; failure means creature goes under the sand; one chance for ally to get them out with strength check. Suffocate in 1d6 rounds under the sand.* ***3)*** *1d4 giant geckos, 2-in-6 they are stuck in quicksand.* ***4)*** *2d4 cultists traversing the boardwalk.* ***5)*** *2d4 mantismen hunting nearby.* ***6)*** *Party discovers hidden boardwalk built by the cultists; it leads to not far from the cultist's lair.*

THE GECKO FENS (HEX 10)

Scampering and basking all over this part of the bogs are a huge species of gecko that dominates the landscape. They prefer to lay their eggs in muck nests between patches of tall grass and feed off of the plethora of insect life that abounds in the swamp and nearby forest. The local humans and mantismen both hunt the giant geckos, for food and for their tough hides. Other predators of note in this area are the giant birds who circle over the fens looking to snag tasty treats in the form of geckos, eggs, and the occasional unlucky trapper.

The lost clan of Illmire built a monolith here. It was toppled after they disappeared. Later, the first Lord of Illmire built a sturdy tower upon the ruins, in order to defend the town from bandit incursions from the swamps. Some say ruins below the keep collapsed and the whole structure sunk below the bog until nothing was left on the surface but rubble. To this day, it is clear that some structure was built here but is now being reclaimed by the swamp. Beside the ruins of the fort is a remnant of the sinking event - a deep pit that is now teeming with geckos. It also hides the trapped entrance into the last portion of the structure that remains intact.

Dungeon: The *Gecko Pit and Buried Bastion* are on a rocky area that rises out of the fens.

Gecko Fens Encounters *(3-in-6 Chance, roll 1d8)*: *1)* *Swarm of stirges [2d6].* ***2)*** *Gecko trappers [2d3].* ***3)*** *Swarm of giant dragonflies [5d4].* ***5)*** *Giant geckos [2d6].* ***6)*** *Giant earthworms [2d6].* ***7)*** *Bandits posing as trappers [4d3].* ***8)*** *Giant hawks soaring above [1d8].*

MISTY LAKE (HEX 11)

The many rivulets and streams of melted snow that cascade down the mountains come together as grassy rivers that flow through the swamp. Excess water drains into an expansive limestone basin and pools as a deep lake. It's roughly five miles long from north to south and five miles wide at its widest point. The name comes from the dense fog that forms over it almost daily and then drifts into the surrounding forest and over the swamps. It produces a 'lake-effect' in the region that gives it the abundance of rainy weather.

The lake is circled with tall reeds and willows. Its depths are thick with sticky, brackish kelp. Wildlife use the lake as a watering hole and breeding ground. The shallows are teeming with amphibians, turtles, birds, and insects in varieties large and small. Fishermen from Illmire float wooden boats to net the plentiful eels and fish inhabiting the turbid waters. In the darkest depth lurks a gargantuan sturgeon, big enough to swallow a fishing boat whole. It surfaces once a month to feed, usually on the new moon, when it is most dark at night. More troublesome to the humans are the aggressive fish people who live in caves under the lake that launch raids on the nearby farms and camps.

Dungeon: *The Prismatic Grottoes of the Fishmen* can be found below the water of Misty Lake, on the southern ledge. Going inside requires some way to breathe under water.

Misty Lake Encounters *(near the lake, 2-in-6 Chance, roll 1d8): 1)* *Giant caiman approaching [1d4].* ***2)*** *Fishermen from Illmire casting from the shoreline [2d4].* ***3)*** *Giant toads [2d4].* ***4)*** *Stirges buzzing through the reeds [2d6].* ***5)*** *Bloated body, washed ashore.* ***6)*** *Froglings on patrol [2d6].* ***7)*** *Shambling skeleton, wandered from the crypts nearby.* ***8)*** *Small cave, cultist hide-out, 1d4-1 cultists inside; chest with a potion of remove fear, +1 dagger, and 350gp.*

Misty Lake Encounters *(in the lake, 3-in-6 Chance, roll 1d8): 1)* *Fishman scout who'll sound a horn underwater to call 1d6 more.* ***2)*** *Fishermen from Illmire in a small boat netting eels [1d6].* ***3)*** *Fishman hunting party [2d4].* ***4)*** *Electric eels, disturbed by PCs [2d6].* ***5)*** *School of angry barbfang fish [1d3 swarms].* ***6)*** *Clams with 1d3 pearls worth 100gp each.* ***7)*** *Sticky kelp snags and holds them.* ***8)*** *The giant sturgeon stirs from below and investigates hungrily.*

THE REDTHORN BRIARS (HEX 12)

A huge swath of forest floor is dominated by a dense, twisted bramble of tangled, thorny vines, over ten feet tall in some spots. Nothing grows on the forest floor here except these brambles, but the old-growth trees defiantly remain. Peculiar and beautiful, the briars are full of millions of bright red, fragrant flowers that bloom on and off throughout the year, lighting up the area with color.

Despite its beauty, it is nearly impossible to pass through; anyone attempting to do so takes 1d4 (1d6 if unarmored) damage per ten feet of movement. A character in padded or cloth armor gets immediately snagged and immobilized. Only small animals able to climb through the vines safely remain in this area, as well as creatures that move through the treetops above. Characters may attempt to climb through the treetops, but falling causes 1d8 fall damage into the briars (1d10 if unarmored), plus being stuck inside the briars and having to find a way out.

The briars are an unnatural a side-effect of the *broken rosewood staff*, which lies at the center of the bramble mass. The brambles get thicker and thicker until you reach the central "eye", where the staff lies peacefully in two pieces upon a lone patch of moss with a 6' diameter clearing surrounding it. If the staff is collected and the two pieces and re-joined, tiny fibrous plant-like tendrils immediately bridge the gap between the two halves and within moments it is mended, appearing as-new. The wielder can freely command the briars and part their blockage at will.

Redthorn Briars Encounters *(1-in-6 Chance, roll 1d8)*: *1)* *Skeletons wandered from the crypts, struggling through the briars [1d4]* ***2)*** *Froglings in the trees above, hunting birds with*

slings [2d4] ***3)*** *Razorhounds, slipping quietly through the briars hunting [3d4].* ***4)*** *Remains of a previous adventurer; dead in the briar patch (320gp, +1 longsword).* ***5)*** *Enormous flock of birds; if disturbed, they all take flight and blot out the sky.* ***6)*** *Thornblights clambering about [2d6].* ***7)*** *Wild boar, dipping in and out of niches in the briars [1d6].* ***8)*** *Giant spiders feasting on a frogling that still quivers inside of a web sac [1d6].*

MOUNT SLAGMAW (HEX 13)

Looming over the hills is a grim and active volcano, blackened with soot and crowned in billowing smoke. It gets its name from the gaping mouth that spews forth ash and the occasional chunk of exploded rock. It's not unusual to see rivers of molten lava stream down the jagged, gravel-strewn face before slowly cooling into jet black stone. If it happens to rain on one of these lava streams, the rapid cooling creates tendrils of natural obsidian glass. Looking down over the rim is a giant, glowing pool of bubbling magma. The drop is steep, but there is a narrow path that leads down to the impressive entrance to a once great dwarven forge.

The lord of this forge has been cursed by a powerful fire spirit, who has turned the dwarf and his soldiers into elementals, their flesh and bone to lava and brimstone. The Lava Lord, as is now his legendary moniker, is consumed with hate and his furious tantrums threaten Illmire with ever more violent volcanic activity. The lands around the volcano are dead and burnt. A few pioneering shrubs have found footholds here and there, but the landscape has become a near-wasteland.

Dungeon: Inside the mouth of the volcano is the entrance to the *Obsidian Forge of The Lava Lord,* a short trek down a narrow stone path overlooking the lava pool in the center.

Mount Slagmaw Encounters *(3-in-6 Chance, roll 1d6)*: ***1)*** *Giant salamanders basking in the sun [1d6].* ***2)*** *A group of lava dwarfs on mindless patrol [2d4].* ***3)*** *Broken obsidian weapons; one +1 obsidian sword still intact.* ***4)*** *A troupe of dwarfs, distant cousins of the dwarf lord from far away, coming to check on the Obsidian Forge.* ***5)*** *Geological disturbance causes steam to escape; 2-in-6 chance to get hit with 1d6 steam damage.* ***6)*** *Wyvern from the Winged Roosts soaring above, 3-in-6 chance carrying prey in its talons.*

THE OLD MINES (HEX 14)

The windswept foothills here are laced with minerals and precious metals. Several mines have been built but have collapsed due to heavy rains and flooding. The Copperclaw mine was a relatively new one that successfully kept the economy of Illmire above average during operation. A freak accident lead to a death of a miner who had been cursed by The Observer; he suddenly came back as a crazed zombie and the mines had to be boarded shut.

The villagers don't understand what happened and don't speak of it, considering it a curse upon the town (Father Rand confirms these suspicions in his sermons). Eventually, Rancidius and Virica caught wind of the rumor of undead in Illmire and decided to investigate. They've been building an army of zombies ever since. The zombies can be heard screaming and hollering at night.

Dungeon: The entrance to the *The Abandoned Copperclaw Mines* is near the center of the hex, tucked in a pebble-strewn valley between hills. Crude metal tracks covered in weeds and grasses run a quarter mile toward town; rusty remnants of the mine's prosperous times.

Old Mines Encounters *(2-in-6 Chance, roll 1d8)*: ***1)*** *Bandits posing as militia [4d3].* ***2)*** *Giant geckos foraging on shrubbery [1d4].* ***3)*** *Zombie miners wandering, tracks back to the Copperclaw mines [1d3].* ***4)*** *Dire grizzly rooting around.* ***5)*** *Steep pitfall into a jagged crevasse [3d6 fall damage, save to avoid]. Skeleton holds a deed to a farm outside of Illmire.* ***6)*** *Cultists, heading towards the false watchtower [3d4].* ***7)*** *Zeshara the assassin; follows and attacks vulnerables before disappearing.* ***8)*** *Shepherds grazing their sheep in the hills [2d8].*

TOWN OF ILLMIRE (HEX 15)

Founded more than three centuries ago, this little town on the fringe of civilization has always had a pioneering spirit. It started as a settlement of stalwart gecko trappers and it grew into a bustling, fortified waystop frequented by travelers. Now the population hovers around 250 souls in and around the village, mostly farmers, miners, fishermen, lumberjacks, and trappers. It's not particularly notable; some may have heard of it but not likely as (until recently) it's had no reason to garner any attention. This has changed with the rumors of treasure outside of town in the wilderness, however.

The current leader is **Lord-Mayor Crellmont**, an aging man, who is well respected among Illmireites. His health is failing, and folks are already talking about his replacement, as he has no heirs. His nephew, an unliked fellow called **Zlatko** (willing convert to the nightmare cult), plans

to seize control of town. Rancidius, posing as the benevolent priest Father Rand, tries to get close but Crellmont wants nothing to do with him. The cult plans to sneak into his manse and turn the Lord-Mayor into a mindphage puppet.

The Mayor's mansion is currently locked up and he is not taking any visitors. The late Lady Crellmont passed over a decade ago. The Mayor's butler **Piedlund** gruffly turns anyone who comes knocking away. Piedlund is an impatient man when it comes to visitors and cares most about fulfilling his butler duties above all else. He's spooked about the circumstances and suspicious of everyone. The cult plans to turn him into a mindphage puppet too. He will not allow the PCs to enter or speak with the Mayor unless a particularly convincing argument is made.

If the PCs can reach the Lord-Mayor before the cult does, the Mayor won't have much to share, but will convey, in between coughing fits, that he does not trust Zlatko or Captain Frey. Crellmont will insist the PCs seek out Sergeant Wilfret who is stationed at the old watchtower (see The False Watchtower). Captain Frey was never a great watch captain but he certainly wasn't corrupt. He and his two personal guards investigated the cult but were ambushed and turned into mindphage puppets. Zeshara, the cult's deadly assassin, rests in town by day and operates by dark.

Dungeons: *The Inn of the Weary Wagoner and The Defiled Temple of the Luminal Star.* Both "dungeons" are apparent in town, but not obvious for what they are.

Village Outskirts Encounters *(2-in-6 Chance, roll 1d8)*: ***1)*** *Farmers heading back to town [1d6].* ***2)*** *Cultists posing as locals [2d4].* ***3)*** *Fishmen raiding a farm [2d4].* ***4)*** *Geckos, astray from the swamp [1d4].* ***5)*** *Bandits posing as militia on patrol [3d2].* ***6)*** *Mysterious standing stone [if discovered, teleport here reliably with Observer's lens].* ***7)*** *Zeshara the assassin who follows and attacks vulnerables.* ***8)*** *Fishermen from the lake, bringing back fish [1d10].*

THE LOGGER'S CAMP (HEX 16)

At the southern reach of the Redthorn Forest, lumberjacks have cleared a large portion of wood. They've built a sturdy lodge near the middle of the clearing. Their leader is a tree-trunk of a man that towers seven feet tall. He goes by **Rigdorf** and all the other jacks refer to his decision-making. He's a bit of a local legend. His story going back decade (or longer?) despite the fact that he doesn't seem that old. The other jacks say he single-handedly fell more than half of the clearing, planted more trees, and then fell all of those too. They say he donated much of the lumber to the town to build many of the structures around Illmire. Lord Crellmont, should he be asked, will attest to this as fact and remark that the tale was old when he was young.

Rigdorf carries a magical axe. He crafted it himself using lumber from the first mighty oak he chopped down using only his father's hatchet. Unknowingly, it was created using the correct materials under the correct circumstances, below the auspicious star of an ancient woodsman deity. It's enchanted with a number of properties, including limited immortality. The wielder will not age so long as they remain within the clearing of the forest. Should Rigdorf leave the clearing, he would will die.

He is ready to depart this world, but is troubled by the fishmen from Misty Lake attacking the camp. He doesn't want to leave the camp unguarded. He will pay 1000gp if the fishmen attacks are completely stopped. Once he knows the camp is safe from the incursion of the fishmen, he'll reward the party with his magical axe before bidding them farewell and wandering off into the forest. Upon leaving the clearing, he rapidly ages into a skeleton and then disintegrates into ash that blows away in the wind.

Logger's Camp Encounters *(2-in-6 Chance, roll 1d8)*: ***1)*** *Fishmen patrol [3d2].* ***2)*** *Lumberjacks felling trees [1d12].* ***3)*** *Deer, grazing in the clearings [2d4].* ***4)*** *Rigdorf, surveying and assisting other jacks.* ***5)*** *Wolves in hunting pack [2d6].* ***6)*** *Giant falcon, circling the clearing and looking for deer [2d3].* ***7)*** *Cultists skulking around the outskirts of the camp [2d4].* ***8)*** *The treant called Shushferoos quietly sobbing at the many fallen trees.*

THE KLEPPERHORN (HEX 17)

A magnificent granite peak stretches high into the sky. It's an iconic landmark visible from miles away. Travelers on the King's Highway rely on it as a waymarker. Snow sits on the mountain tops through most of the year and climbing it is treacherous at all times. Many enthusiastic climbers have attempted to scale The Klepperhorn over the past hundred years or so and nearly all have failed. Their frozen bodies are scattered all over the slopes, a grim reminder of the mountain's deadly and unforgiving nature. Climbing the mountain is no small task. It takes 6+1d6 days to reach the summit. Each day, roll for a random encounter as well as a **climbing event**.

Those who have reached the top speak of the mysterious and legendary giant known as the Mountain King. He rules the mountain from his crystal palace built into a humongous cave near the peak. He welcomes anyone who makes it to the top of the mountain and will provide food and even lodging to regain their strength. He'll then proceed to pose riddles and challenges at them in order test their heroism. If they return triumphantly from his quests, he'll want to hear the tale of their deeds and judge them heroic or cowardly. Should he deem them heroes, he'll give them rewards to encourage bigger and more amazing feats of daring.

Dungeon: Carved into the huge gypsum peak at the top of The Klepperhorn is *The Crystalline Palace of The Mountain King.*

Klepperhorn Encounters *(3-in-6 chance, roll 1d6)*: *1)* *Yeti ambush travelers from above with boulders [1d4].* ***2)*** *Hobgoblin troupe, warriors making camp and preparing an assault on the gnome caves [3d6].* ***3)*** *Raugle, steadfast guide. Willing to offer assistance up the mountain in exchange for dealing with the wyvern of the Winged Roosts.* ***4)*** *Rock gnomes, offering a handful of gems to anyone who'll stop the hobgoblins [2d3].* ***5)*** *Cave containing bizarre, natural liquid mercury pools. Cultists are inside collecting mercury in vials [1d4-1].* ***6)*** *Echoes of the booming voice of The Mountain King singing on the mountain.*

BANDIT TERRITORY (HEX 18)

The highway near Illmire has been pestered by local bandits for years, but now that the cult has taken control of the town, the bandits are emboldened and run unchecked. The cult has begun to pay them to kidnap travelers to be used as sacrifice victims. They were even able to over-run the local militia, sacking the make-shift stronghold that sits at the base of an old, defunct watchtower. The bandits now use the stronghold and the old tower as their base of operations, bringing captives from the road here before selling them to the cult for profit.

Dungeon: *The Bandit Stronghold & False Watchtower* stand prominently on a raised plateau. Dozens of tracks from the stronghold lead to the town and the highway's edge.

Bandit Territory Encounters *(2-in-6 Chance, roll 1d8)*: *1)* *Bandits, posing as militia [3d4].* ***2)*** *Cultists, on their way to the stronghold with captives [2d4 cultists, 1d6 captives].* ***3)*** *Escaped captives, starving, dehydrated, and lost [1d6].* ***4)*** *Bandits, drunk and rowdy looking for a fight [3d3].* ***5)*** *Mountain lions on the prowl [1d4].* ***6)*** *Malstern with 1d6 bodyguards traveling back or forth between the stronghold and town.* ***7)*** *Barfrain's boulder; initials BV (buried underneath is 4000gp)* ***8)*** *Zeshara the assassin keeping tabs on the bandits, but ready to ambush any targets that wander under her nose.*

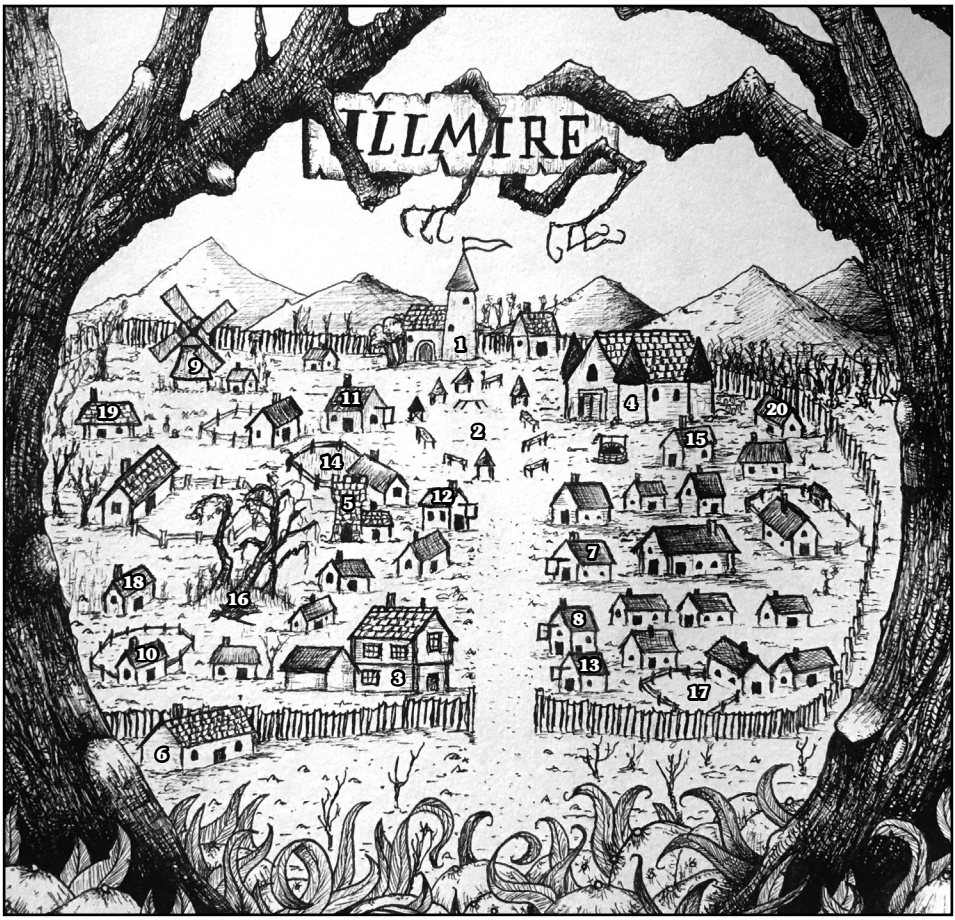
THE KING'S HIGHWAY (HEX 19)

From the kingdoms to the south crawls an old military road that was cobbled by an ambitious king. It's a busy trade route that just happens to pass through this section of the middle of nowhere. The stones are worn but were well crafted, etched with the occasional crown. It's a popular path for caravans heading to the eastern lands where trade is done with far-off peoples. It brings a few dozen folks per week through Illmire, mostly traders, pioneers, pilgrims, and miscreants. The road swings westward to run past the town before departing away. Within the last month or so, a small circus has set up shop not too far from the road. It's visible to travelers, with multi-colored banners flying above a colorfully striped tent where jugglers and acrobats perform shows twice daily for a fee of 2gp a head. They don't seem bothered that the locals aren't interested in their acts.

Here the woman called Esmeraldra is rumored to be an astute fortune teller and crystal-gazer. She provides cryptic fortunes for a price of 100gp per customer, once per day. She is secretly a powerful sorceress, the very one who summoned the demon warlords who are now imprisoned in the mountains. She bides her time, schemes, and plots, waiting for the perfect chance to strike back. She wears a silver ring with a half-moon partially encircling a pentagram. The circus is a ruse. Her minions are in disguise to throw off suspicion and hide in plain sight. The Observer has noticed them but doesn't recognize them for what they are.

King's Highway Encounters *(2-in-6 Chance, roll 1d8)*: *1)* *Locals from Illmire [2d4]; 1: Fishermen, 2: loggers, 3: farmers, 4: hunters, 5: trappers, 6: bandits disguised as locals.* ***2)*** *Pilgrims traveling on the road [2d8].* ***3)*** *Traveling merchant caravan [d4 patrons, d6 guards per patron].* ***4)*** *Bandits looking to ambush and capture the fairest among them (charisma 13+) [4d3].* ***5)*** *Wolf pack, hungry and hunting [3d4].* ***6)*** *Wandering circus folk offering performances (actually spies collecting information for Esmeraldra) [3d4].* ***7)*** *Captain Frey with goons, on "patrol".* ***8)*** *Sacked caravan, remnants of bandit activity, tracks back to bandit stronghold.*

Map of the Town



TOWN KEY
The following keyed entries correspond to the above town map.

1. Mayor's Mansion: Home to Lord Crellmont, currently stricken with the deadly *bald fever*. Gruff butler, Piedlund, tends his side.

2. Town Center: An open air marketplace where vendors usually sell goods and the occasional fancy item from afar. In the center is a raised platform and wooden rostrum for public speaking. It's quiet while the cult is in town, except for Rancidius' sermons.

3. Inn of the Weary Wagoner: See pages 20-21 for details on the inn.

4. Temple of the Luminal Star: See pages 22-23 for details on the temple. Next to the temple is the town well. A graveyard behind the temple has a secret entrance to the catacomb.

5. Barracks and Jail: The false Captain Frey and his two henchmen make their quarters in the barracks here. The jail is currently empty and sees little use under the bogus law enforcement. Bandits hired as "town guards" are negligent and susceptible to bribery.

6. Stables and Barn: Horses, ponies, and mules are stabled here. Ballard the hostler tends to them. He's naturally meek and timid, barely speaks, and will stutter, responding minimally and only when pressed.

7. Carpenter: Ruskin and his son Buel saw too much. Forcefully given mindphages and turned into cult puppets. They go about their carpentry business, grim and soulless. Wife

Wendelaine is terrified and knows something is wrong but is too scared to act, as her mindphaged husband is prone to violence if questioned. She'll be one to eventually seek the help of adventurers who seem trustworthy. "*He's not... himself anymore.*"

8. General Store: Offering a variety of tools, equipment, and sundries, this store is owned by a typically friendly old man called Petrick. He drinks more mead than water and has yet to fall ill, but he's currently paranoid. He'll rush shoppers and peer suspiciously at them.

9. Mill and Bakery: A friendly, young woman called Deela and her new husband Lanham tend the wheat grinder and bake hearty breads. They moved to town and bought the old mill a few months ago; they've been questioning their decision since. They are willing to entertain friendly visitors and, if conversation proceeds past a few glasses of wine, Lanham lets it slip that there's something wrong with the town, that the carpenter has seemed off lately, that he's seen people lurking around the temple at night, and that he thinks Father Rand is hiding something. Lanham rushes visitors out when cultists come snooping around.

10. Farmer Niles: The dairyman, his wife, and three daughters make their home here with a few scrawny, skittish cows. Niles is stressed and concerned, but is clueless on what to do. His youngest daughter is showing signs of illness. They have a dog who barks at the cultists. Cultists will soon kill it.

11. Gem and Jewel: Kellen the jeweler and his wife Maidelle cut, craft, and appraise jewelry, gems, and crystals. They've closed up shop out of paranoia, but may still do business with particularly charismatic visitors. Maidelle will fall ill soon and die within months if the cult is not stopped.

12. Weaver and Tailor: Arthik the weaver makes clothes, linens, and other woven, tailored items. He is showing signs of sickness and is sleep deprived. He will sell his wares with listless indifference.

13. Blacksmith's Shop: A big, bushy, black beard hangs on the chin of Magnus the smith. Broad and tall, he hammers away every day on metal wares, as well as his emotions, beating both into submission. Tough stoicism hides unease about the state of the town.

14. Farmer Hammack: A root farmer and his wife are cultists, victims of the mindphage. Their daughter Ava (reported missing) has been sent to the cult's lair to be used as a sacrifice. They refuse to talk to anyone who isn't "Father Rand". They scowl at visitors, slam their shutters, and report suspicious activity.

15. Miner's House: Once the home of Ferdnick Jardan. He was killed when the mines collapsed, or so his wife was told. His distraught widow, Eluta, spends her days despondent, weeping in bed. She fiddles with a silver ring that hangs from her necklace. Eluta won't see any guests, but daughter Emira will nervously admit she's heard screams coming from the temple at night. She thinks there's a secret way in.

16. Grove of Scraggly Willows: Looming over a wide clearing is a copse of gnarled, old weeping willows. Hoot owls nest in hollows high up; townsfolk let them hunt mice, rats, and other vermin. Amidst the willows is what was a small, moss-covered cottage, now toppled after the cult went searching for Yorivar the druid, who skipped town only the night before they came for him. A tracker may find footprints leading to Redthorn Forest.

17. Farmer Pickens: Old man Pickens doesn't have time for any nonsense. He's been showing signs of bald fever. His son does his best to run the farm but... "let's just say, only way Junior's gonna get any smarter would be if he died and came back as a turnip."

18. Tanner's House: Delvon the tanner sells leather items and armor. He lost his wife months back and now pours himself into his work. He thinks the town is cursed and wants to leave as soon as he can.

19. Stonemason: Jorrid the mason lost his mind from the nightmares and killed his family a week ago. He thinks his neighbors made him do it. Starving, he's shut himself inside his home, scrawling messages on the walls; half apologies to his dead family, half plans for revenge. He'll feebly attack intruders.

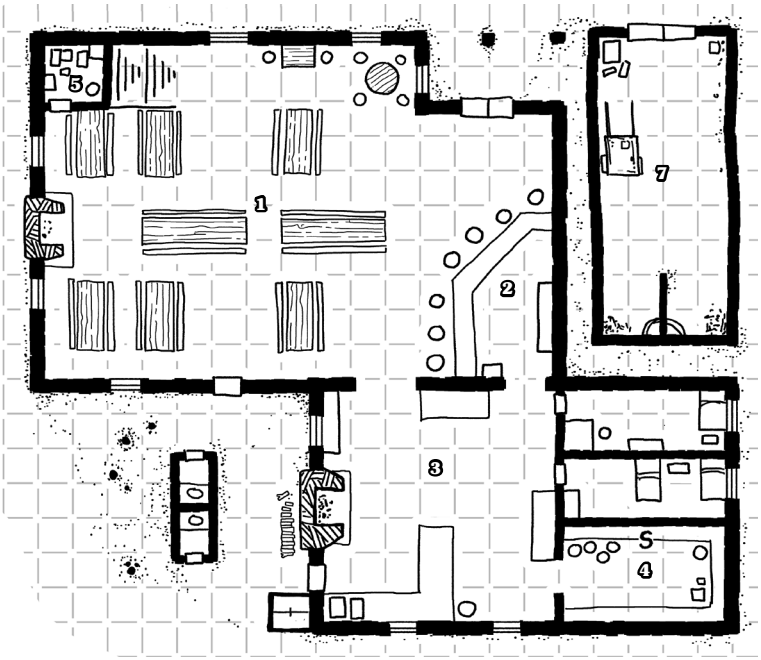
20. Shepherd's House: Out on the moor with his sheep, Shepherd Tafrick was vulnerable. The assassin Zeshara subdued him and forced a mindphage worm into his ear. He tends to his sheep like a mindless zombie. Zeshara uses his house as her quarters, only coming and going by the shadow of nightfall.

OUTSKIRTS: Outside of the town proper, there are dozens of additional cottages, huts, barns, and fields. There are several abandoned homes of folks who either died or left town. There are additional villagers who can be met in the outskirts of town (see the player handouts for more NPC townsfolk).

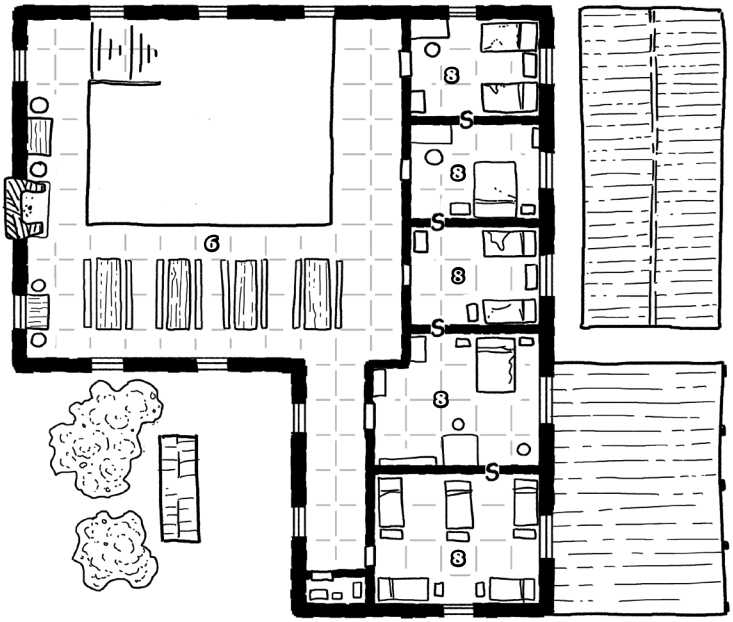
LIVING SOULS AND THE PYRE: In the beginning of the campaign, display the handouts for all of the villagers they meet in town. As time progresses, place those who die into a separate pile called THE PYRE. Dead PCs can also be added to this pile for added effect!

Inn of the Weary Wagoner

HEX 15



GROUND FLOOR



UPSTAIRS

The cult has infiltrated the old inn. The owner was turned into the brain-puppet of a mindphage worm. She goes about her normal business in mindless malaise, mumbling answers to questions and bumping clumsily into things. Cult members now run the inn. They use it as a front for profit and as a discreet way of kidnapping sleeping travelers.

1. Commons: An open dining room with several tables and a stone hearth has a lingering odor of ale and week-old stew in the air. 4+1d4 bandits from the nearby stronghold keep quiet and act like locals, but are waiting to kidnap vulnerable patrons. They'll start a fight with anyone who makes trouble and seems weak. If the party looks strong, they depart subtly and report to Malstern, the bandit leader.

2. Bar: A worn oak bar hosts stools for thirsty patrons. It's decorated with peculiar memorabilia from distant lands. Behind the bar is Birella, a dark-eyed convert who runs a front for the inn but secretly acts as an informant for the cult. She'll make small talk with strangers to gather information, advising the cult on which patrons seem harmless, dangerous, or eligible for kidnapping or cult conversion.

3. Kitchen: Two assistants, Mortin and Ormol (both cultists), prepare food alongside brain-dead Norma. The kitchen is off-limits to non-staff, yet sometimes shady folks are seen slipping back there anyway. Norma and Birella use the two adjacent bedrooms as quarters. Birella has a chest in her room that contains 180gp, a +1 dagger, a black cultist cloak, and a *potion of remove fear*.

4. Dry Pantry: Grains and dry goods for cooking are stored here. A rug on the floor covers a trap door beneath the counter leading to the cellars below. There's no lock, but cultists will start to guard it if they catch anyone snooping.

5. Storage Room: Various sundries for maintaining the inn. Stuffed in the back is a bag of rare shells and small fossils (worth 50gp).

6. Balcony: Stairs from the great room lead up to a wide balcony that overlooks the area below. More tables for patrons and a second hearth to keep it warm.

7. Stable: Separated from the main building is a narrow barn used to keep patrons' mounts safe. Ormol tends to perform the work of the hostler, though he hates it and mistreats the animals. He hides his stash of 120gp and a pair of silver rings here in a locked chest under a bale of hay. A key is in his sock. If a shady-looking PC strikes up conversation with him, he'll assume they are fellow members of the cult and will ask if they have seen the Fearmother yet (he really wants to go see her).

8. Inn Rooms: A variety of inn rooms are available. Not well maintained by current staff and in need of cleaning. Bed bugs, stains, and stink. Secret doors (false wall panels) allow cultists to quietly kidnap sleepers. 2-in-6 chance they'll try to nab a random PC who appears to be asleep.

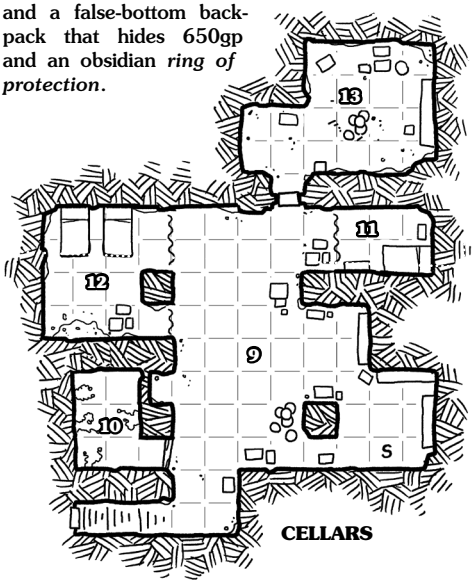
9. Cellars: Near the outhouses in the courtyard are storm-doors that lead down to the cellars. They're barred from the inside. Cultists use the trap door in the pantry to gain access.

10. Captive Hold: Usually a wine cellar and cold storage, this area is where unlucky folks captured by the corrupt staff are taken to be held until cultists from the lair come to smuggle them back. There will be 1d4-1 captives tied up and gagged at any given time.

11. Mortin's Alcove: Next to the single bed, under a pile of dirty blankets, is a chest containing a *potion of fear*, a *potion of remove fear*, a +1 short sword, 282gp, and a bag of 5 gems stolen from Kellen and Maidelle worth 40gp each. A poison needle trap is rigged if the chest is not unlocked with the key carried by Mortin around his neck. The trap will deploy if someone tampers with the lock mechanism. It pokes the tamperer's finger to cause sleep for 1+d6 hours, save to resist. Mortin checks on the area regularly and will kidnap and torture anyone found asleep.

12. Cult Hideout: Curtained off alcove used by cultists as quarters while operating in town. A crate holds a *vermicious vessel* containing a mindphage and 100gp worth of spices and salts. The key to area 13 sits on a small table.

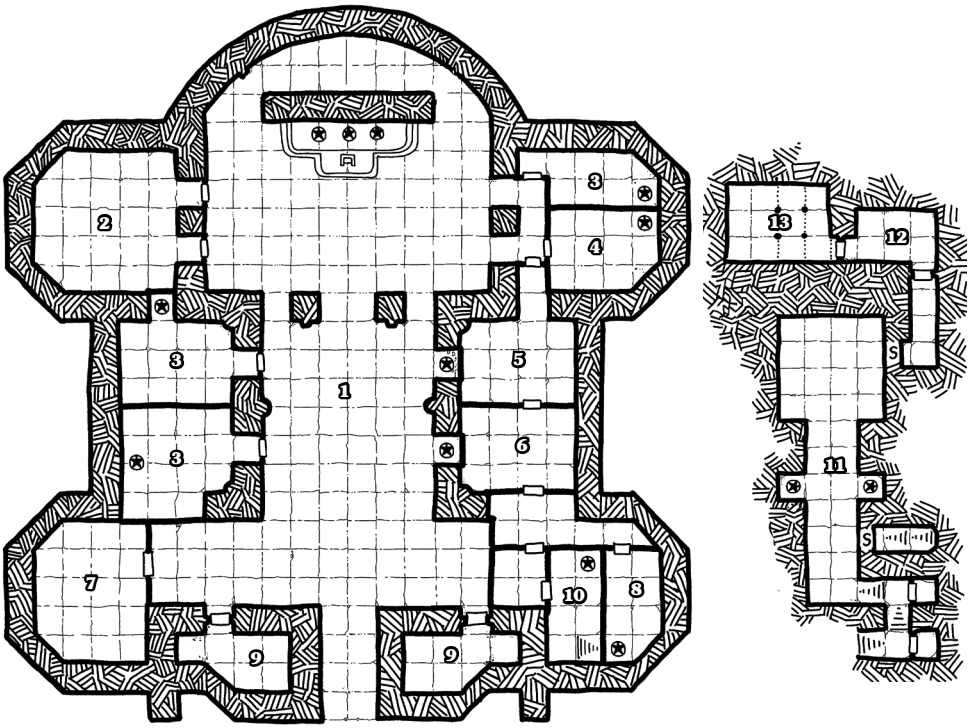
13. Wine Locker: Heavy locked door. Stored here are 1d6 wine casks, two fear potions, and a false-bottom backpack that hides 650gp and an obsidian *ring of protection*.



CELLARS

Defiled Temple of the Luminal Star

HEX 15



What should be a holy temple dedicated to the lawful gods of humankind has been secretly ransacked and desecrated by the nightmare cult. It remains closed to the public for "renovations", the front door barred from the inside. Three cultists, disguised as temple guards, patrol the courtyard at all times. The cultists use a secret entrance, a hatch inside of an unmarked mausoleum in the graveyard, to access the crypts below the temple.

1. Worship Hall: A skilled climber may be able to scale the building and enter through a window above. Ornate archways buttress a long stone chamber. Past a pair of great pillars is the temple's altar. A once peaceful place of worship has been pillaged and wrecked. The altar has been smashed and the stone statues of lawful gods toppled. Rubble and debris litter the area. Six cultists labor to build a new altar and will attack intruders. One of them carries a *scroll of remove fear*, a *+1 dagger,* and two rubies worth 50gp each. The front door can be unbarred from the inside.

2. Communion Chamber: Normally an area to share wine and discuss the matters of the day, the cultists use this chamber as their grungy quarters. The wine is gone. Four black cloaks can be found here, plus a sack of 140gp. 2+1d4 cultists are in here, half sleeping, half whispering to one another.

3. Meditation Rooms: These rooms were used by good-aligned monks to pray and meditate in peace. The statues have been defaced. These rooms are empty otherwise.

4. Captive Holding Room: This chamber is locked shut using a chain and metal pin, but it can easily be removed from the outside. 1d4 terrified kidnap victims inside. They must be escorted out; otherwise they are too scared to go on their own.

5. Library: Toppled bookshelves and a broken desk remain, the literature long since burned by the cultists. Hidden in a compartment in the wall are divine scrolls of *detect evil* and *protection from evil.*

6. Tapestry Room: Once the display of holy tapestries, they've all been torn down and burned. The cult now stores their in-town supply of fear potions here. A crate holds 2d6 potions. They concoct some sort of ritual brew by combining the potions and the defiled holy wine stolen from the communion chamber. 1d4 cultists are in here imbibing the brew in some sort of impromptu ritual. They scream and attack wildly if surprised. The brew, if drank, will cause a strange euphoric trance for 1d4 hours, punctuated by several bouts of extreme paranoia and perverse, nightmarish hallucinations. A cultist wears a golden anklet worth 125gp.

7. Reliquary of the Luminal Star: The door has been covered with a black tarp, scrawled with demonic symbols in blood. It covers an ornately carved wooden door that's been marred and ripped. This chamber holds the namesake of the temple, *The Luminal Star,* that stands defiantly on a pedestal surrounded by skulls of sacrifice victims the cultists have fearfully placed as a ward to its power. Only a good-aligned cleric of level 2 or higher may grip the weapon without being shocked by its holy might (a cleric of any level will sense this).

8. Priestess Quarters: This room serves as quarters for the Priestess Nivendra, once a devout and loyal cleric of the lawful gods, she is now controlled by a mindphage worm. This particular specimen is larger and more intelligent than usual, making Nivendra a particularly convincing mind-puppet; she is more lively, sharp-eyed, and clear-headed than others. But she is completely under the control of the worm and a zealous servant of the cult. If discovered by outsiders, she'll pretend to be a victim and ask to be rescued, claiming to have been locked in her chamber for months. She will flee town and warn the lair of troublemakers. If discovered to be under the worm's control, she'll fight viciously, to the death, unless the worm is extracted. If it is removed, she can become a valuable ally, able to cure diseases, lift curses, and supply holy water. She wears a +1 *ring of protection*. In her room is a locked chest; she claims she doesn't have the key, and warns them not to try to open it. She actually has the key hidden in her sandal. The chest is trapped to release a cloud of poison gas 5' in diameter if it's not unlocked with the key first. It will also unleash this gas if the chest is bashed open. It contains 485gp, a featureless porcelain mask, a scroll of *cure light wounds,* and personal letters from Nivendra's family.

9. Storage: Closets used to store things for the temple. Several candles and torches can be found, as well as a lantern, a shovel, and three coils of rope. Below a false flagstone is a marble box containing an exquisite golden pyramid worth 750gp.

10. Stairway Room: A set of stairs lead down into the catacomb below. The statue here has its head cracked off. It lies on the floor next to a row of skulls the cultists have ritually placed. The grim stench of death wafts up from the stone descent.

11. Catacomb: The stairs flow down to a pair of landings with alcoves for storing urns; the urns are smashed and the ashes scattered. At the end of the stairs is a catacomb lined with coffins. One contains a gold necklace and bracelet worth 100gp each. 5 zombies lurk in the shadows, ready to attack intruders. A false wall acts as a hidden exit to a staircase that leads to a secret hatch in the mausoleum outside. Another secret door to area 12 requires pushing on a wall tile etched with a skull. The tile is warded with *cause light wounds*, cast on whoever touches it (other than Rancidius himself). If pushed with an object instead, it won't trigger the spell.

12. Rancidius' Quarters: 2-in-6 chance to step on a floor tile warded with a *cause fear* spell while passing through the narrow passage. The door is locked, but can be picked or forced. Rancidius lairs here at night. He will only fight to the death if cornered; he'll never surrender. But he will flee if possible and attempt to let the fearspawn dispatch the enemies instead. In a locked chest (Rancidius holds the key), is 850gp, two *vermicious vessels*, and a note from Virica instructing him to order more captives to sate the Fearmother's growing desire to torture victims to elicit terror (see handout).

13. Lair of the Fearspawn: The cult has hidden the fearspawn here in order to feed off of the fears of the townsfolk. The chamber is warm and rank, smelling of rot. Strange, viscous ooze drips from the ceiling. Lurking in a pool of gore is the fearspawn. To appease its desire for fearful trinkets, the cultists hide one of their prized treasures: the *Deathly Spade*. The ominous item sits atop a gray, marble pedestal for display. Next to the spade is a human skull, painted black with a candle lit upon its head.

Rancidius the Defiler



The evil sorcerer cleric, zealot, manipulator, and all around dastardly fellow called Rancidius, shares leadership of the cult with his twin sister, Virica. Together they mastermind the operations of the nightmare cult in service to their sinister idol. Rancidius falsely represents himself as 'Father Rand' to the townsfolk of Illmire, a priest who was called there to help "ease" the troubles of the people. Little do the people realize that he and his cult are the source of their troubles.

The sermons delivered by Father Rand seem benign at first, almost helpful. But they quickly take a dark turn. He will point to recent deaths in town, play up the drama of the tragedy, and warn the other townsfolk that they are next if they do not follow his advice. He'll assert that the disasters befalling the town will only get worse due to the corrupted souls of the people.

He threatens fire and brimstone, with the only salvation being repentance. This is just a trick to turn the folk into paranoid informants who keep tabs on each other because they're afraid not to. The end result is a terrified town whose fear is palpable to visitors and literally delicious for the fearspawn that lurks below the temple.

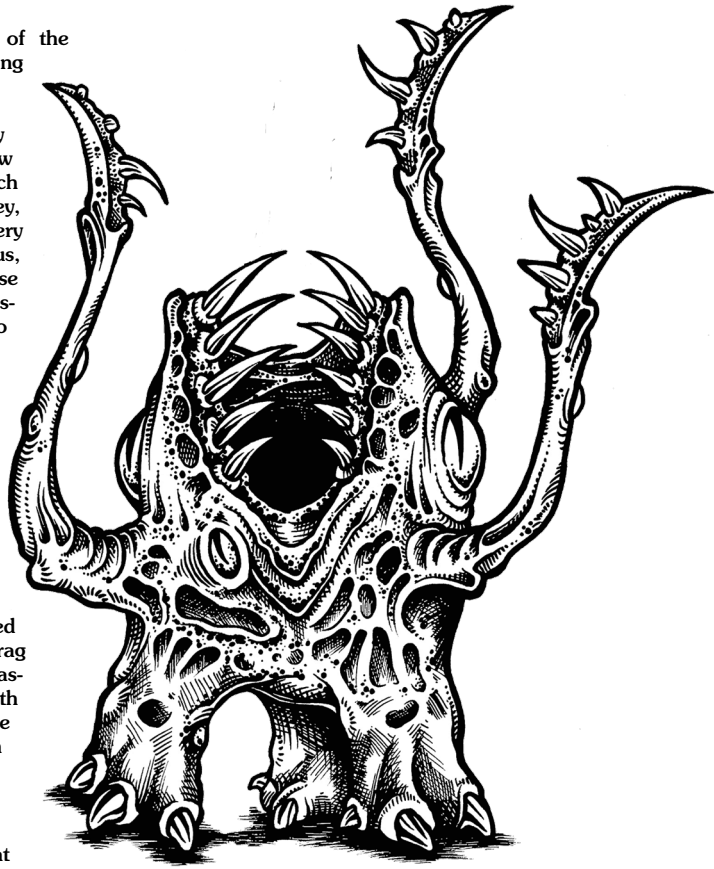
If confronted, he'll attempt to lie his way out, claiming to be in hurry and he will meet with them later. If pushed, four cultist bodyguards will intervene and fight if needed while he flees. If adventurers attempt a fight in public before gaining the trust of the town, the cult will appeal to the townsfolk to help, who will also step in.

If the town is somehow successfully turned on Rancidius, he will retreat to the temple, using the secret entrance. If anyone tries to pursue him into the crypt, he'll unleash the zombies on the town and retrieve his prized possessions from his lair before trying to escape through the front door and out of town. If adventurers pursue him into his lair, he'll attempt to cast *fear* and then *darkness* before trying to escape. He'll leave his possessions behind in this case, if it means getting away with his life. If allowed to escape from town, he'll return to the lair hastily to warn his sister, Virica. They will then begin to mount a campaign of retaliation until the offenders are slain.

Rancidius wears a *necrotic charm* that makes it so skeletons and zombies ignore him. He also has a *ring of protection*. He'll attempt to retrieve *The Deathly Spade* from the fearspawn's lair before he leaves town but may forgo taking it in a hurry. If he's able to grab it but is then cornered, he may use it to fight with instead of his own dagger.

Rancidius may try to recruit the adventures to join the cult. If they refuse, there will be an attempt to subdue them, one-by-one, and take control of them using mindphages. There is also a chance the cult may be able to toy with some of the PCs before anyone notices that something is amiss. In this case, try to have "Father Rand" coerce the character into assisting the cult under the false premise of helping the town. He'll try to extract details and secrets about the party or individual PCs. He'll possibly even try to turn the PCs against each other by privately sending notes that implicate other PCs as members of "a nefarious group plotting our demise".

Fearspawn



From the wretched womb of the Fearmother, these disgusting creatures spew forth every few months and begin to consume meat, preferably dead and rotting. They grow rapidly in size until they reach about 900 pounds of ropey, gray muscle. Their leathery skin is covered in a viscous, caustic mucus which they use to partially digest the carcasses of creatures they plan to consume. The creatures are incapable of vocalizing but make sloppy, fleshy smacking noises and deep growls.

They pile their meats into the center of their lair and nest inside the decaying flesh. When the meal is sufficiently decomposed, they use three whip-like appendages topped with hooked barbs to drag strips of rotten meat to a massive, gaping mouth lined with chomping teeth. They have two sharp eyes and can see in the dark. They hate sunlight and are blinded by it.

But the meat only partially sustains their hunger. What truly gives life to their dark hearts is *human fear*. These otherworldly creatures are native to some forsaken plane of nightmares and are thirsty for the natural saturation of terror that exists in their home reality. They subsist off of the paranoid, frightened villagers nearby but crave true proximity to terror. They beckon the cultists to bring victims to torture and abuse within their lair, all in the name of absorbing that sweet, sweet fear.

If the Fearmother is slain or they travel more than 200 miles from her, the fearspawn will eventually become dormant and sedentary. Then, over a year or two, an individual will grow fat and bulbous. Over the course of about five years it will form into a whole new Fearmother.

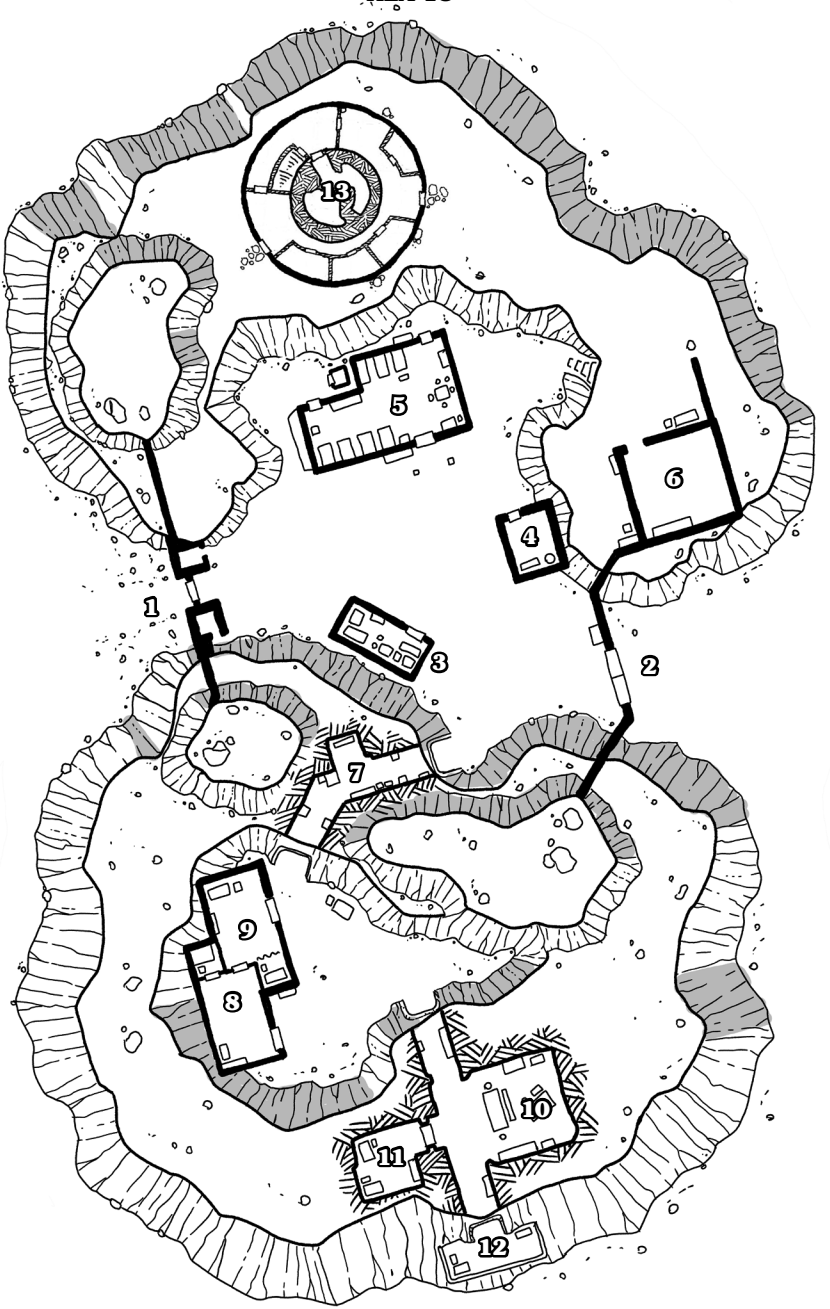
Even though they cannot talk, fearspawn are able to plant suggestions in the minds of intelligent creatures. This communication comes in the form of spine-chilling, echoing whispers that seem to originate from inside the listener's own head. In addition, the person hearing these whispers is strangely driven to follow its bizarrely compelling commands. The whispers sound like the listener's own voice mixed with the voices of a hundred other random people.

A fearspawn will fight viciously if intruders attack it in its lair, using its long, barbed whip-arms to slash at victims. Anyone who enters its lair must save to resist supernatural fear. As a partially mindless servant of its Fearmother, it will never retreat and will fight to the death. It has no use for treasure but enjoys the presence of objects that have stricken fear into the hearts of people before.

It cannot be killed without chopping it into pieces and burning all of the pieces to a crisp. Otherwise, it will regenerate at a rate of 1d6 hp per day, eating any pieces of its own body that were lopped off in the battle and growing new tissue to replace the damaged flesh.

The False Watchtower & Bandit Stronghold

HEX 18



On a windy plateau rises an old, stone tower once used to watch out for brigands. Now those very brigands have ransacked and taken the tower. They've slain the militia and took the sergeant captive. They now occupy the stronghold and pose as militia to abuse the roads. Their leader is a cruel, greedy man called Malstern who commands them with an iron fist.

1. West Wall & Gate: Heavy wooden gate with iron banding. Guarded by 2d2 bandits, plus the dragoon called *Rohn*. Archer standing watch on the rampart will fire down upon intruders who approach. They have a horn to sound alarm. This will muster the bandits to attack.

2. East Wall & Gate: 1d4 bandit guards and a sharpshooter with a crossbow watch this side of the stronghold.

3. Larder: Piles of dry goods, grain, produce, and meat. Enough food to feed twenty people for a fortnight, or two if rationed.

4. Storage: Rickety shed holds tools and wood. Lock-box hides 100gp and an etched golden bracelet with gems worth 150gp.

5. Bandit Lodge: Several bunk-beds; dirty and unkempt. Table, with chairs, serves as a space for gambling. 3d4 bandits, half sleeping and others keeping busy. Those awake will arm themselves and rush at any sign of trouble. Those asleep take 2d4 rounds to be at the ready. 2-in-6 half the bandits are drunk (-1 to attack, -1 AC).

6. Captive Paddock: Steep pit dug here. High stone walls around the outer edge to keep the captives secure. 4d4 captives, half locals, half travelers from afar. They are scared and starving. They'll flee to the town if freed.

7. Thru-Tunnel: Passageway carved through the plateau. Bandits keep crates, boxes, and barrels; stolen bounty from the road. 300gp worth of commodities including salt, spices, silks, canvas, furs, ale, and wines.

8. Malstern's Quarters: Lavish room adorned with silks, fancy pillows, ornate furniture (worth 500gp). 2-in-6 Malstern is here. He keeps captives as slaves, one male and two females. Male is a local teen from a nearby farm; females were pilgrims on the highway. 200gp worth of art can be found here, plus Malstern's pack which contains dry rations, mastercraft lock picks, 500gp, a +2 dagger, and key to the slave shackles.

9. Vault: Doors are locked. 1100gp in loot (three gold candelabras, a silver chalice, a silver mirror inlaid with gems), and 1500gp in an oak chest (locked and booby-trapped with a dart).

10. Armory: 15 sets of short swords, javelins, and padded armors. Two sets of leather armor and a set of chainmail. Three longswords, two crossbows, 90 bolts, a longbow, 100 arrows, and six daggers. A mace, and a +1 flail.

11. Cultist Retreat: While visiting, Rancidius and Virica use this room as their quarters. There is a 1-in-6 chance Rancidius is there. Empty shelves and a silver candelabra worth 100gp.

12. Balcony: A balcony extends from the plateau; 3-in-6 that a sentry with a bow stands watch. Requires a climbing check to reach from the ground.

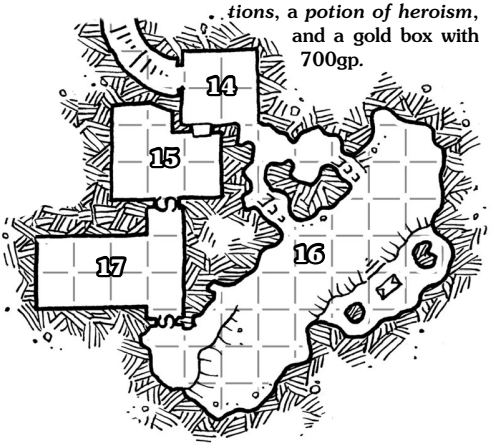
13. The False Watchtower: Old stonework is solid, but the tower is largely useless as the wooden structure inside has rotted and collapsed. Only the stone outer shell remains. Two flights up are narrow windows; bandits have secured ropes with hooks at each and can climb up, perch on a ledge, and fire down at intruders. 1d3 bandit archers are available to do this. Inside are small rooms with crumbling walls. Four bandits use these rooms as their quarters. There is a central stone alcove with no roof. This is Rohn's quarters; he keeps a strongbox containing 230gp. There is also a stone staircase that leads down to area 14. A foul stench wafts up from below.

14. Grim Landing: Atmosphere here takes a noticeable turn toward weird and uncalm. There's a 2-in-6 chance screams can be heard coming from the torture chamber. Air smells putrid. A sturdy wooden door; locked during torture sessions. A natural stone passage leads downward from the corner of the room to the southeast.

15. Torture Chamber: This room features a pair of stone tables. Strapped to the tables are a pair of injured captives. One is a blind monk named Varoo, captured from the Temple of the Luminal Star. The other is Sergeant Wilfret of the militia. Malstern takes particular delight in torturing them, and keeps them here most of the time in some sort of painful position. They're incredibly thankful to anyone who frees them. It takes weeks for them to recover from their wounds.

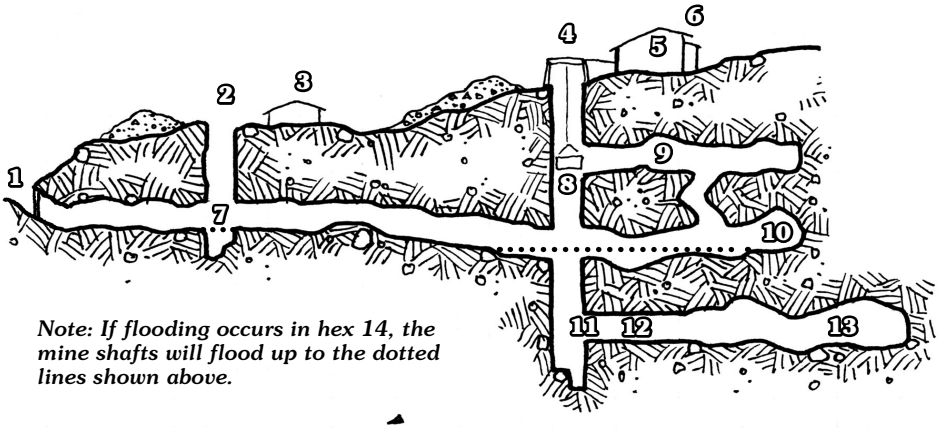
16. Fearspawn Cave: Natural stone chamber, reeks of decay. Ooze drips from the walls. A fearspawn lairs here. It feeds on a pile of corpses and attacks anything that enters the lair that isn't a cultist. The *Athame of the Haruspex* sits upon a bloodstained altar.

17. Knight's Sanctum: Bandits don't know about this old bolthole designed to hide in during sieges. A knight of Zenovia turned it into a shrine years ago. If freed, Wilfret leads saviors here, past a secret door. Stored upon ornate pedestals are the *Zenovian Mail*, the *Tetractys Blade,* the *Horn of the Bullwind,* three *healing potions*, a *potion of heroism*, and a gold box with 700gp.

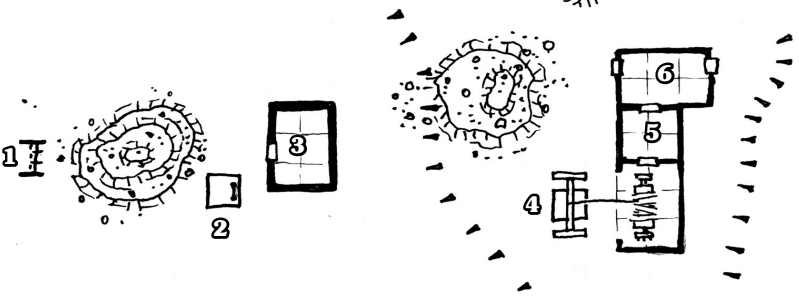


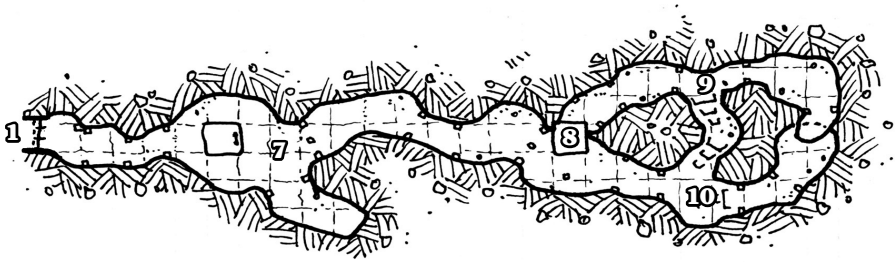
Abandoned Copperclaw Mines

HEX 14



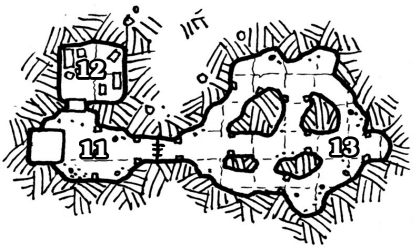
Note: If flooding occurs in hex 14, the mine shafts will flood up to the dotted lines shown above.





A miner met his demise in the bowels of this mine, but he didn't stay dead. He rose as an undead zombie and killed several others before the mine was boarded shut. The locals have forsaken the whole area in response and dare not speak of it. It was tales of this incident that lured Rancidius and Virica to Illmire in the first place, and they have since began to study the zombies inside.

But they weren't satisfied with just a few undead. They've begun to dump the bodies of kidnap victims down the shaft, building an army of zombies to unleash on any organized force that might challenge their plans. Dozens of ravenous, howling undead lurk in the darkness below, along with a hellish fearspawn that lairs in the deep.



1. Locked Entrance: The main tunnel into the mine was boarded shut. An iron gate was constructed as an added precaution. Rancidius now holds the key to the lock that chains the gate shut.

2. West Shaft: A metal hatch covers a portal in the ground. It's warped and rusted, barely on the hinges. A 20' vertical shaft of stone that's been chipped away in search of copper drops precariously below. It leads down into pitch black tunnels. The walls are slick and sheer; a very difficult climb without the aid of ropes. 3-in-6 chance to hear wailing, hooting, and hollering coming from below. The smell of death emanates from the shaft.

3. Miner's Shack: Face down on the ground outside a tin shack is a sign; painted on the front it says, "*The mines or the poorhouse, take your pick*". The metal door is stuck and will make a loud, screeching noise if forced open. The inside is empty except for dirty blankets and the half-eaten, mostly desiccated corpse of a miner. He clutches a tattered shred of torn, black fabric in his hand. There is remnants of a camp just outside the door, 1d12 hours old. 1-in-6 chance that 2d4 cultists are here dropping 1d4 captives into the west shaft.

4. Lift Winch: The winch here still works. The rope is thick, but old and fraying. Using the lift requires someone to turn the winch wheel to raise or lower the cart. The gears are rusty but will turn for anyone with 15 or higher strength (if lower, must roll). The lift can be lowered all the way to the bottom or raised above the surface through a hole in the ground. The lift cart is empty, but seems abnormally heavy; a zombie clings to the bottom and will spring upon the group if the cart is raised high enough. If the rope is made to bear additional weight beyond two humans, the rope fails and breaks after it is halfway extended; the cart plummets two stories (dex check or 2d6 damage).

5. Storage: The storage room was used for miners to keep dry goods and other basics. All the food has gone to rot or has been raided by animals. Hidden behind a cupboard are two bottles of fine rum worth 100gp each. Also here are piles of discarded crafting materials, including iron and leather scraps, various tools, and wooden planks.

6. Workshop: Several pickaxes are piled here along with a pair of sledge hammers, a pile of pitons, three coils of rope, and a pair of harnesses for descending the vertical shafts. The shop can also be used to craft items.

7. Main Tunnel: A dank tunnel, ankle-deep with puddles of rain water. Nauseating smell and questionable piles of rotting flesh on the ground. 3d3 zombies lurk here in the shadows then charge at anything that enters.

8. East Shaft: A 90' vertical shaft that plunges into darkness. The mining lift descends from the top. When flooding occurs in the hex, storm water will flood the lower portions of the shaft. It takes 1d6 days to drain after the rain stops.

9. First Landing: A slippery stone ledge leads eastward through a narrow tunnel. Then a rough, stone staircase leads down to the second landing below. Proceeding past the staircase leads to an alcove where a barrel hides 200gp worth of gold nuggets under a pile of rubble and 1d3 giant ticks hiding inside.

10. Second Landing: 2d4 zombies shambling in the shadows. All the way in the back is a cave where the walls glitter with streaks of silver. A dead cultist is half-eaten and crumpled up in the corner. Just out of her reach is a *necrotic charm* with a broken link in the necklace. In her satchel, well-tied shut with a triple-knot, are a *scroll of sleep* and a *scroll of detect magic.*

11. Third Landing: The shaft drops a few feet below the ledge of the lowest floor of the mine. It opens to a dank chamber with a low ceiling chiseled out of the stone. A dark, silent tunnel leads to the east. There is a wooden door that bars entrance to the depot to the north; whimpering and growling noises come from behind it. There are lanterns on the ground, lit if cultists are nearby.

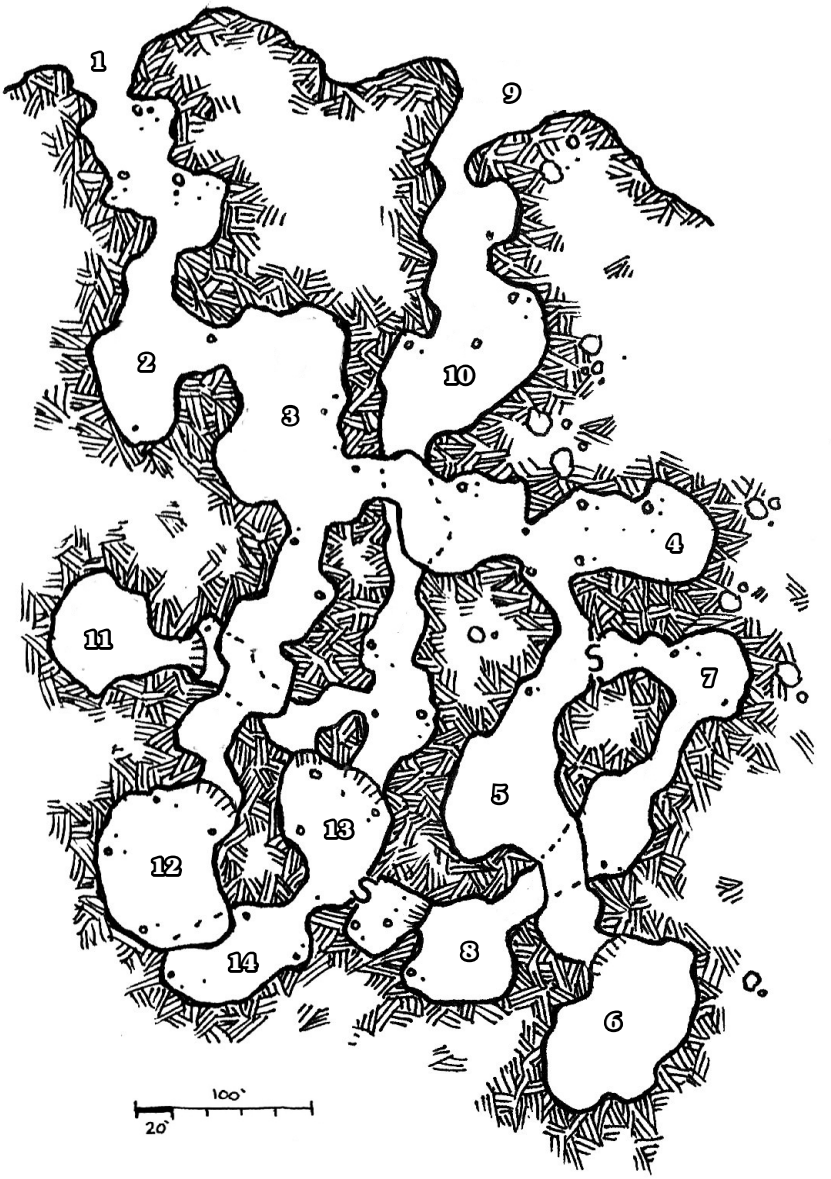
12. Depot: Sacrifice victims here (1d4-1); tied up just out of reach of a zombie who is chained up against a wall. Their fear feeds the fearspawn that lairs in the nearby deeps. 1-in-6 chance Rancidius is here torturing, otherwise 2-in-6 chance 1d6 cultists are here.

13. Deeps: A rusty iron door with heavy bars has been installed and braced with crossbeams. A chain with a lock secures it. The key hangs from a hook on wall a few feet back. It's pitch dark beyond the door. Any noise will summon a small horde of ravenous zombies to slam against the door and reach through to grab at anything alive. There are 10+1d12. The original cursed miner is here. He wields a pickaxe with deadly accuracy (+1 to hit, +1 damage) and has a gold ring inscribed with the initials FJ. A fearspawn lurks in the darkness of the southernmost tunnel, nesting in pile of filth and rot. Nearby, Rancidius and Virica have stashed a chest containing 4000gp.

Random Encounters: 2-in-6 chance every 10 minutes or after making significant noise. **1)** 1d4 slathering zombies. **2)** 1d6 anxious cultists. **3)** 1d4 corpse crawlers. **4)** 1d3 fiendish apparitions. **5)** Zeshara the assassin, lurking about. **6)** Rancidius, visiting to torture captives and check on his army.

Prismatic Grottoes of the Fishmen

HEX 11



Deep below the murky waters of Misty Lake are a series of underwater grottoes with breathable air pockets. The caves serve as a lair for a clan of fishmen who hunt and gather the bounties of the water. Incursions into their territory are driving the fishmen to take vengeance upon humans by raiding the nearby settlements. But they are no mundane beast-folk; they are transformed warriors of the lost clan of Illmire that disappeared centuries ago. The Observer cursed them to this existence in a fit of rage. Their caverns are magical, but tampering with the strange stones can draw the ire of a terrible, giant sturgeon that dominates the lake's depths.

1. High Entrance: A yawning cave mouth obscured by dense aquatic foliage. PCs must push through thick weeds to get in (2-in-6 chance to get caught in sticky kelp).

2: Sticky Kelp Thickets: Area is full of strands of sticky kelp that create a dense underwater forest. There is a 3-in-6 chance to get stuck moving through. Getting free requires strength check or blade. If sliced off, kelp remains stuck to PC and may drag them down.

3. Pearly Cave: Large cavern covered in clams. 1d6 large ones containing pearls worth 200gp each.

4. Leech Lair: Walls are dark and slimy; covered in hundreds of leeches. The glint of gold (*ring of water walking*) may tempt someone to swim inside. A giant leech attempts to attach to the intruder with its sucker. Kelp covers the walls of the passage to area 5.

5. Eel Nook: A depression in the cavern wall is the chosen resting place of a writhing swarm of electric eels. They snack on leeches nearby and frenzy on anything that disturbs them. If startled, they simultaneously unleash a jolt of electricity that shocks all within 10' for 1d8 damage, save vs breath weapon for half. Under the swarm is a huge clam with a pearl worth 600gp.

6. The Red Grotto: The tunnel here rises to an air-filled chamber with a ceiling of 5'. The floor is grimy and very slippery. Bones, dead fish, dried kelp, and excrement create a dreadful stench. Lair of a giant snapping turtle who attacks anything that dares to enter. Huge petrified clam holds the *Vermilion Pearl (magical and glowing red).* Thin layers of grime cover the *Vitellary Tablet,* which leans slanted against the wall (see handout).

7. Secret Passage: Thick patch of sticky kelp covers a narrow passage. Can't be seen without parting kelp to reveal. Just beyond is a bunch of scurrying crabs who live inside an old suit of plate armor, now rusted and covered in kelp weeds. A grinning skull peeks through the helm.

8. Secret Treasure Chamber: The fishmen leader hordes the treasure recovered from victims or otherwise things found in the lake. There is an old, mossy chest. Inside is 2650gp, 1d4 diamonds worth 100gp each, a water-tight scroll case with a *scroll of water breathing* and a *ring of freedom*. The tunnel then rises into an air-filled grotto with an entrance to area 13.

9. Low Entrance: Two fishmen watch this entrance. It is covered with sticky kelp, but the fishmen can move through it without getting stuck. If intruders are spotted entering the cavern, one of the fishmen sounds an underwater horn to warn the others and summon 2d4 reinforcements who all attack with tridents.

10. Fishmen Common Area: Here 2d6 fishmen are gathered, half resting and the others readying for a hunt. They prepare meals and feast here as well; the remains of fish and mollusks float all through the murky water. The fishmen attack intruders.

11. The Yellow Grotto: This place is sacred to the fishmen. There are offerings at the entrance (580gp, platinum necklace worth 600gp). Protruding from the grotto's walls are seven stones, each with a rune etched on the face. Five positioned around the chamber, one on the floor, and one on the ceiling. Touching them emits a loud, ringing tone that resonates inside the chamber. Each stone is a different musical note; the highest note is on the ceiling and the lowest on the floor. Fishmen fear this room, for playing the tones draws the ire of the sturgeon who attacks the lair (but is too big to get inside). If the sacred pattern is played (as per the Vitellary Tablet), a hidden chamber opens to reveal a petrified clam with the *Vitellary Pearl (glowing an eerie yellow).*

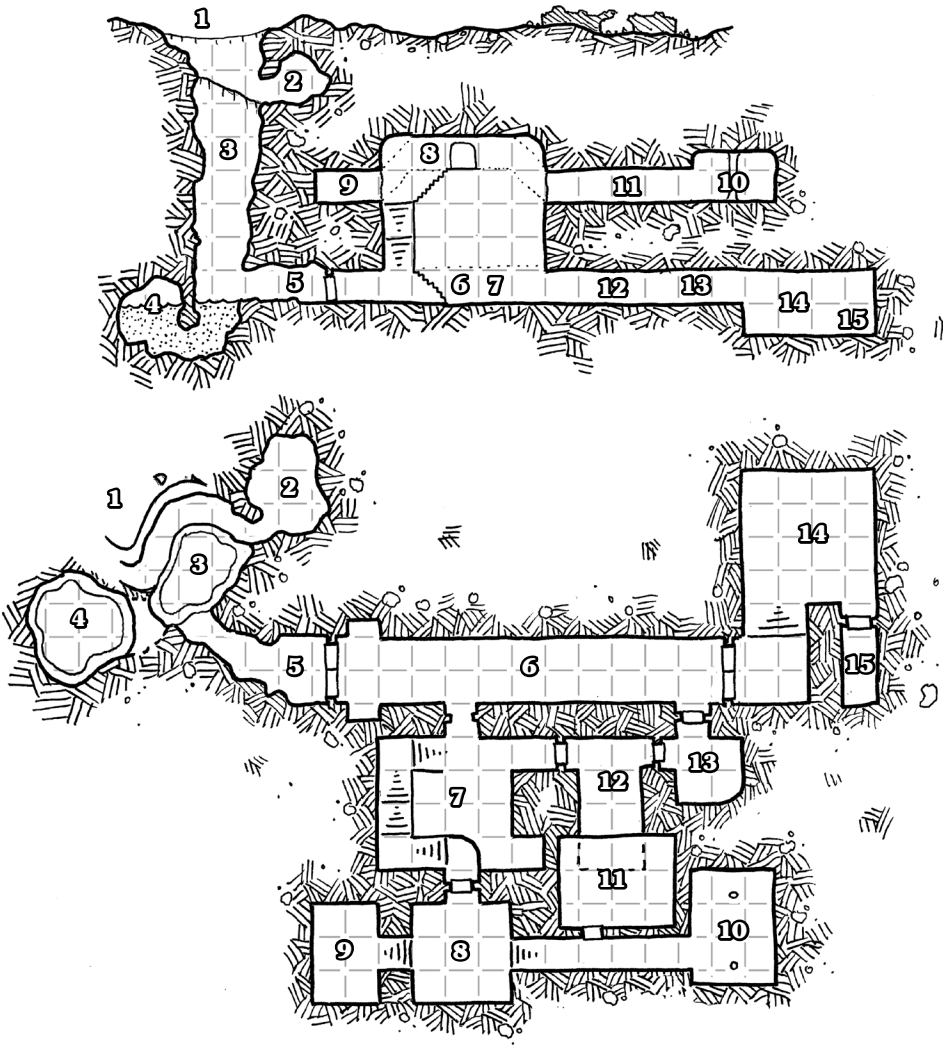
12. The Blue Grotto: Air-filled lair of a giant, albino caiman. It is hungry and will try to eat anything that looks edible that enters its lair. A petrified clam displays the *Azure Pearl (pulsing a soft, blue glow).*

13. Fishman Lair: 4d6 fishmen here. Half will stay and defend, the others will retreat from the lair and out into the lake if possible, or else retreat to area 14. The fishman leader always stays to defend. He holds a driftwood staff, affixed on the top is the *Eel Talisman* (see pg 39). He will only part ways with it if he returns to human form (using the *Paradoxides Amulet*), or else over his dead body.

14. Altars of Prismatic Light: A pair of altars with small spherical divots. Placing a pearl on an altar causes a beam of light to shine from underneath; the pearls then emit a watery glow (red, blue, or yellow). If two are placed, their colors mix in the middle and shine upon the wall where a magic rune is etched. When the glow of one or more pearls shine upon it, the rune lights up that color. When two colors are mixed, something happens. If green (blue + yellow), choking gas is released into the chamber (1d6 damage to all in chamber, save for half). If purple (blue + red), caustic liquid sprays from the altars (1d10 acid damage to all nearby altars). If orange (red + yellow), a hidden hatch opens with dramatic flames that spew out, but then reveals a small alcove whereupon the *Paradoxides Amulet* is displayed.

Gecko Pit & Buried Bastion

HEX 10



For centuries, this old fort protected the county from bandits and monsters wandering the swamps. But it was built upon an unstable foundation of porous limestone. One day, a huge sinkhole opened beneath the fort and it collapsed in on itself. Trapped below was a notoriously cruel bandit, Barfrain the Black, and a detachment of sentinels left to guard him. They all starved to death, and the unnaturally hateful spirit of Barfrain became a vengeful wraith. The skeletons of the guards are animated by its presence and attack any trespassers.

1. Mouth of the Gecko Pit: A gaping hole in the ground with a rocky lip encircling it. Moss and lichen grow on the walls. The area is infested with giant geckos. A slanted and slippery ledge tracks down to area 2. There is a 2-in-6 chance of slipping into the water below.

2. Gecko Cave: Giant geckos, capable of scaling the slick walls easily, make use of this cave as a den. There will be 2d6 geckos here resting, eating, and cooling off. A search will reveal a half-eaten bandit body with a ruby-hilted dagger (worth 200gp).

3. The Long Descent: A 40' fall down into a pool of murky rain water. At the bottom is a layer of mud and detritus, and an underwater tunnel. 1d6 giant geckos cling to the walls.

4. Gekoda's Lair: Anything big that falls into the pool will get the attention of the gecko empress "Gekoda" (as the froglings call her). Otherwise she'll remain in this grotto, able to sense the movement of anything that swims into her lair. She'll try to swallow whole anything human-sized or smaller, and take bites from anything bigger. Out of water, she can also spit a viscous goo from stink sacs inside of her throat. Her pulsating eggs cover the ceiling and hatch suddenly if disturbed. Her hide can be made into scalemail +2.

5. Verdigris Doors: A motionless skeleton leans against the wall here, clutching a silk bag of gems (300gp worth). Heavy doors made from brass, now covered in verdigris, are adorned with bronze cross patterns that seem to be laid flat against the surface. The doors share a single vertical handle depressed into the seam. Turning the handle clockwise causes a sharp metal iris to close rapidly, severing the turner's hand. A cross on the left door rapidly spins at the same time. To open the iris, the cross must be rotated back against the internal spring until it locks in place. The mechanism can be jammed to prevent it from rotating, disabling the trap. Rotating the handle counter-clockwise unlocks the door. The door will swing itself shut if not propped open; there is no way to open it from the inside. Anyone beyond the threshold will be trapped inside until the doors are opened again from the outside.

6. Hall of the Damned: A large, dank, stone hall. Water drips through cracks in the sagging ceiling. When entered, the booming, otherworldly voice of Barfrain echoes the words "VENGEANCE!". Four skeletons charge from the end of the hall. Matching brass doors stand at the end of the hall. Instead of a handle, the depressed socket features a keyhole. If the key from area 11 is inserted and turned counter-clockwise, an iris closes on the turner's hand. The same rotating cross mechanism and method to disable. If the key is turned clockwise, it unlocks the door. These doors also swing shut with no way to open them from the inside.

7. Crumbling Staircase: The west side of the room is dominated by a grand stone staircase. It crumbles beneath PC's feet; 1-in-6 chance to fall through the staircase with 1d6 falling damage.

8. Collapsed Landing: Another set of stairs was above but it collapsed into a mish-mash of broken stone and rotting timber. The room is full of rubble. The skeleton of a guard, crushed by a massive stone, wriggles underneath. A +2 longbow can be wrenched from its grip.

9. Carrion Chamber: A pair of corpse creepers are here eating some dead shrews. They'll attack anything that disturbs their meal. If allowed to finish, they'll follow the scent of anyone nearby and try to ambush them with an extra 1d4 more who arrive to help.

10. Tri-Column Chamber: 5+1d4 giant shrews den here, hungry and vicious. They can scurry through the crumbled stone beams above and will drop down on victims. A dusty crate hides exquisite paintings worth 500gp.

11. Warden's Chamber: An 8' tall skeleton wields a two handed sword with a bejeweled pommel worth 800gp. It attacks anything that steps into its chamber. From a chain around its waist hangs a keyring with dozens of keys (one opens the chest in this room). One is big and brass (for doors in room 6). In a locked chest is *Shalmaneser's Lion,* and 2500gp.

12. Vase Room: On stone pedestals stand 8 vases, sealed with large corks. If a cork is removed or a vase broken, it unleashes a 10' cloud of poison gas (1d6 damage, save for half). In each is a jade statuette of a dancing woman worth 300gp and a skittering swarm of undead scorpions (2-in-6 chance to get stung trying to retrieve statue; save vs poison or die).

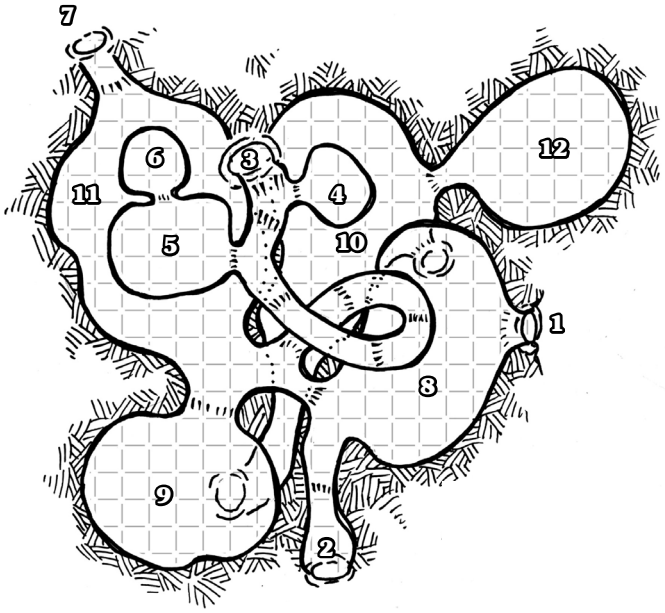
13. Flood Chamber: The heavy wooden doors of this room seem to swell outward. If opened, 10' of collected rainwater pour as a deluge through the door, knocking anyone nearby down. 2d8 giant snakes also splash through the portal and attack anything nearby.

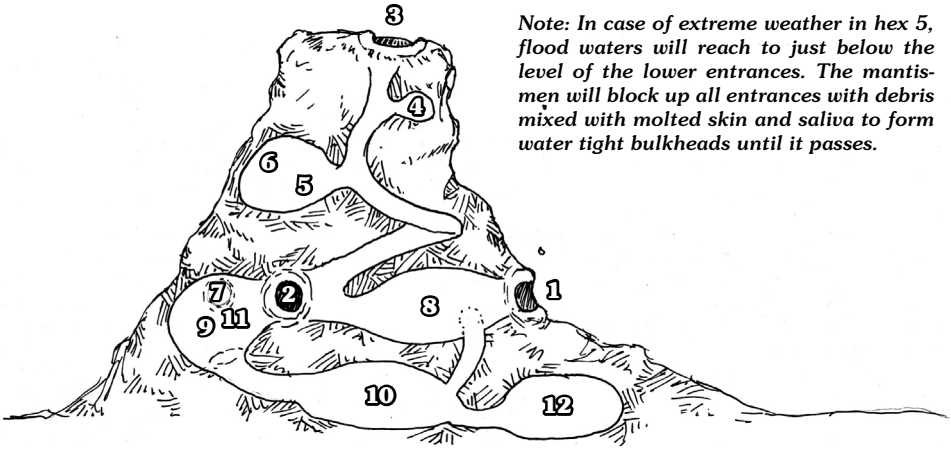
14. Guardian's Hall: 6 skeletons stand guard here, ready to assault any who descend the stairs. One wears a suit of +1 chainmail, carries a +1 shield a +2 longsword, and the key to Barfrain's cell. The walls are adorned with ten bronze masks, each with a different expression, worth 200gp each. Mounted in an ornate frame is the Gecko Talisman (see pg 39).

15. Barfrain's Cell: The contorted remains of Barfrain the Black lay behind rusted bars. The *Collar of Attrition* is around his neck. The wraith will burst forth from dormancy to attack anything that approaches the locked cell. Performing last rites on his remains will release the wraith and skeletons from their undeath. Inside Barfrain's cell is a hidden compartment containing a note describing the location of his treasure (see handout). The map leads to Barfrain's tree, and the buried chest containing 4000gp.

Mound of the Mantismen

HEX 5





Note: In case of extreme weather in hex 5, flood waters will reach to just below the level of the lower entrances. The mantismen will block up all entrances with debris mixed with molted skin and saliva to form water tight bulkheads until it passes.

Resembling a chimney-shaped plateau rising above the swamp, the mantismen have occupied a towering mound made by ancient, giant ants. They launch forays from here to hunt in the bogs, marching across the swamp silently and relentlessly. Their ravenous appetite has caused the surrounding area to be largely devoid of remaining life, so their territory is now expanding, as well as the threat they levy against any who stand in their way. They've made bitter enemies of the froglings with their onslaught.

1. East Entrance: An odd smell emanates from the mound; it's unusually warm inside. A circular portal opens into a dank, sticky chamber beyond. The walls of the structure are slightly translucent, allowing sunlight to dimly glow throughout the complex with an amber hue. This entrance is guarded by 2d2 mantismen. One stops intruders from entering the nest while another signals for reinforcements with loud, chattering chirps. Warriors will rush to the source of commotion, possibly leaving other entrances unguarded.

2. South Entrance: 2d2 mantis guards bar the way. Scouts from area 4 try to throw javelins down at enemies.

3. Chimney Entrance: Reaching this entrance requires a successful climb check. Falling means tumbling down the side of the mound; take 1d4 damage if wearing light or no armor, or 1d6 damage if heavily armored. 3-in-6 chance a mantis man will be at the top, overviewing the area. The mantismen can climb the mound quickly and without trouble.

4. Scout Nest: A single mantis man typically guards this post. It's a small alcove big enough for only one or two humans, or a single mantis man. The ledge is slippery; watch your step or tumble down the chimney chute.

5. Champion's Lair: A huge mantis lairs here. Parts of slain enemies plastered to the walls: heads and limbs of animals, froglings, humans. One severed human hand has a golden bracelet inlaid with jewels worth 350gp. The champion also hoards all of the interesting weaponry from the treasure mound here: a *+2 shortsword*, +1 shield, a +1 spear, a +1 short bow, a +1 sling, and the *Staff of Striking.*

6. Treasure Mound: Loot that the mantismen have pillaged is kept here. They don't know what it is but they like it. It's mostly from a caravan, transporting a wealthy aristocrat, that was sacked by a group of mantis marauders. There's a pile of treasure: 825gp, a set of ornate hygiene tools including a silver mirror (250gp), *the Starlight Parasol,* and a box shaped like a skull made from crystal (450gp) containing 2d6 pieces of jewelry (100gp each).

7. North Entrance: This entrance has been nearly closed off with rocks, clay, and fecal matter. The mantismen fear the cultists to the north and do what they can to obstruct the draft of fearful wind that blows from that direction. It takes 10-minutes to clear it.

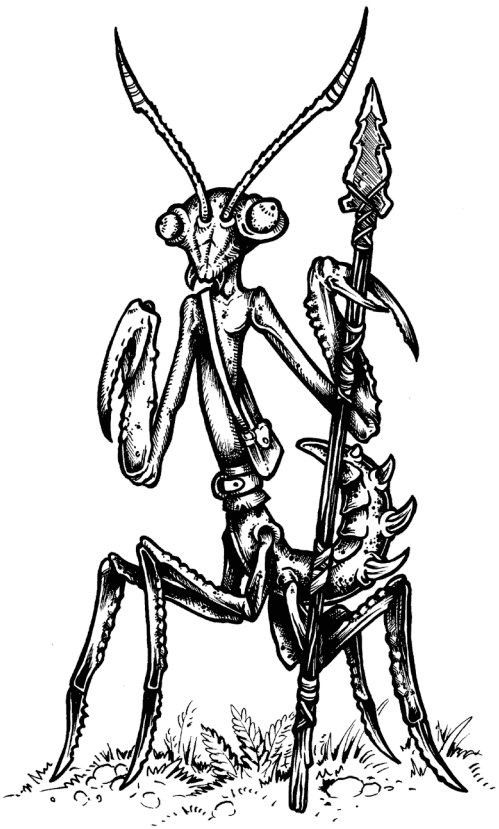
8. Feeding Chamber: Mantis feeding area, littered with bones, half-chewed remains, and debris. The dead consist of various geckos, swamp animals, birds, and froglings, as well as a pair of dead humans (one has a purse containing 200gp). There are 1d6 mantismen feasting in here at any time.

9. Mushroom Garden: The mantis have collected fungus from the swamps. They cultivate various types here as a source of food. Strange mushrooms grow all over this chamber and spill over into other chambers. There are 3d8 *griffon's mane* mushrooms here, each cap heals 1 hp but causes intense hallucinations. The mantis seem to be immune to these effects and gorge on the plump fungi.

10. Egg Hatchery: This large chamber is damp and warm. A dozen foamy egg sacs the size of barrels are sporadically stuck to the ground and walls. They are poised to hatch; disturbing them will trigger 1d3 swarms of baby mantis to emerge and voraciously fall upon anything nearby that looks edible.

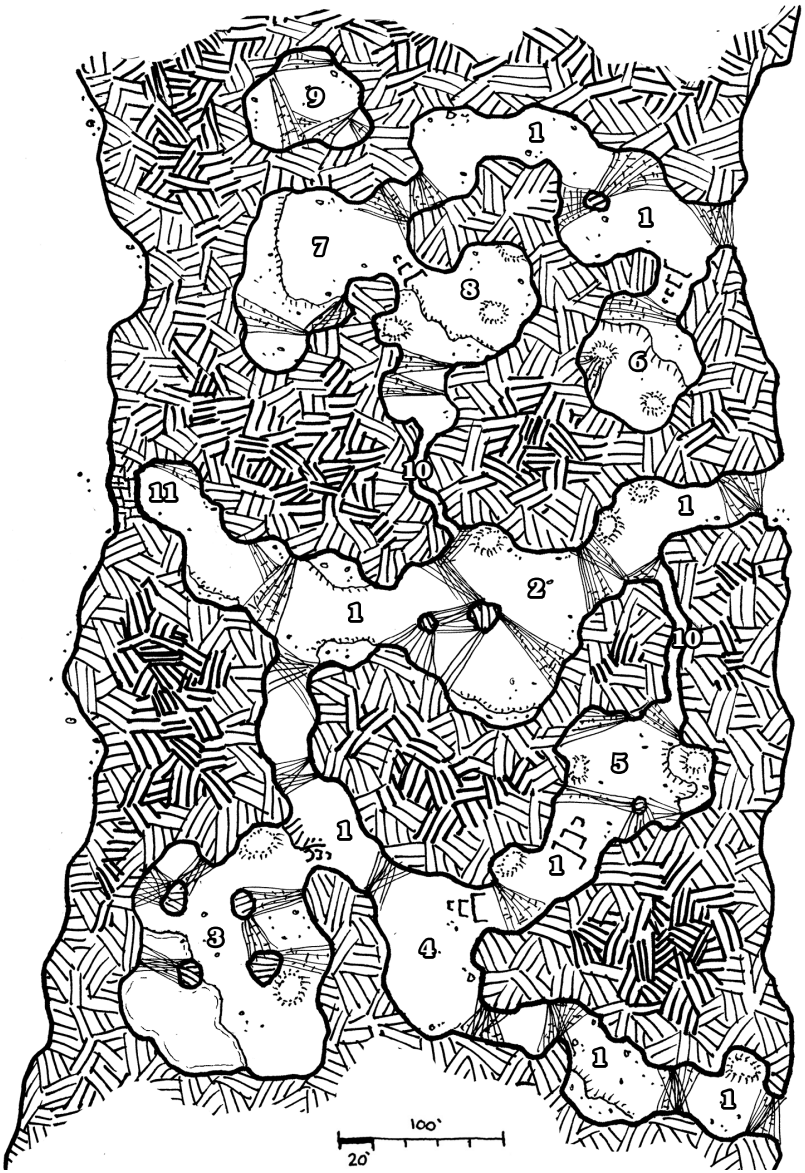
11. Molting Chamber: Here the mantismen molt their chitinous exoskeleton and defecate. There are 1d6-2 here sloughing off skin. Several piles of translucent castings are strewn around the chamber. These castings are sometimes used by sorcerers as esoteric ingredients for alchemy.

12. Mantis Queen Lair: A huge female mantis lairs in this chamber. The room is immaculate; 1d4 mantis here constantly work to keep it spotless. There is a 1-in-6 chance the queen is currently eating the head of another mantis. They will all rush from this chamber to defend the eggs should any intruders reach that far. If the queen is attacked, she'll unleash a shrill screech that will call the entire mantis clan to aid. For her personal decoration, she keeps a large, jewel-encrusted mirror (2000gp).



The Webbed Hollows

HEX 3



Deep in the Redthorn Forest is a massive ridge with huge, hollow caverns that wind their way through the rock. Inhabiting these dank, wet caves are swarms of flying bugs and the lurking hunters who prey upon them. Most notable are the giant spiders and ettercaps whose webs cover the cavern walls.

1. Hollow Tunnel: Huge, chilly caverns full of stagnate pools where countless flying insects spawn. Smells of rot. Moisture drips from ceilings so high they disappear in the darkness. Webs cover the walls. The ground is layers of webbing mixed with the dessicated remains of creatures and other debris. 3-in-6 chance of encounter passing through.

Roll 1d8 for the encounter:

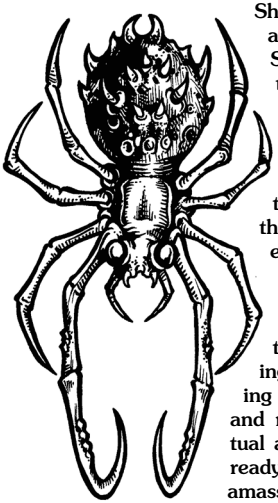
① 1d2 ettercaps hunting stirges
② 2d4 giant toads seeking huge flies
③ 2d4 giant wolf spiders on the prowl
④ 2d4 stirges looking to suck blood
⑤ 2d4 giant beetles swarming
⑥ 3d6 giant flies buzzing around
⑦ 2d4 ropers waiting to strike
⑧ Roll twice; encounter both at same time

2. Roper Maze: This sprawling area features thousands of stalagmites that protrude up from the cave floor, so dense it's hard to pass through them. Many stalagmites are actually stone ropers that lash out with barbed, tentacles at anything that gets too near.

3. Crayfish Pool: This gigantic cavern is dominated by a deep, murky pool. A distinct sulfurous reek in the air. Thousands of insects, big and small, lay eggs in this water. The air is buzzing with the sound of wings. Roll for an encounter in this chamber. 1d6 giant crayfish lurk in the shallows and will snap at anything that buzzes or wanders too close.

4. Beetle Mounds: Dozens of giant beetles have carved out an area for themselves here. They use dung and debris to build big mounds. 3d6 will be milling about in the cavern.

5. Widow's Lair: Shallow, cleft plateaus of stone make a natural staircase that leads down into the hunting ground of a humongous, elephant-sized black widow spider. Many years ago, The Observer took interest in this particular spider and, for fun, he bestowed her with a magical intelligence and voice. After he got bored, he left and never returned. With newfound intellect and complex emotions, she grew lonely and eventually very much insane.



She sings, whispers, and talks to herself. She'll stalk creatures that wander into her lair while talking to herself about her plan to capture them, torture them, and eat them alive. If discovered, she'll parlay to stall so she can maneuver into a position to pounce on them. When stalling, she'll ask winding lines of questions and riddles with no actual answers, until she's ready to strike. She has amassed a small trove of treasure worth 1350gp hidden in a hollow and covered with webbing.

6. Den of the Giant Toads: Twenty giant toads lay eggs here. They'll defend their nests and pursue anything that looks edible. Sunken into the mucky water is a leather sack containing 800gp worth of precious stones. Huge, hungry tadpoles bite any who dare wade in.

7. Ettercap Lairs: Groups of ettercaps here keep big, furry orb weavers who craft bulbous, spherical chambers of web that hang from the ceiling. These giant orb weavers are non-aggressive and will flee if possible (Morale 4), but will otherwise fight as a giant spider if cornered. The ettercaps live among the weavers and use their orb chambers as dens. There are 4+1d4 ettercaps lurking in their dens above. They'll attempt to spit webbing on creatures that wander below and then drop down upon them with sickle-like claws.

8. Ettercap Hunting Grounds: The ceiling of this cavern has many openings to the sky above and water trickles down from the forest on-top of the mound. Moss and roots hang down. Below these openings are pools of collected water where large insects lay their eggs. Beds of moss surround the pools. The favored meal of the ettercaps are stirges, which are abundant here during warmer months. There are usually 1d4 ettercaps climbing in the roots above hunting stirges, and 2d6 stirges nesting in the moss beds.

9. Hidden Shrine: A lost, secret shrine to a forgotten spider god. Only reachable by scaling the north cave wall 40' up in area 7 and then crawling through a narrow shaft that links the two areas together. Yorivar the druid hides out here from Zeshara the assassin. The shrine is warded from the bugs outside by the *Arthroneion Pendant*, which is affixed to the abdomen of an ornate, stone spider statue. If the pendant is removed, the statue slides aside to reveal a stone box with a heavy lid carved with an intricate relief of a man-spider; inside the *Cloak of the Spiderhand.*

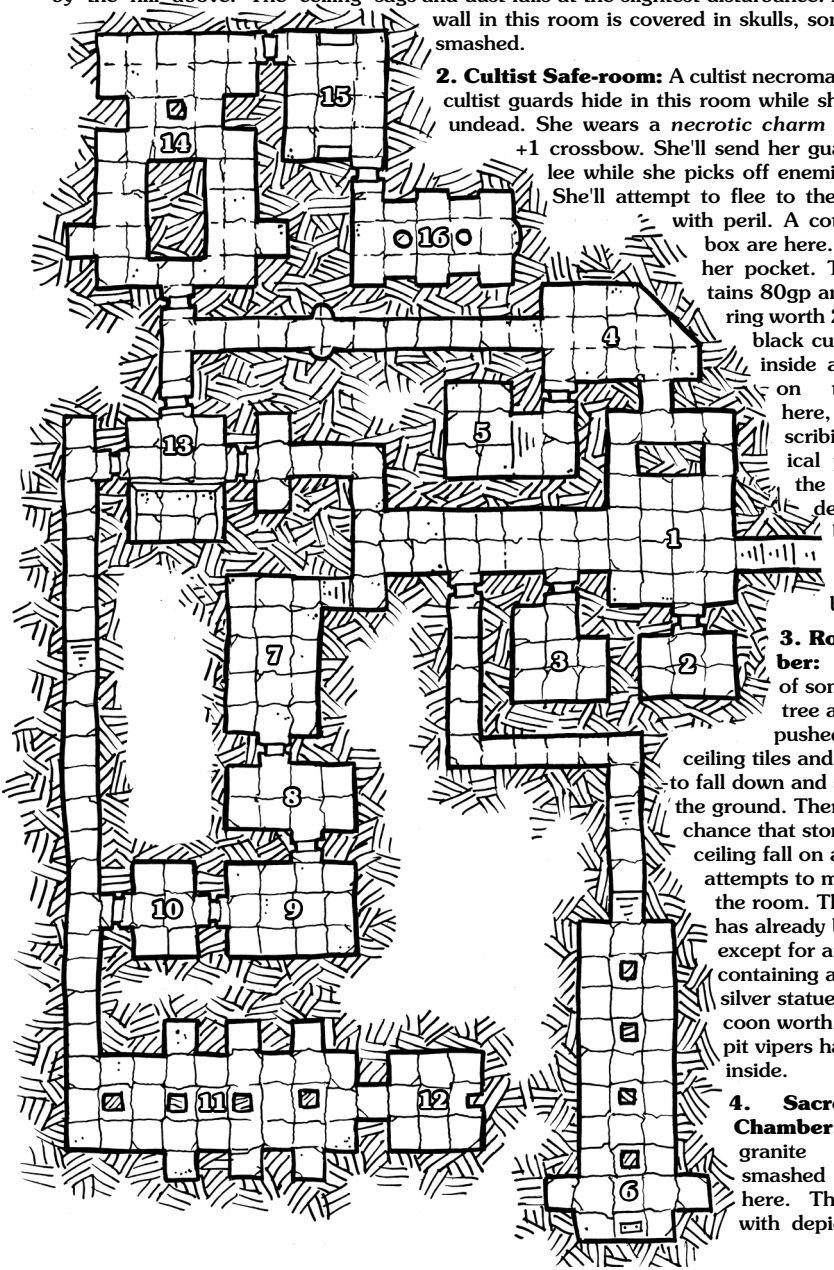
10. Worm Lines: These tubular passages are narrow and cylindrical in shape. The stone walls seem different than the other areas of the hollows. The walls are smooth but wavy and covered in undulating grooves. They were created by giant worms long ago who have since moved on. Ettercaps use these lines to move between their hunting grounds and the roper maze. They avoid the worm line that leads to the widow's lair, fearing her unnatural intellect.

11. Underdark Entrance: A web-choked shaft drops down below the earth here. Descending this shaft leads to the ***Skittering Deeps***.

Forgotten Crypt of the Lost Clan

HEX 7

The edge of the Redthorn gives way to dreary, barren hills. An ancient clan of people that occupied Illmire built their burial mounds in these hills after their numbers were decimated by conflicts with The Observer. Centuries later, The Observer found these tombs and used the plethora of decayed human remains as the focus of his experimentations into necromancy. The crypt is now crawling with undead, but it hides secrets even The Observer didn't spot.



1. Crumbled Landing: Broken stairs made of bones lead to a stone chamber being crushed by the hill above. The ceiling sags and dust falls at the slightest disturbance. A rectangular wall in this room is covered in skulls, some fallen and smashed.

2. Cultist Safe-room: A cultist necromancer and 1d3 cultist guards hide in this room while she studies the undead. She wears a *necrotic charm* and wields a +1 crossbow. She'll send her guards into melee while she picks off enemies from afar. She'll attempt to flee to the lair if faced with peril. A cot and a lockbox are here. The key is in her pocket. The box contains 80gp and a diamond ring worth 200gp, plus a black cult cloak. Also inside are her notes on the undead here, mostly describing the physical properties of the skeletons. A demonic symbol has been written on the skull in blood.

3. Root Chamber: The roots of some great tree above have pushed through the ceiling tiles and caused parts to fall down and smash on the ground. There is a 2-in-6 chance that stones from the ceiling fall on anyone who attempts to move around the room. The room has already been looted except for an ornate urn containing ashes and a silver statuette of a raccoon worth 100gp. 2d4 pit vipers have crawled inside.

4. Sacred Beasts Chamber: Five large granite slabs are smashed on the floor here. They're carved with depictions of the

sacred spirits of the Rackoo clan (raccoon, eel, gecko, wyvern, and salamander). All are broken to pieces but the cultists have reassembled one already (gecko). It is not difficult to realign the pieces to see the depictions, but it takes 1d4x10 minutes for each one.

5. Talisman Chamber: The door is solid stone with no handle; it cannot be forced. There are four puck-shaped sockets inlaid into the door, each with a pattern carved into the depression representing water, fire, earth, and air. To open it, the matching talisman for the creature-spirit must be inserted to open the door (eel, salamander, gecko, and wyvern). Green fog pours out of the door after it slides into the wall. Down a flight of narrow stairs is an everburning lantern. It emits an ill, green glow that lights up the room, as well as toxic vapors. On a stone altar is the *Raccoon Talisman* and *Vosethra's Idol*.

6. Chamber of the Rackoo: The door to this room is solid stone and features a puck-shaped slot with the clan's insignia carved into the back-face. Insert the Raccoon Talisman and the door will open. This large chamber is swelling inwards. It features several columns covered in skulls. At the back of the chamber, next to an ornate raccoon altar stands a group of 2d4 restless skeletons that attack anyone who enters the chamber. Upon the altar is the *Black Mask of the* Rackoo.

7. Mural Chamber: The walls are swollen, but have murals depicting the fall of the clan. The first panel shows the clan prospering, the second them meeting an eye creature (The Observer). The third panel shows the eye using magic to kill the creatures of the forest. The fourth shows the clan pleading with the eye, and the fifth shows it turning the ambassadors into fishmen. The sixth panel shows the clan attacking the eye and the seventh shows the eye slaughtering the clan. The final panel shows them laying to rest their dead.

8. Coffin Room: This chamber contains six coffins, three on either side. Six skeletal warriors inside push their way out and attack any who intrude. Each carries a decrepit wooden shield and a +1 weapon (three javelins, three battleaxes).

9. Shrine of the Mystics: The three mystics of the Rackoo were entombed here. They are now angry, animated skeletons but still somehow capable of spell casting. They immediately begin to attack anything they see.

10. Raccoon Shrine: This chamber was the resting place of the clan's pet dire raccoon. Etchings on its sarcophagus depict raccoon symbols. It is now a vicious animated skeleton that attacks. A jade raccoon statue worth 800gp sits upon a shrine for the creature.

11. Great Crypt: This long chamber has rows of skull columns and several nooks each containing a stone pedestal upon which a sacred skull sits. 2d4 skeletal warriors patrol this chamber.

12. Underdark Entrance: A morbid staircase leads down to the ***Bone Tunnels***.

13. Corrupted Pool: A stone depression filled by a hot spring was once a pool for ritual cleansing. A shambling mummy fell in and has putrefied the water. There is a golden necklace under the murky water with a raccoon insignia worth 350gp. One must go knee-deep in the water to reach it, or fish it out with a pole (time consuming). The mummy's parts are still partially animated under the water; hands will grasp onto ankles and the head will attempt to bite.

14. Skull Chamber: The walls of this room are covered in skulls. Near the entrance is a skull with a javelin-head sticking up through it. There are several javelin traps linked to pressure plates; there is a 2-in-6 chance of activating one while moving through the room. Victim takes 1d8 damage, save vs. death for half.

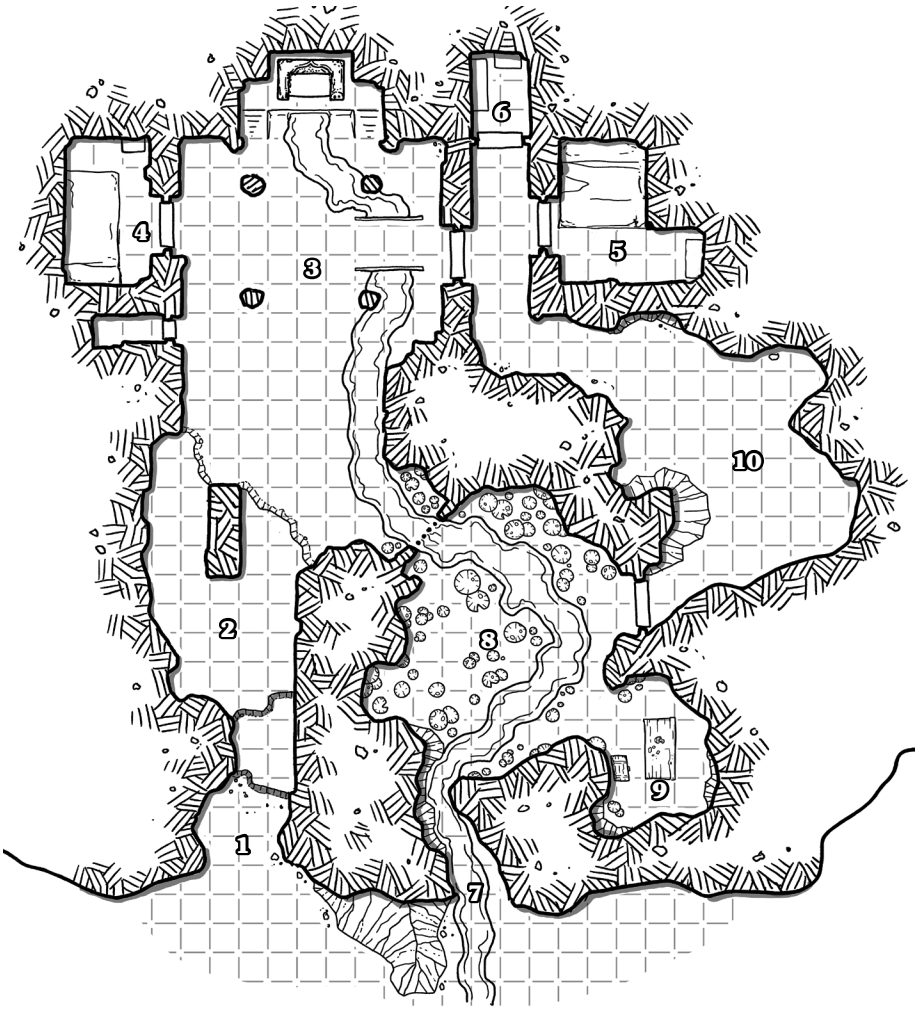
15. Champion's Tomb: The roof of this chamber is being assaulted by vines and roots that push through all over and hang down. The two huge champions of the clan were buried here but are now skeletons who push out of their sarcophagi and assault intruders.

16. Sovereign's Chamber: The fabled leader of the Rackoo clan is a giant skeleton who emerges furious from an ornate sarcophagus full of jewels worth 3000gp. Anyone who takes from this must save vs. spell or gain the *Curse of the Rackoo*; they will lose their mind to a raving madness over the next 1d6 days unless the jewels are returned. At the peak of madness, they will see to their own demise. They will re-animate as zombies when they die.

Everburning Lanterns: *The ancient Rackoo mystics created wondrous mercury lanterns that will burn for thousands of years. They are large and not portable; they will spill acidic mercury if one attempts to move them. But over time, they create toxic fog that fills the room. Anyone exposed to this fog takes 1d6 damage per round, save vs. poison for half. It will dissipate over the course of an exploration turn if allowed to ventilate.*

Crystalline Palace of the Mountain King

HEX 17



In an extraordinary abode carved into crystal-rich caverns rules The Mountain King, a rumbustious giant who is more self-appointed figurehead than actual ruler. His "subjects" are humanoid tribes and creatures of the mountain, but he rarely leaves his posh home. Instead, he operates via hill giant slaves who are far more capable and autonomous than he bothers to acknowledge. He mostly spends his days carving sculptures from crystal and challenging any visitors to feats of heroism for his own entertainment. He is an avid shaper of crystal but will grow angry if his creations are accidentally broken.

1. Grand Entry: An impressive portal into the side of the mountain via a rough archway cut from solid, glittering crystal. It casts an array of abstract light patterns all around when sunlight hits it. Near the entrance is a huge fire pit with a cauldron large enough to fit a human. 2-in-6 chance venison stew is boiling over; one of the sisters will come to check.

2. The King's Approach: Peculiar mix of natural stone, rudimentary excavation, and expert carving. Oversized torches emitting colorful fire on the walls. The ceiling features thousands of crystals, giving the impression of a starry night sky. It's cool with an earthy smell.

3. Throne Room: 1-in-6 chance there's a creature of the mountain here seeking audience with the king. A grand chamber lit by colorful braziers functions as the Mountain King's court. The huge throne is carved from a massive and brilliant purple crystal. A stream flows from under the throne; cold snow-melt that is safe to drink with your hand. The stream's bed is made of sparkling, translucent pebbles of all colors. A stone bridge spans it; rough and simplistic compared to other parts of the chamber's craftsmanship and beauty. Exquisite crystalline sculptures of mountain animals are placed in seemingly random locations upon narrow, granite pedestals all over. They are expertly cut, but proportions seem to be off a little on each. 1-in-6 chance a PC accidentally knocks into one; dexterity check to catch it before it hits the ground and shatters.

4. Slumbering Room: The king's personal bed chamber. A huge, comfy bed with purple and green linens. A multi-colored candelabra; each of the five flames is a different color.

5. Sisters' Quarters: Three sister giants, Vehilla, Malmu, and Urlesa, make their quarters here. The king considers them his harem and slaves; they are resigned to this position but wish to be free (except Urlesa, who actually cares for the king despite his apparent cruelty). The room contains one large bed with silken, earth-tone fabrics and voluptuous pillows. All three of the sisters use this bed. A single pedestal holds a finely cut crystalline sculpture of the three sisters dancing; the heads are a little big for the bodies. The sisters don't care for the sculpture, but the king insists.

6. Treasury: A massive locked chest contains 6000gp and a pile of jewels worth 2000gp. The king holds the key. A shelf holds the *Mountain Razer* on stunning display.

7. Stream Entrance: Bubbling, crystalline formations spill out of this cave mouth like an upside down waterfall, crawling up the mountainside above. Climbing these leads all the way to the summit of the Klepperhorn. These crystals glisten in the sunlight and sometimes even moonlight. Folks can see it from far away. Below the crystal splash, the brisk stream exits the low cave mouth. Entering through here means going knee-deep through the icy water.

8. Gypsum Gardens: Calcite crystals have formed all over this chamber, shimmering yellows, greens, purples, blues and whites. The stream flows southward through this chamber in a beautiful display. Below the clear water is a gravel of crumbled crystals and gemstones. Searching this room will reveal 1d6x10 loose gems, each worth 50gp.

9. Feasting Hall: A simple but oversized oaken table. 2-in-6 chance there is left-over roasted elk or rabbit stew sitting on giant plates. Huge silverware worth 1000gp.

10. Marbled Gallery: Chamber excavated from veins of marble. Dozens of marble and crystal statues around the cavern, ranging from nearly-exquisite to not-so-much. There are dozens that are unfinished. The ground is covered in marble chippings and shards of crystal. Giant chisels, hammers, tongs, and other tools are arranged on a large rack. The king entertains himself with this hobby, but is sensitive about his skills. 2-in-6 chance one of the sisters will be seen here carefully polishing the marble.

WHAT'S THE MOUNTAIN KING DOING?
1) Snoozing on the throne. **2)** Snoozing in the slumbering chamber. **3)** Wandering the gardens, singing. **4)** Chipping away at a sculpture in the gallery, singing. **5)** Feasting in the feasting hall, singing with mouth full. **6)** Consorting with his harem in their quarters.

The mountain king does battle if attacked, but is much more interested in getting others to perform tasks of heroism. He offers great rewards for those who are worthy enough to pass his challenges. The first are two riddles...

The Mountain King's First Riddle
I only speak when spoken to
and always answer the same as you

The Mountain King's Second Riddle
Sometimes cloaked in darkness
Sometimes ocean blue
If under roof or shaded brim,
hidden from your view

Correct answers earn laughs and a new challenge: bring him the hammer of the Lava Lord. If the PCs succeed in that task, he proposes one final challenge: bring him the eye of The Observer. Should they complete all of his challenges, the Mountain King releases a booming laugh and rewards them with the *Mountain Razer* and a sack full of 5000gp.

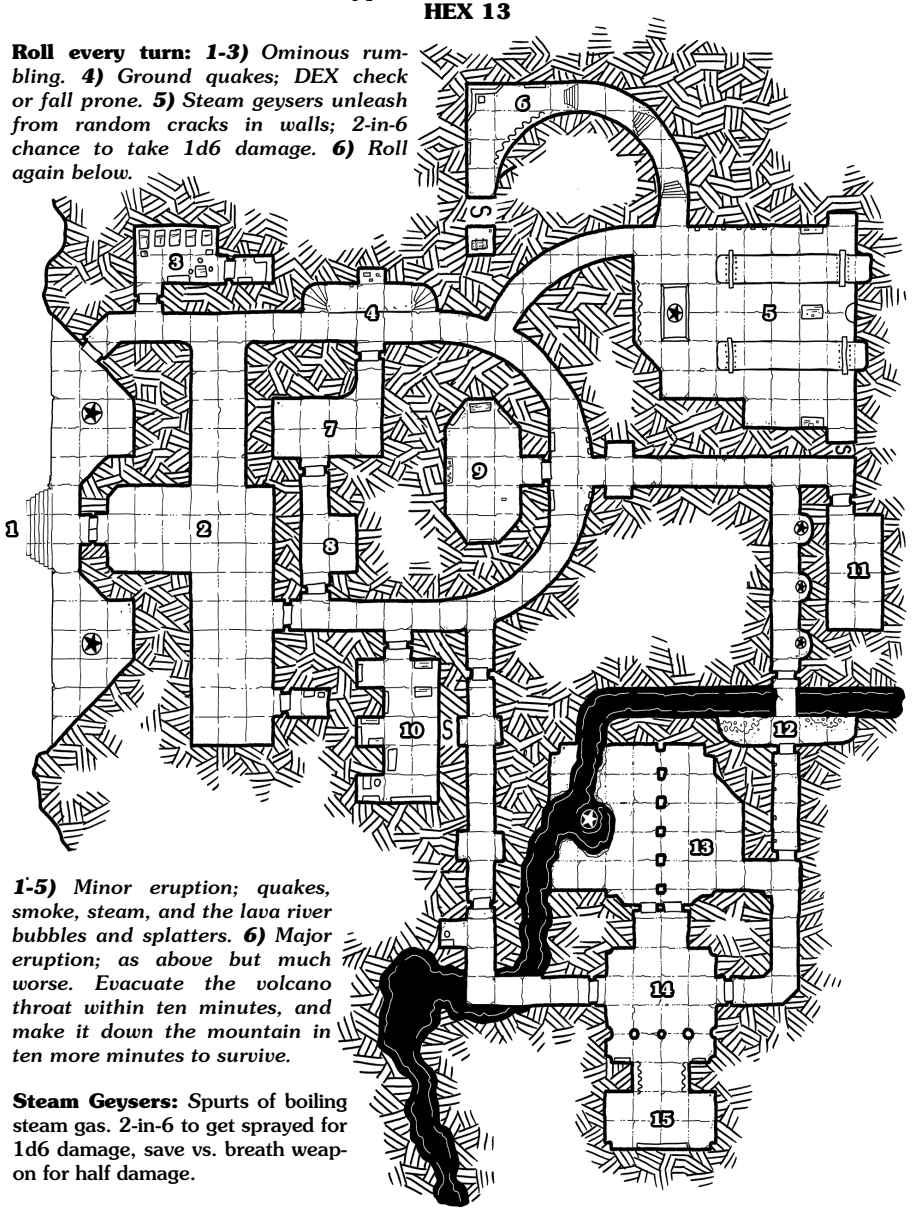
If one of his statues is broken by a visitor, he'll grow angry and demand payment in the form of one year of servitude from the visitor per piece broken. If his demands aren't met, he becomes furious and will attack unless calmed. He may be bargained with, accepting large sums of coin, magic items, or significant favors in exchange.

Answers: Echoes, The Sky

Obsidian Forge of the Lava Dwarfs

HEX 13

Roll every turn: ***1-3)*** *Ominous rumbling.* ***4)*** *Ground quakes; DEX check or fall prone.* ***5)*** *Steam geysers unleash from random cracks in walls; 2-in-6 chance to take 1d6 damage.* ***6)*** *Roll again below.*



1-5) *Minor eruption; quakes, smoke, steam, and the lava river bubbles and splatters.* ***6)*** *Major eruption; as above but much worse. Evacuate the volcano throat within ten minutes, and make it down the mountain in ten more minutes to survive.*

Steam Geysers: Spurts of boiling steam gas. 2-in-6 to get sprayed for 1d6 damage, save vs. breath weapon for half damage.

Bolrund the Wyrmslayer, a renowned dwarf lord, built a grand forge inside Mount Slagmaw hundreds of years ago. His desire was to forge masterpieces from the smoky obsidian glass that forms inside the volcano. With a contingent of guards and his favorite engineer, they discovered a way to cast obsidian into brilliant, masterwork items. But his works were always broken by the constant shuddering and shaking of the mountain. Infuriated, Bolrund began to seek ways to quell the mountain's fury. On the suggestion of The Observer, he summoned a fire spirit in order to control the volcano, but the demonic entity was far too powerful for him to control. Unleashed, it cursed him and his guards to eternal life as lava elementals before returning to its home realm. Mindlessly they now roam the halls of the crumbling forge.

1. Approach: A treacherous path down the throat of the volcano leads to a resplendent but crumbling portico carved from obsidian. Stairs lead to a raised platform with carved obsidian pillars. The facade is covered in relief carvings of dwarfs fighting dragons. Obsidian doors raise into the archway on chains which are controlled via pulleys on the other side of the door. Lava dwarfs come and go twice daily. A small portcullis, blackened by soot and warped by heat, is controlled by a lever on the other side. The lever works but the warped portcullis only raises upward two feet then grinds to a halt, leaving a narrow space to slide under the spikes of the gate.

2. Obsidian Lobby: Obsidian walls carved with depictions of dwarfs building the forge. A mostly-intact longboat carved from obsidian is tipped over off its stand. A big, obsidian chandelier hangs precariously from a chain bolted to ceiling. The accoutrements have fallen, but the main body is intact. Candle holders are made of gold (worth 50gp each, 48 in total, half fallen, half still attached to the chandelier). 1+1d3 lava dwarfs patrolling the lobby.

3. Guard Quarters: Remains of stone furniture. An obsidian box, sealed for centuries, contains several scrolls written on by dwarven guards; messages to loved ones, journals, recipe books, etc. There is also a scroll of *resist fire* and a *forge key*.

4. Steam Controls: Three iron hand-wheels control steam valves that drive the machinery in area 5. Runes indicate positions on each wheel (numerals 1-6, increasing in value as the wheel turns clockwise from left to right). A lever engages the steam system that feeds the valves. All crank wheels begin at the full-left position of 1 (no pressure) and can be cranked right (clockwise) to position 6 (extremely high pressure). Engaging the steam while all wheels are set at 1 causes overpressure immediately. Creating overpressure releases steam (as geysers) from the pipes along the ceilings of the hallways between areas 3 and 5; wheels then become scalding hot. If pressure is too low, the machinery doesn't work. Use d6s to represent positions of each valve; PCs manipulate the dice attempting to tune the pressure so that the machines work but don't cause overpressure and explode.

5. Forge Room: Complex forge machinery constructed by dwarf engineers hangs from the ceiling of this chamber. They remain intact but require steam pressure to operate. There are three components tied to the three control valves in area 4: the *compressor*, the *fulgerator*, and the *insenser*. Compressor needs to be set to at least setting **5** for ten minutes for machinery to start to work; it works after thirty seconds at setting **6** but compressor explodes after ten minutes of use. Fulgerator must be at least **3** but not higher than **4** or it will explode in one minute. Insenser must be at **2** exactly; any higher and it will explode after one minute. If all is correct, operator may insert a barrel of flux and a barrel of obsidian shards into the fulgerator, and a mold from room 8 into the insenser, to cast an obsidian item. Takes one hour to cast and twenty-four hours to cool down before the item can be used. Steam spray and a siren precede explosions.

6. Study: Heavy iron door; stuck. Shelves and racks hold dusty books and scrolls. The *Tephratic Tome* stands out among the mundane books on the shelves. On a rack is the *engineer's log* (see handout). A secret door opens by pulling a sconce; inside is a chest containing 3000gp.

7. Mess Hall: Where the dwarf guards would cook and eat. Stone furniture and hearth remain. 2d4 lava dwarfs undulating here.

8. Storage: Food and supply storage. All is rotted away. Rubbish and 3d4 starving corpse crawlers, hiding in rotting crates.

9. Forge Storage: Shelves with iron molds used to cast objects in the forge. Molds of weapons and mail armor components, plus the mold for the *forge key*. 3d6 buckets of flux and 2d4 barrels of obsidian shards. These components may be used with the machinery in area 5.

10. Obsidian Armory: An array of obsidian weapons and armaments displayed on racks. Two *+1 obsidian longswords*, two *+1 obsidian-tipped spears*, a *+2 mace* with an obsidian head, and two suits of +1 *obsidian platemail*. There is a secret door to Bolrund's halls.

11. River Lock Controls: Machinery in this room. Prominent lever engages a lock that stops the flow of the lava river (rooms with lava river cool down in one hour). This requires the forge key. 1d4 lava dwarfs here. If lava flow is stopped, steam machinery ceases to work, but heat in areas 12 and 13 dissipates.

12. Hot Bridge: Bubbling river of roiling lava passes under a stone bridge. Scorching heat; hard to breath and eyes burn from sulfur. Moving through, save vs paralysis or pass out then die of heat exposure in ten minutes.

13. Obsidian Throne: Grand chamber with a colonnade of obsidian pillars. Carved reliefs with scenes of Bolrund's exploits. A lava river streams through and pools around a dais with an obsidian throne. The Lava Lord sulks in this chamber. Intense heat like room 12.

14. Shadowglass Gallery: All doors are sturdy iron, locked, and require the forge key. Ornate displays of masterfully cast weaponry and armor, most smashed on the ground. Items that remain intact: *+2 obsidian hammer,* a *+2 obsidian polearm, 100 +1 obsidian-tipped arrows,* and 1d6 pieces of magnificent obsidian jewelry worth 1000gp each. Also here is the *Ebonheart Stone,* hidden below a pile of broken obsidian shards.

15. Bolrund's Chamber: Personal quarters of the dwarf lord; unused for centuries. Dust and soot cover stone furniture. Bolrund's dwarven war-axe, *Scalepeeler,* sits upon an obsidian display, as well as his *+2 shield* and *+2 chainmail*. A chest containing 9000gp requires the forge key. Below the piles of gold, in an obsidian box and wrapped in jet black felt, is the *Salamander Talisman (see pg 39).*

Scoria the Fire Demon

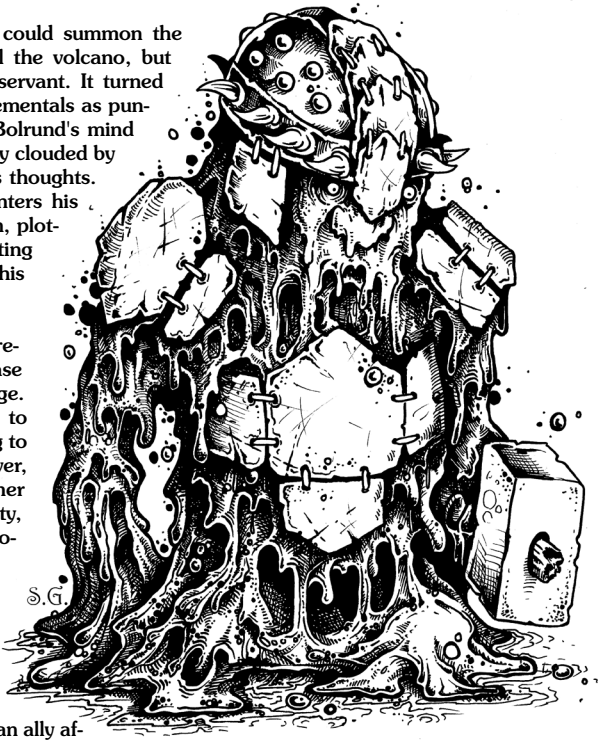
Hailing from an infernal plane of infinite fire is the demon called Scoria. There, it pursues a purpose known only to other beings of flame. It loathes mortals and couldn't care less about their triflings. It certainly does not wish to be forcefully ripped from its natural plane of existence to be put to work with such mundanities as hushing some insignificant volcano in the prime material realm. After laughing at Bolrund's demands, it cursed the dwarfs to fiery eternity and departed.

The demon can be summoned again by chanting the command words while holding the *Ebonheart Stone.* The stone will become red hot during the ritual, but the bearer must hold tight or else lose control of the demon. Scoria will be destroyed if the Ebonheart Stone is cast into the volcano while it is summoned to the mortal plane. If not controlled, Scoria will curse (save vs. spell) any who dared to summon it to similar fates as the lava dwarfs.



The Lava Lord

Bolrund the Wyrmslayer thought he could summon the demon Scoria and control it to quell the volcano, but it had no interest in being a forced servant. It turned him and the other dwarfs into lava elementals as punishment for having the nerve to try. Bolrund's mind remains partially intact, but it is heavily clouded by the smoke and fire that consumes his thoughts. He will not likely notice if anyone enters his throne room. He paces back and forth, plotting his revenge on Scoria and lamenting the curse that has befallen him and his people.



So lost is his mind that he is barely responsive, unless attacked, in which case he lashes out with sudden furious rage. He will otherwise mumble responses to questions, barely realizing he is talking to someone. If his name is spoken, however, it will gain his attention and he'll gather himself for a short moment of clarity, where he'll ask for someone to slay Scoria at all costs.

If Scoria is destroyed, The Lava Lord returns to his original form as Bolrund and will pledge his axe to any who free him from the curse. This will also release the lava dwarf guards. Bolrund may be counted on as an ally after this, and may come to the party's aid in the future if the need should arise. Bolrund will surely wish to take vengeance against The Observer once he comes to his senses and realizes what happened.



Lava Dwarfs

The once proud shield guardians of The Obsidian Forge have been transformed into mindless fire elementals, their mortal bodies replaced with oozing, smoking magma. Their eyes are flaming sockets with embers for pupils. Flecks of rainbow obsidian shimmer and roll within their forms. Instead of legs, they raise upon roiling tendrils of liquid rock and lurch along the obsidian floor tiles of the fortress.

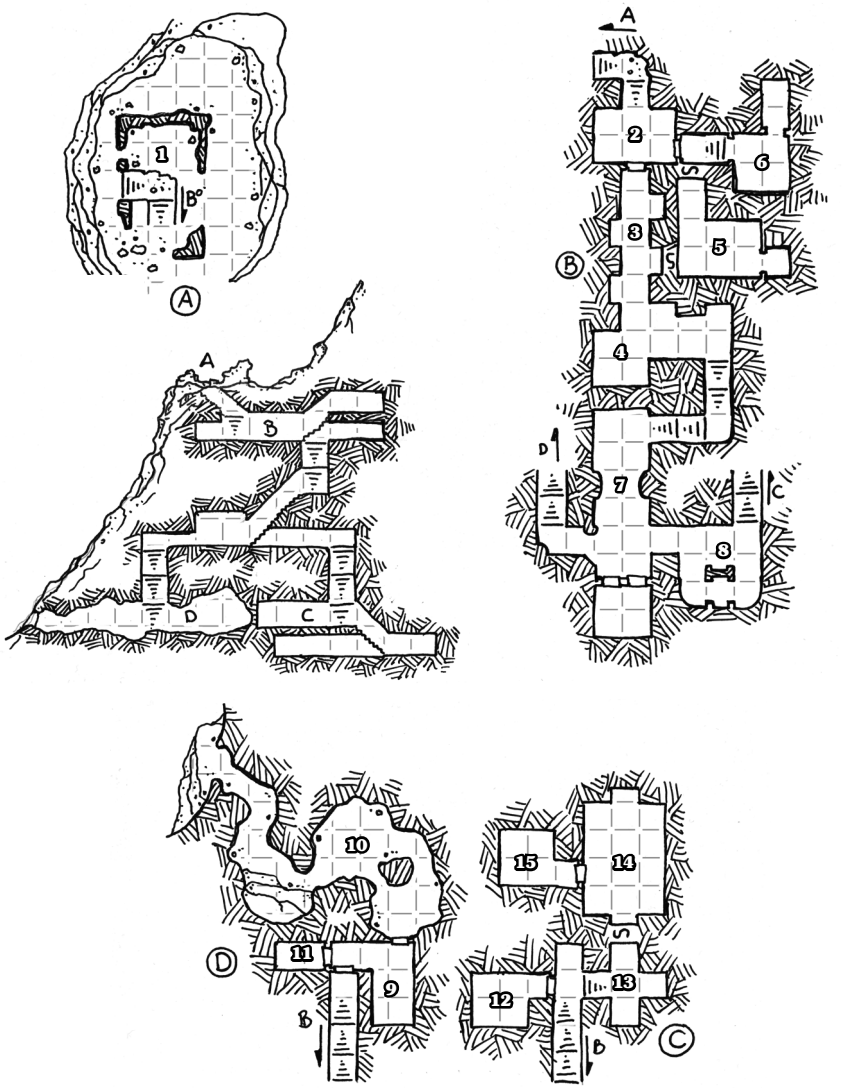
Their obsidian weapons and armor are fragile and break easily, but are also razor sharp and shatter into a fine dust of blinding glass when smashed.

They protect the Lava Lord at all costs and never retreat. They'll pursue any intruders to the gates of the fortress and then return to their posts. Occasionally a small group of lava dwarfs will wander the mountainside, apparently remembering their patrols from when they were real dwarfs.

If Scoria is destroyed, the lava dwarfs will return to their normal, dwarf forms. They will mourn any fallen brothers, and depart Illmire solemnly if Bolrund is no more. However, should Bolrund's curse be ended and he be returned to normal, the shield guardians will pledge their axes, along with Bolrund himself, to the hero's cause, should they need assistance.

Prison Vault of the Demon Warlords

HEX 8



Long ago, a powerful sorceress arrived in Illmire and came into conflict with The Observer. Their feud spiraled into an all-out wizard-war. The sorceress summoned a pair of otherworldly, demonic warlords to unleash upon her enemy. But her mischievous familiar sabotaged her control and the demons ran rampant, laying waste to the lands, slaying hundreds on their warpath. The sorceress tried to banish them, but it was too late. With the aid of a coven of witches, she was able to imprison the demons within her mountaintop stronghold. Shortly thereafter, she lost the battle with The Observer and was forced to flee Illmire. She left a small detachment of her minions to guard the vault, but they've all perished since. Only recently has the sorceress returned to Illmire, now in disguise as the fortune-teller Esmeraldra.

1. Upper Entrance: An arduous climb up the mountainside, plagued by winged beasts along the way, leads to a flat outcropping where a stone building once guarded the stairs down, but it has since toppled. A broken stone tablet lays on the ground. It's painted with a symbol that looks similar the one on Esmeraldra's ring. Within a hundred yards of the vault entrances, the winged beasts do not approach for fear of the undead griffon that roosts in area 10. A crumbling set of stairs leads into the mountainside. They are slick and slippery with slime.

2. Slippery Foyer: This chamber has accumulated rainwater, ankle-deep. The floor has a slippery, slimy coating that covers up the inscription carved into the stone tiles warning of the danger sealed within.

3. Hall of Atrocities: This long hallway features alcoves. Within are withered tapestries displaying the horrible deeds perpetrated by the demon warlords. There is a pit trap in the center of the hallway (2-in-6 to fall in).

4. Testament Antechamber: A pedestal holds a thick tome written in an old language. The pages describe the events depicted on the tapestries in area 3. The pedestal has four inlaid rubies worth 1000gp each, one on each side of the pedestal. If removed, an eldritch beam does 1d6 damage in that direction.

5. Secret Retreat: This room can only be accessed via one of the two secret doors. The vault keeper's skeletal remains sit upon a decayed chair. He wears the vault key around his neck and beside him is a *+2 polearm*. If the key is removed, the demons of the vault will possess his skeleton and he attacks intruders.

6. Scroll Chamber: This chamber is adorned with magical runes that ward off any creatures that don't hold a vault key; any who enter must save vs. blindness. In the alcove is a podium with a sealed scroll case. Inside is a scroll that details the arcane rituals used to bind the demons to the vault as prisoners.

7. Guardian's Hallway: Should anyone step foot in this hallway without holding the vault keeper's key, the two stone doors on the south side of the hall swing open to release a pair of creaking bronze golems (use *giant skeleton*) who attack on sight. Behind their starting position are a pair of glowing gems that, if broken, disable the golems.

8. Beam Trap: A statue of the sorceress stands in this room. If someone steps into the room without carrying the key, the statue's head rotates to face them and a pair of searing, eldritch beams emit from the eyes to burn the intruder for 2d4 damage (+3 attack). It is capable of firing this beam every round.

9. Staging Room: This chamber contains the dusty remnants of tack used for mounting the griffon of the aerie. There is a saddle, stirrups, bridles, reins, bits, and a steel breastplate for the griffon. This breastplate can be fashioned into a tower shield +2.

10. Cursed Aerie: An open-air cave in the cliff wall that was once the nest of the vault keeper's griffon mount. Like its master, all that is left are skeletal remains. If anyone enters this room, the skeleton (use *griffon* and add the *undead* property) animates and attacks.

11. Coffer of the Wyvern Talisman: A small shrine with walls etched to depict the winged creatures that lair around these peaks. A squat, stone table, upon which sits the *Wyvern Talisman* (see pg 39), the *Rod of Reptile Command,* and a golden wyvern statue festooned with gems (1900gp).

12. Preparation Chamber: Heavy stone door is locked; requires the vault key. On a stone pedestal is the *Periapt of the Dark Star,* encased in an ivory box and covered in a black silken cloth. The homunculus named *Hezodalus* slumbers under the cloth as well, completely still and silent, and will awaken if the cloth is lifted. Hezodalus was the familiar of Ezmeraldra, but is a trickster and secretly thwarted her plans just for fun. If possible, he'll encourage PCs to try to fight the demons, and lies, saying the periapt is cursed. He'll avoid combat and attempt to flee if the PCs seem threatening. He may later be encountered, reunited with Esmeraldra, who is unaware of its treachery.

13. Mirror Chamber: In the north, east, and south alcoves hang large mirrors. The north mirror is an illusion and can be passed through.

14. Vault Reliquary: A chamber covered in magical runes. A large stone door on the west wall is covered in similar runes and features a large keyhole. The north alcove contains a crystal orb that glows a deep blue and emits an audible hum. This suppresses the demon's innate magical powers. If destroyed, the demons will be released from their vault. Also here, mounted upon the wall, is the *Moon Rod.*

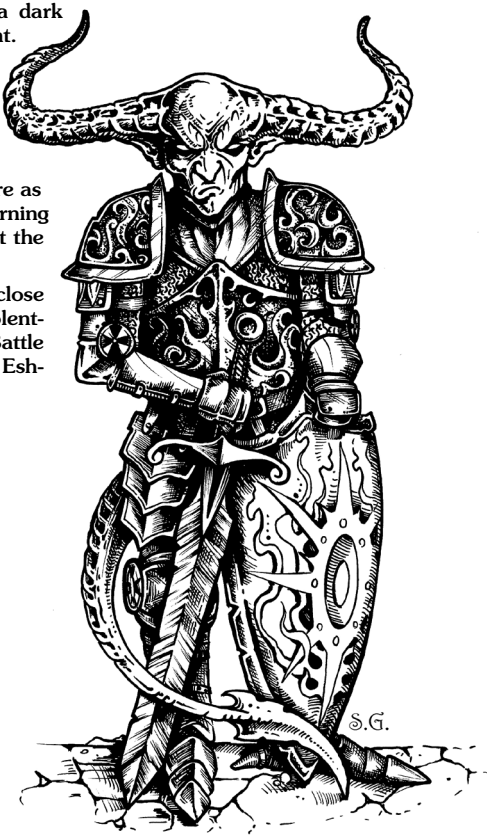
15. Demon Vault: The door is solid bronze with strips of silver creating X patterns across the face; vault keeper's key is required to open. The walls, floor, and ceiling appear to be made from solid silver. Seething with patient hatred, a pair of vicious demons remain bound to this chamber. They will do what they can to escape and exact their revenge.

Ezrikaar, General of the Voidfields

The demon warlord Ezrikaar was a general in a dark army from an unknown plane of war and torment. He was known as the General of the Voidfields and commanded legions of shadow monsters against throngs of pitiful enemies that fell before the might of his soldiers.

He is filled with rage and wants nothing more than to break free from the vault and lay waste to Illmire as revenge for centuries of imprisonment, before returning to his own world to reclaim his rightful position at the hand of the Supreme Chaos Champion.

If approached, Ezrikaar will feign parlay until close enough to grab someone and threaten their life violently through sneering teeth unless he is released. Battle will inevitably ensue, if not for the intervention of Eshrea.





Eshrea, Ruler of the Stormlands

Like her compatriot, Eshrea is a demon warlord from another plane. She is more patient than Ezrikaar, but like him wants nothing more than to get out of the vault and sow carnage across the land. She retains the wherewithal to coax visitors into releasing them, as opposed to outright threatening them with violence.

While Ezrikaar will lash out at anyone who arrives at the vault, Eshrea will attempt to calm him and engage in diplomacy. She'll lie, saying that they were falsely imprisoned and simply wish to return to their home world. Given the chance though, she will break loose with her counterpart and won't elect to leave this realm until every humanoid being in Illmire is slain.

Dealing with the Demons

The magic of the vault has diminished the powers of the demons; they possess only a fraction of the strength they had before they were entombed for centuries. As a result, they are now more vulnerable to banishment and may even be potentially defeated in battle against sufficiently equipped adventurers. The PCs can utilize the *Periapt of the Dark Star* to banish them from this realm.

If attacked in their vault, they will battle to the death with terrible fury. They will unleash all of their magic mercilessly and attempt to flank their enemies. If slain, they will laugh maniacally as their bodies catch fire, engulfing the surrounding area in searing flames and choking smoke. Breathing in their blossom of deathly ash triggers a death saving throw or gain a nagging cough and lose 1d2 constitution points permanently.

If the demons are loosed on Illmire, they will begin to decimate everything in their path until they've located and slain Esmeraldra and The Observer. Every two hours, for the next twenty four hours, the demons will decimate a random hex adjacent to their previous one, killing anything in their path unless put to a stop. If militant force is brought against them, they will become enraged and summon to their aid 5d4 horned demon warriors carrying spears and shields. At the end of the twenty-four hours, their blood-lust is sated enough for them to return to their home world.



Fungal Caverns of the Swamp Witch

HEX 1



In the heart of the fungal swamps is the sacred cavern of a tribe of myconids. The nightmare cult has built a workshop outside of the cave entrances where they construct alchemical devices they call corrupters. These devices emit a vile, purple mist made from fear potions that transform the myconids into shriekers. The cultists then trap these shriekers and place them into machines that crush their bodies and squeeze out their watery fluids to be made into more fear potions. The myconids do not understand what's going on and attack anything that is remotely human looking. The cavern is also home to the ancient witch of the swamps called Vosethra. She is old and wise, and connected to the entire swamp, but is also poisoned by the corrupters. She hides away in a weakened state, served by her dryad emissary Delitha, and her loyal guard pet, a fungal basilisk.

1. Cultist Workshop: Ramshackle tin structure; inside are 1d8 cultists preparing potions, squeezing captured shriekers (live ones scream - cultists wear earplugs), getting ready to refill the corrupters, and resetting traps. There are tools and instruments that can be used to perform alchemy, as well as three cultist cloaks, 1d12 fear potions, 1d4 shrieker traps.

2. Narrow Entrance: Cave mouth covered in lichen and mushrooms. Outside, smut fungus grows on the trees, which develop into bulbous, sagging galls. The myconids who live in these caverns usually use this passage to come and go, but avoid cultists at all costs.

3. Wide Entrance: Large cave mouth. Sheets of thick fungal growth hang down and obscure the entrance. Patches of large puffball fungus protrude up from the ground; disturbing these releases spores that causes itchiness in skin, nose, throat, and eyes for 1d4 hours.

4. Main Cavern: Giant cavern full of all types of mushrooms, toadstools, stinkhorns, and other bizarre varieties. Soft and spongy floor made of porous, decaying peat moss. There is a distinct odor; pungent, floral notes mixed with decaying plant rot. It's cool, dank, and dark. A slight breeze travels through a multitude of holes in the cavern walls that also allow beams of sunlight to criss-cross the cavern during the day in a dazzling display. 2-in-6 chance of a random encounter when party passes through.

Roll 1d8 for the encounter:
① 2d4 myconid scouts lurking in shadow
② 2d4 cultists, trapping shriekers
③ Giant mold, lurching across the ground
④ 2d4 stirges looking to suck blood
⑤ 1d6 shriekers in a panicked rage
⑥ Fungal basilisk, snuffling and prowling
⑦ Delitha the dryad, collecting toadstools
⑧ Roll twice; encounter both at same time

5. Corruption Station: Gurgling, mechanical cauldrons burping up toxic, purple mist that spreads across the cavern floor. Cauldron spouts can be sealed with big corks to stop the emanation of the gas, but cannot be destroyed without first dealing with the volatile contents (how this gets done is up to the PCs). They are heavy and awkward to move, requiring at least two people to carry.

6. Mold Lair: A huge, fast-moving mold the size of an elephant lairs in here. The area surrounding it is thick with bristly, purple fungus that grows in lumpy sheets of gilled lamellae. The mold enjoys living on top of these and is able to move around easily. It's able to do so because of its ability to distribute its weight; if a person were to try to step onto the rolling waves of fungus, their foot would punch through and cause a huge plume of spores to puff out right under their nose; save vs paralysis or become intoxicated, experiencing intense psychedelic hallucinations for 1d4 hours, falling prone and unable to move. Mold will crawl onto incapacitated prey and engulf it, digesting it over the course of 6d6 minutes.

7. Dreaming Pool: A hot spring laps with soothing mineralized water, but thousands of tiny mushrooms grow all around the edge, dropping their spores into the water. Safe to drink, but if quantity is ingested causes severe drowsiness and then induces sleep; slumberer experiences pleasant and vivid but bizarre dreams. PC heals at double rate from rest. 1-in-6 chance to remove poison or disease per hour spent soaking in the pool. Some bones and a handful of jewels worth 2000gp are scattered on the bottom of the pool.

8. Myconid Colony: A dozen huts made from the carved out bodies of large toadstools. 6d6 myconids live here and defend the surrounding areas fiercely. They treat any intruders as enemies unless they bear the mark of Vosethra.

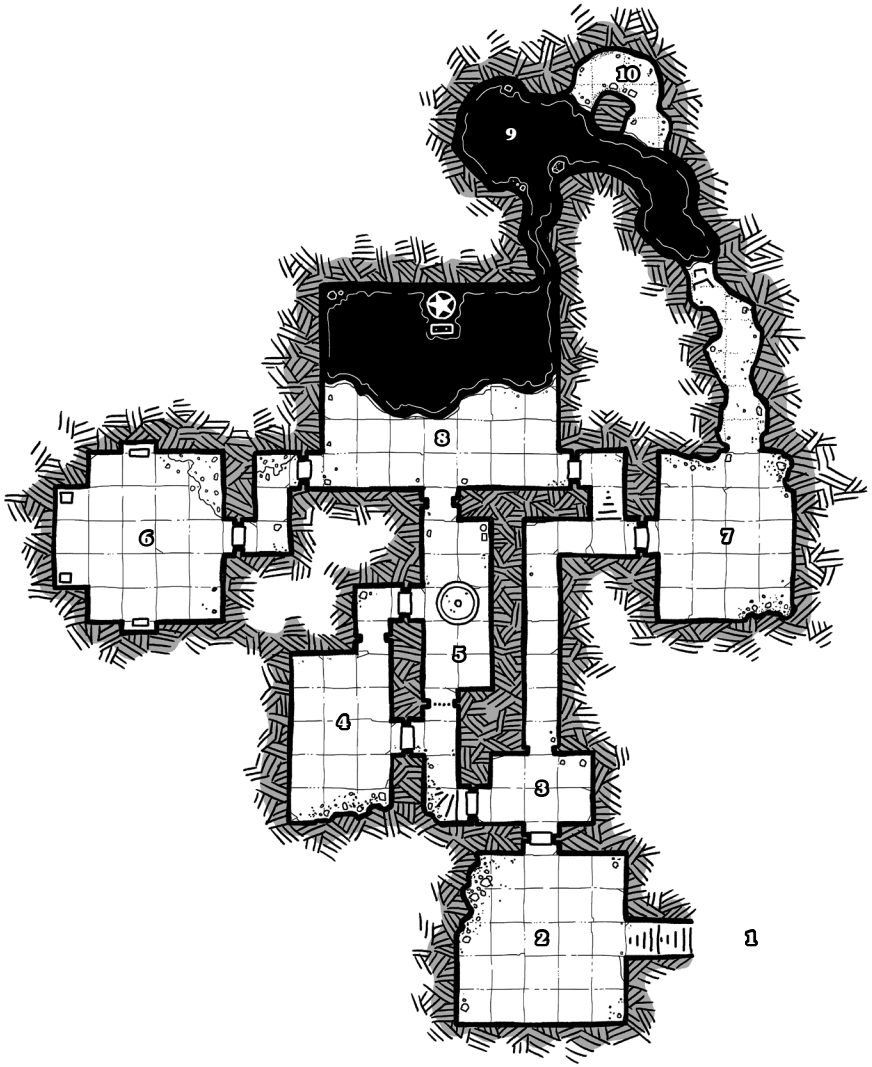
9. Fungal Basilisk: Vosethra's loyal pet lairs here, feasting on the juicy mushrooms. It behaves like a guard dog and will ferociously defend the area from any that approach without Delitha's escort or Vosethra's mark.

10. Vosethra's Lair: The swamp witch, ancient and wise, hides in a weakened state, unable to free herself from the torment that the corruption stations inflict upon her. She will send her emissary *Delitha* the dryad to investigate any newcomers to the caverns. If the party overtly battles the cultists and attempts to disable the stations, Delitha will appear to them and beckon for them to visit Vosethra. The witch is currently trapped in fungus form; she can be restored to her human form using *Vosethra's Idol*. They do not know where the idol is but describe what it looks like. If the corrupters are destroyed, Vosethra will be freed from the wracking blight and will bestow upon saviors her magical mark (+1 to any two attributes of player choice). Vosethra's mark appears as a strange tattoo on the back of the left hand.

11. Underdark Entrance: Chamber is covered in glowing green lichens and molds that crawl along the walls. A narrow tunnel into the underdark is lit by luminescent mushrooms. This tunnel leads to ***The Glowing Galleries***.

Vile Lair of the Nightmare Cult

HEX 4



The cult leaders, in their search for more undead around Illmire, discovered the Fearmother in these old ruins constructed by ancient Rackoo monolith builders. The mystics built this shrine to sacred spirits and imbued the structure with symbolic runes that mark it as a place of power. It's this power that drew the Fearmother to slither inside and fester in the depths. The cultists have now turned this into their hidden base of operations. The power of the Rackoo has been replaced by intense, insidious, otherworldly terror beyond the comprehension of mortal beings. Approaching the ruins now, one can feel the impending doom and sickening power of the Fearmother's presence.

1. Outside the Lair: The grass and weeds near the entrance appear dead. Distinct feeling of unease is felt by any who approach the lair. Save vs paralysis, or else succumb to intense fear and dread. Entrance is a narrow dromos that leads to a stone archway etched with ancient runes of the Rackoo mystics. Guarding the entrance are a pair of nasty hellhounds, with 1d4 cultist keepers. They will attack anyone who is not dressed in cult uniform on sight, and one cultist will flee into the lair to warn the others if possible. Passphrase is "the black fawn drinks at night".

2. Binding Room: Stairs descend to a wide chamber with a low ceiling and crumbling walls. A thin layer of filth covers everything and gives off a smell of urine, feces, and metallic gore. Stone benches surround an iron, upright rack where a dead, naked prisoner is strapped; puncture wounds all over the abdomen. The *Sanguine Piercer* sits in a pool of blood at the foot of the rack. 1d4 cultist acolytes are undergoing initiation. A door bars the way to the north. It is heavy and requires the strength of two people to open. It is generally left open unless the cult is expecting attack.

3. Narthex: The ceiling rises into monolithic stone beams in a grid pattern. Torches burn on sconces. A zombie has been chained to the east wall as a gruesome decoration. It snarls and bites at anyone who passes. Another heavy stone door to the west, usually open.

4. Cultist's Quarters: 6+1d6 cultists will be in this room at any given time, half sleeping, the rest eating or talking. There are footlockers full of cultist cloaks and the simple linens they all wear. Musty cots attract flies. The cultists in this room will rush to aid in battle if any commotion takes place in area 5.

5. Ritual Room: A fountain in the center of the chamber has been re-purposed for cruelty. The pool is no longer water, but blood and other bodily fluids. A narrow column with an inset iron eye is used to chain prisoners up, ankle deep in gore, to be tortured or just left there while cultists kneel and chant to appease the Fearmother. 1d4-1 captives can be found in this room at any given time, chained to the walls or the pedestal; half are bleeding to death or dead. There is always one cultist per victim.

6. Cult Leader's Quarters: The leader of the cult, Virica the Vile, makes her quarters here. The entrance is a newly installed iron door; locked. Virica holds the key. If beset by intruders, she will calmly play the *Harp of the Mara,* which stands on an oaken platform, and then attempt to perform a coup de grâce on any sleepers with her *dark blade*. A high bed is adorned with silken sheets of red and black. Under the bed, strapped to a rolling dolly, is Virica's secret plaything, a naked zombie with arms and legs removed. Around its neck is a key to the lock box in area 10. An ornate wooden shelf holds three *vermicious vessels* containing plump mindphages, the *Eye of Thress,* the *Serpentine Libation,* the *Soul Prism,* and the *Wand of the Illusory Visitor*.

7. Captive Holding: This room will have 3d6 captives. The captives are mostly kidnapped locals and unlucky folks who got ransacked on the highway by bandits only to be delivered to the cultists. The lost villager girl, Ava, is here, bound and gagged, emaciated but still alive. She will beg to be released and escorted home.

8. Chamber of the Black Pool: Two cultists can be found worshiping in this chamber at any given time, along with four *chosen ones* (ML 12). This large room slopes downwards toward the north, that end submerged in oozing black liquid. At the back of the chamber is an insidious altar positioned in front of a chilling idol: the mummified head of a mountain giant. The head is infested with mindphage worms who burrow inside to consume the rotting brain matter. If the head is disturbed or approached by anyone other than Rancidius or Virica, dozens of worms will raise up like cobras and collectively hiss before attempting to swarm them. The mouth of the head is sewn shut but the eyes are bizarrely still open and alive, terrified and in pain. If the mouth-stitches are removed, worms pour out and the dessicated head produces an earsplitting wale that will draw the attention of the Fearmother. It will scream and babble unintelligibly without cease.

9. Lair of the Fearmother: Here, the dreaded Fearmother makes her home. The walls and ceiling of this chamber are coated in sticky, dripping, black ichor. She basks in the center of this natural cavern. She'll attempt to remain invisible and cast her *emotion* spell on any intruders within sight; causes 1) fear, 2) rage, 3) sorrow, or 4) jealousy. She'll attempt to use her *ESP* spell to cause chaos in the ranks of her enemies by driving them mad with panic and dread.

10. Egg Tunnel: This narrow tunnel holds 1d6 fearspawn eggs that pulsate and ooze black ichor. If disturbed, they will burst open and baby fearspawn will emerge to feed hungrily (treat as giant spiders). Tucked behind the eggs is a lock box containing the torn page of The Observer's journal that details how he summoned the Fearmother, as well as 5 emeralds worth 1000gp each.

VIRICA THE VILE

Virica, twin sister of Rancidius, shares leadership of the cult and personally tends to the Fearmother. Together they traveled from a distant and dark land to seek out rumors of undead in the region. They discovered the zombies lurking in the abandoned mines and began to create plans to utilize these in their sinister agenda. In hopes to find more undead hidden in the region, the two began to explore any old ruins they came across, and in one particular ruin they located the Fearmother. Since then, they have made this creature the focus of their efforts and use its powers for their own ends.



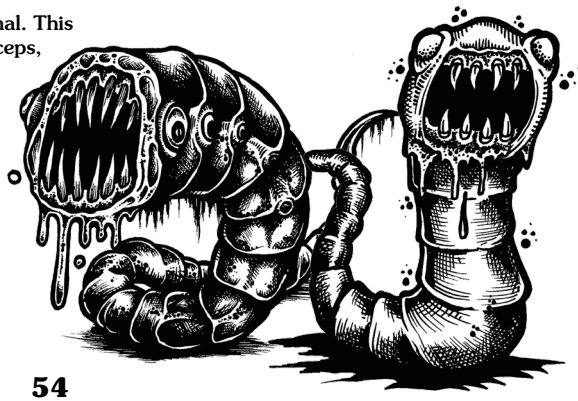
Virica and Rancidius are power hungry, sadistic people who come from a family of abusers, manipulators, and cult-personalities. She orchestrates plans from the safety of the lair and manages the recruitment and indoctrination of new cult members. Those who are willing and loyal are allowed to retain their free-will, but any who falter are deemed "chosen ones" who are then made to go through a special ritual of ascension (where mindphage worms are inserted into their ears and they are turned into mindless zombie-like slaves).

She possesses a graven image of the Fearmother that allows her to speak directly with it. This direct connection to the Fearmother has turned Virica even more power hungry and sadistic than she has ever been. She revels in torturing kidnap victims and has begun to concoct secret plans to eliminate Rancidius if possible, and take control of the cult for her own ends. Rancidius is oblivious to this and assumes that he retains complete control, with nothing but support from Virica. If an opportunity arises, and she feels as though her need for him has passed, she will gladly allow Rancidius to be slain and will take over the cult for herself.

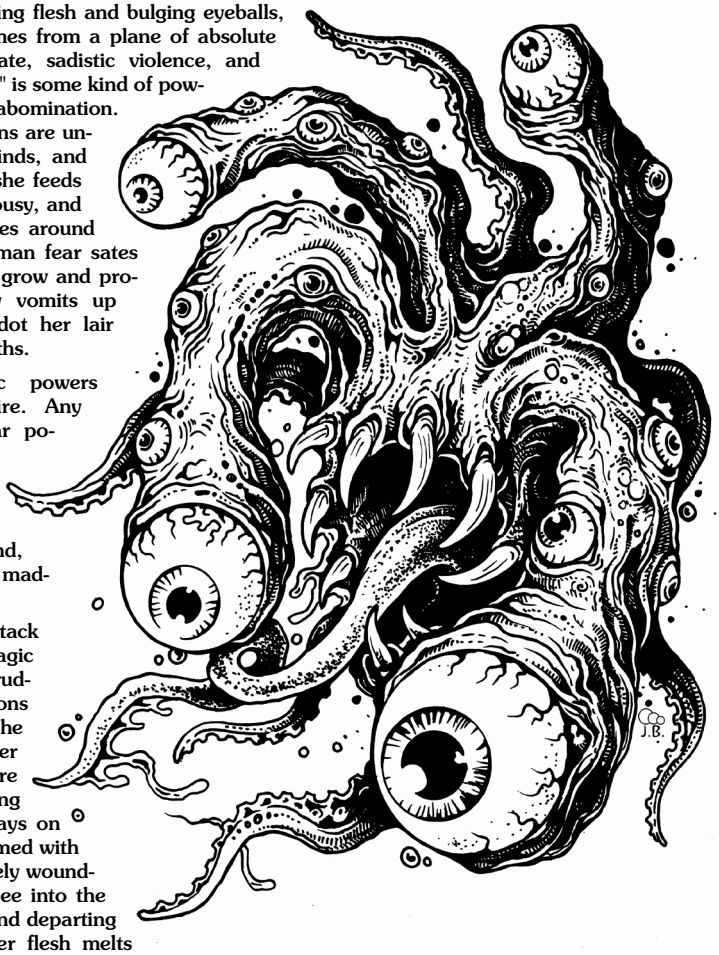
MINDPHAGE WORMS

These sinister creatures, about two inches long, are abominations spawned by the Fearmother. They attempt to crawl (or are otherwise purposely inserted) into a person's ear canal, burrowing inside and weaving tiny tentacles into the brain of the victim, turning them into mindless drones, easily influenced and brainwashed. The cult leaders use these worms to quietly take control of people around Illmire and turn them into pseudo-doppelgangers. Those affected appear to be relatively normal humans, but upon close inspection, there is something off with them; their eyes appear sunken and dilated, their skin pale, and an odd mildew smell permeates from them. They cannot be brought to their senses without removing the worm.

The worm must be pulled out of the ear canal. This can be accomplished with a pair of fine forceps, but a more novel approach may be discovered. The smaller geckos who live in the swamps have a taste for worms and will voraciously devour the mindphages, pulling them out of the ear canal of the victim with their pointed snouts. If a PC falls victim to a mindphage, they effectively become an NPC until rescued from the control. As an optional alternative, the Referee may relay this information secretly to the character's player and enlist them to spy on the PCs for the cult.



THE FEARMOTHER



A horrific tangle of writhing flesh and bulging eyeballs, this heinous outsider comes from a plane of absolute nightmare, primordial hate, sadistic violence, and perverse dreamstuff. "She" is some kind of powerful, extra-dimensional abomination. Her purpose and intentions are unfathomable to human minds, and all that is known is that she feeds off of the fear, hate, jealousy, and mistrust of living creatures around her. The presence of human fear sates her hunger, allowing her grow and procreate. She occasionally vomits up fearspawn eggs, which dot her lair and hatch every few months.

Her sinister, telepathic powers spread throughout Illmire. Any creature exposed to fear potions will experience frequent, panicked nightmares for days after. When this happens, she is there, in the background, orchestrating the terrible madness.

If cornered, she will attack viciously and use her magic to attempt to drive off intruders so as to let her minions dispatch them. When she strikes a victim with her barbed tentacles, they are infected with a terrifying affliction that lasts for days on end. She can only be harmed with magical weapons. If gravely wounded, she will attempt to flee into the swamps, leaving Illmire and departing to the north. If slain, her flesh melts over the course of an hour as it is not meant to be in this world. All of the mindphage worms will shrivel up and die, releasing anyone from their grasp.

FEARMOTHER'S CURSE OF TERROR

When struck by the Fearmother, her demonic ooze seeps into the victim's skin through wounds created by sharp barbs on her tentacles and delivers an effect for 2d6 days:

1. Madness: Victim experiences bouts of insanity, loss of memory, severe mood swings, loss of faith, and emotional turmoil.

2. Mara: Every morning, victim wakes but cannot move; paralyzed for 1d6 minutes. During this, experiences intense crushing pressure on chest and limbs, phantom voices, and a demonic visage that seems to always be about to bite their face.

3. Paranoia: Victim experiences seething paranoia and nervousness. 2-in-6 chance any social interaction, no matter how mundane, results in panic.

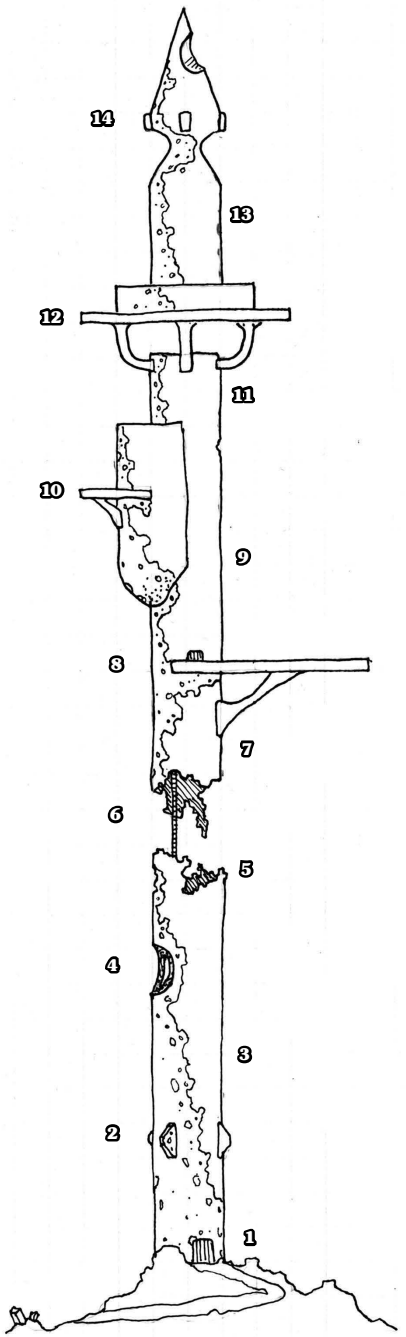
4. Worms: Victim is injected with mindphage larva. Experiences symptoms of dysentery, but at end of time-frame will vomit up 4d6 mindphage worms before dying.

5. Zombie Rot: Victim must save vs. poison or become afflicted by zombie rot.

6. Mind-Ark: A portion of the Fearmother's consciousness is embedded into the victim's brain. It remains there, whispering evil thoughts in a terrifying voice and encouraging the victim to perform evil deeds.

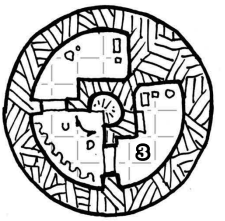
The Observer's Tower

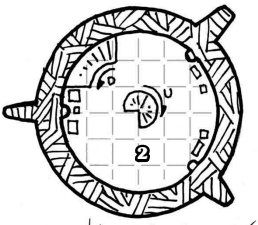
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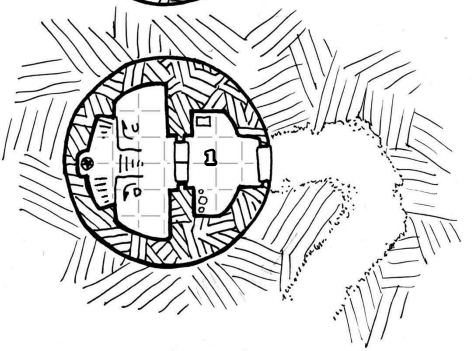


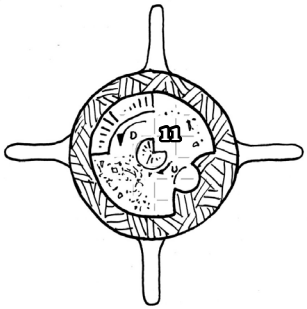


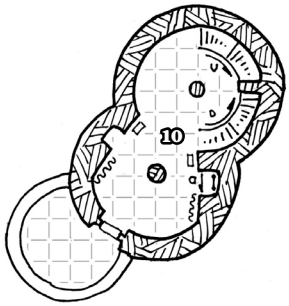


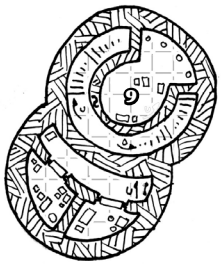


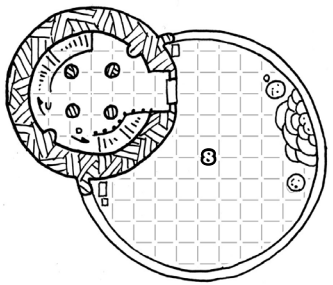








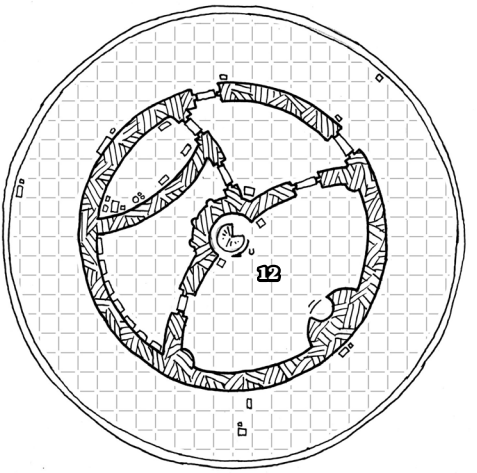












A sky-scraping tower of alabaster bursts through the treetops to overlook the valley. It is home to the legendary sorcerer known as The Observer. Atop the towering spire is a magical, telescopic device that the sorcerer uses to survey the region. The entire tower is magical. This is apparent by the way that the top half floats suspended in midair, a central section of it completely destroyed in a siege long ago. The tower is also occupied by the chimera goblins of Redthorn Forest, botched creations that The Observer has abandoned to the bowels of the tower.

1. Foyer: A grand oaken door, worn and sun-beaten, unlocked and partially ajar. Past the threshold, a small alcove; floor covered in dry leaves. Empty coat racks, boot hooks, and torch sconces. Another set of oak doors, also ajar. Past these, staircases; one goes up, the other leads down to ***The Subterranean Complex***.

Between them, a broken caryatid statue; the figure appears to be a female elf. Whatever she held is smashed upon the stairs as stone rubble.

2. Trap Room: Chimera goblins who live on the floor above steal gecko traps and set them around this room, hidden under knee-deep piles of leaves. 2-in-6 to step into a trap (six in total), causing 1d4 damage and requiring a strength check to get it off. On a 4, limb is severed instead; roll extra 1d4 damage.

3. Chimera Squat: 2d6 chimera goblins lair in this room. Dirty linen sacks contain bones, peculiar dead things, and a stash of precious gems stolen from the tower worth 700gp.

4. Landing: Chimera goblin alpha lairs here (+5hp, +1 damage, 3 mutations). Hidden under a flagstone is 1510gp worth of gems, an obsidian statue of a dwarf warrior raising her hammer, and a bag of dried mushrooms.

5. Terrace: Floor is deteriorated here; 2-in-6 chance tiles drop out; dexterity check or fall for 2d6 damage to area 4.

6. Mysterious Void: Rickety old ladder, built by the goblins using scavenged wood. Spans a sizable gap in the tower's outer walls, yet the top half of the tower inexplicably remains floating above as if the walls were still there. 1-in-6 chance a rung breaks on the ladder; dexterity check to avoid falling down to room 5, taking 3d6 fall damage.

7. Flattering Arcade: An old, rickety ladder reaches up to a crumbling ledge; treacherous footing along the way. Dexterity check required to hop around the broken wall into the southern alcove; three magic scrolls sitting on shelves here: *detect evil*, *speak with animals*, and *growth of animal*. Barring progress is a large door with a life-like bronze face of an elven woman. If touched, it comes to life and begins to speak with a bell-tone voice. She has a peculiar personality. Her purpose is to open when The Observer comes, or else to demand the password from visitors. She's instructed to use her eye-beams (save vs spell or take 2d6 damage) against attempts to damage her. But she is lonely, very vain, and is worried about her appearance after so many years. She'll open for the password ("violet nightshade" which is written on a piece of parchment hidden in the Subterranean Complex), or if the callers provide her with a convincing speech of flowery language and compliments (charisma check), or if they retrieve a mirror large enough for her to see herself clearly and hold it there for her to look at herself for at least an hour (or otherwise contrive some way to permanently place it there so she can always see herself). Past her are tables displaying a *Karmic Coin*, a *Bag of Holding*, the *Orb of Confusion*, a *Pot of Abundant Aliment*, a *Phoenix Amulet*, and a *Faerie Scroll*. Stairs lead upward to the plaza above.

8. Gargoyle Plaza: Four 12' tall columns in the central area; a gargoyle perched upon each, appearing as statues. They will shed their stone skin if visitors arrive. They're mischievous bullies who enjoy heckling, pestering, and antagonizing any who wander near. They'll crack jokes, make fun of appearances, call them cowards, and goad them to climb up the columns. They'll swoop down and try to steal loose items, then play "keep away" while the victim struggles to recover their things. They are petty and won't tolerate any bullying directed at them. They'll grow vicious and vengeful at any teasing or insults. Otherwise, they will not allow any visitors to proceed upward without gifts of gold or magic items. Also here is an oak door; closed but unlocked. Opens to a large balcony that extends off of this floor. The Observer now uses this balcony as his landing to enter and exit the tower. 1-in-6 chance he is here, leaving or returning from an outing in the forest. Piles of dank canvas in the corner; 1d4 giant ticks lair inside the cloth.

9. Mezzanine: Staircase from area 8 continues up. The alcoves on this level are only accessible by descending the shaft in area 10. The southernmost alcove contains several chests; two hold 2000gp each. One is a mimic (use *wolf* with 4-in-6 chance to surprise and +30xp) that attacks anything that touches it. The north alcove has a magically warded door; there is a strange glowing rune visible only to magic-users. If opened, anyone within 5' of it takes 2d6 concussion damage when a thundercrack emits from the rune. Chamber contains several wooden crates with: *The Burning Lady*, a *Gland of Clorg*, and a *Glowmoth Lamp*. A stone box (warm to touch) contains the sword *Flambolg*. An ornate silver box holds the *Lunar Sapphire*. 1d2 beaked watchers guard the area.

10. Broken Bartizan: The floor extends out onto a projected turret that protrudes from the main tower. A pair of old withered tapestries hang from the walls, upon them are faded insignia of an eye with curious runes written upon their edges (these are a pair of portal tapestries that aren't yet deployed). Behind them, the walls are etched with what appear to be depictions of elves building the tower. A vertical shaft drops 15' to the floor below, room 9. The balcony here is crumbling (1-in-6 chance to drop through and fall for 6d6 damage); draped over the banister at the far side across from the exit, the *Cloak of Tar* (dexterity check to put cloak on during fall to elimi-

nate damage). 1d3 beaked watchers hovering nearby.

11. Staircase Room: The main staircase ends. A central spiral staircase, constructed from fine wrought iron of elven make (wisdom check to identify) ascends to the atrium above. Scattered rubble hides an aquamarine (500gp).

12. Atrium and Laboratory: The Observer is usually here milling about, conducting research on whatever he is interested in at the moment. This floor contains all of his strange research equipment, a vast wealth of items of incalculable worth to sorcerers, antiquarians, and academics. A multitude of brass clockwork mechanisms, silver armillary spheres, bubbling alchemical experiments, grotesque creatures suspended in fluid-filled glass jars of precarious integrity, strange shards of tinted glass that hang from various hooks (some kind of experiment - there is a *wand of light* hanging nearby), eerily realistic taxidermied beasts from the forest and swamp (2-in-6 chance one comes alive if touched, 1-in-6 chance it also talks), and these loose magic items: a *Thunder Crystal,* an *Everquenching Flask,* the *Serpent Staff,* the *Sorcerer's Chime, Frostbite, Murtlegaunt's Agreeable Abode,* and the *Cube of Zoe*. Urg'lon will be intrigued by visitors and will question them until he grows bored, then he'll become indifferent and mostly ignore them while he wanders his tower humming to himself. If they're aggressive, he'll grow angry quickly and attack. He'll pursue them up to a mile from the tower in chase. If an attack is made on his life, he'll show no mercy and kill the threat outright. But if the trespassers are just rude or make idle threats, he may simply punish them by polymorphing them into vermin.

13. Bridge of Stars: High ceilings painted with a faux star-scape; spiral staircase continues up. On each of the four corners of the chamber hangs a *Portal Tapestry*. If the Lunar Sapphire is touched to a portal tapestry, it opens for 1d4 minutes. The stonework around the northeast tapestry bears subtle signs of ash, soot, and scorch marks. It opens to 30' above the lava pool in the mouth of Mount Slagmaw; scorching air blasts through, save vs breath weapon or 1d6 damage. 1-in-6 chance the stonework around the southeast tapestry is wet. It opens into Misty Lake and a wave of water pours through; strength check or be washed down the staircase and take 1d6 damage. The southwest tapestry has no distinguishing marks; portal opens to some place in outer space; save vs death or be pulled in by a vacuum and lost in space forever. The northwest tapestry portal opens to the *Subterranean Complex.*

14. The Observatory: A viewing platform 6' in diameter sits below an intricate, clockwork mechanism designed to lift the operator up into a raised cupola at the top of the tower, where the lensing apparatus can be shifted into a position overlooking Illmire through an oculus in the dome. An operator can point it at any hex in Illmire; the apparatus only swivels into positions that oversee one of the areas of Illmire. Anyone on the viewing platform is able to see a magnified image via a large circular lens. There is a clockwork switch on the device; this engages the oculus magnification beam, a high powered light source that shines through the cognition chamber, where a prism is placed, allowing the scope to be used at night as well as zoom-in even closer to the subject (from 10x to 100x). If The Observer's monocle is inserted into the narrow slot on the lensing apparatus, it becomes capable of seeing magical auras. Further, spells cast on the platform can be targeted via the monocle. Placing the *Lunar Sapphire* into the cognition chamber and then triggering the oculus magnification beam with the monocle in place will transport any living being standing on the viewing platform to the location targeted. The beam requires fine tuning, however, and can only be properly tuned by The Observer, who isn't really interested in doing that right now, so there is 4-in-6 chance they are transported to the targeted hex, otherwise roll a d20 to determine which random hex they end up in. They may be disoriented and unsure where they are in this case. On a 20, they are teleported to a pocket dimension where they witness the history of Illmire flash before their eyes in a matter of moments.

What is Urg'Lon Interested in Now?

1. Enlarging flying animals to see which giant creature can slay the wyvern (giant flying geckos and bats in the lab).
2. Creating explosive powders from salamander blood (dead salamanders all over the lab; 3-in-6 chance of 1d10 vials of explosive powder sitting around).
3. Transmuting flesh into gold (dead goblins, 1d4 piles of gold worth 1,000 each).
4. Experiments in electrotherapy (huge ceramic vases filled with vinegary beetle-oil, copper tubes, iron rods; 1d4 goblins hooked up via wires to contraptions being slowly shocked to death and foaming at the mouth).
5. Enchanting flying objects (1d20 random household objects floating around the lab).
6. Splicing geckos with random animals (treat as dire animals, which he'll let loose into the forest when he gets bored; 1d4 wandering the lab).

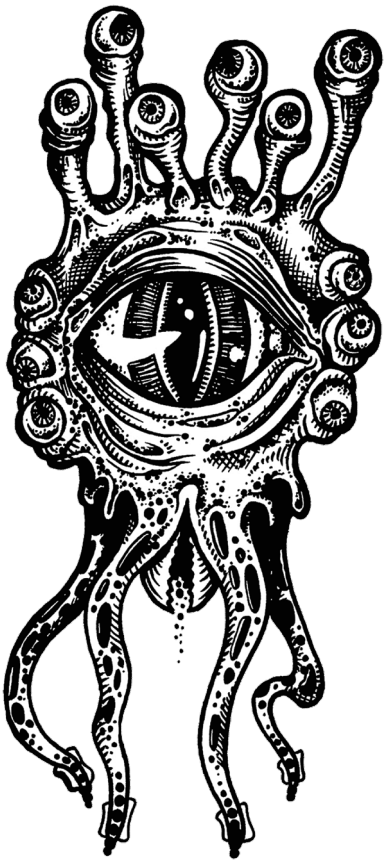
CHIMERA GOBLIN

These ghastly abominations of life were created by The Observer who wanted to dabble in some transmutation of living creatures. With dark magic, creatures of the forest and swamp were lured to his lair, where he used captured goblins as test subje heartless experimentation on combining them into some new. The results were deformed and mutated goblins s with seemingly random bits of animalia.



They are feral and wild, just capable enough to procreat birth new generations of even more malformed indivi Their numbers hover around a hundred, but they are su ingly long-lived for goblinoids, the oldest surviving well 60 years. Their poor, imbalanced body chemistry results an awful stench that can give away their presence. Wit constant mixed signals going through their brains, they are prone to spasms, seizures, and always seem jittery. It's not unusual for them to fall into sudden, violent fits of screaming and thrashing, resulting in very unpredictable behaviors.

For these reasons, The Observer has abandoned them as his pet project. He released them back into the forest but they never strayed far from the tower. After a while, they began to repopulate the lower floors of the tower using it as their lair. The Observer is pestered by the presence, but is too busy working on other things at t moment to take the time and effort to eradicate them.



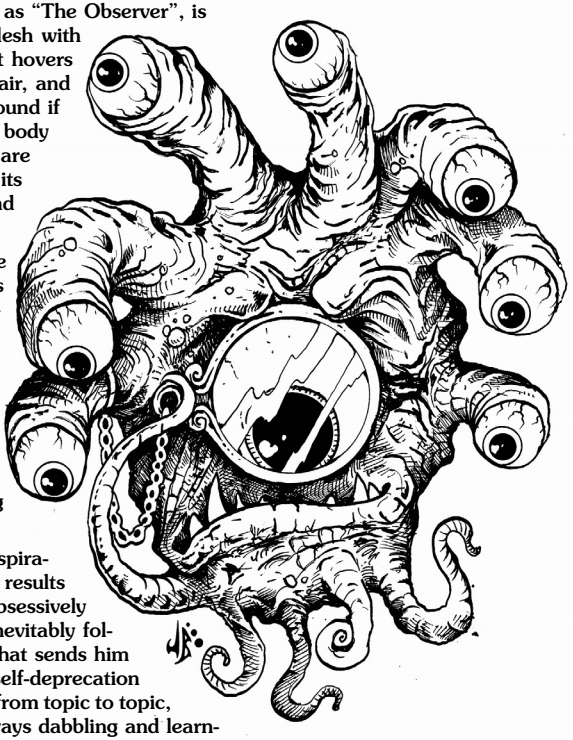
BEAKED WATCHER

Strange, floating eye creatures, similar to Urg'lon. They are quiet, preferring to stare at their point of interest for long periods of time, motionless. They otherwise float around the tower, idly doing repairs or keeping watch for intruders. They possess a mind-link to The Observer and, through this, he is able to see what they see. He can spawn a maximum of seven at a given time, but will only summon as many as it seems necessary for the occasion.

They are able to float and fly similar to The Observer. Their beaks chatter when they are threatened or hurt. They'll protect The Observer by casting spells from a distance, dropping pots of blinding miasma-gas on enemies, or even engaging in flailing melee if cornered.

If an army is brought to the doorsteps of the tower, the adrenaline rush of the siege will allow Urg'lon to summon an additional 1d12 Watchers who fly from the tower to attack the armies below.

URG'LON THE OBSERVER



The near-mythical sorcerer, known only as "The Observer", is actually a monstrous, floating blob of flesh with a huge eye in the center of the mass. It hovers above the ground, as if buoyant in the air, and can float hundreds of feet above the ground if desired. From a leathery, purple-green body sprout muscular stalks upon which are mounted articulating eyeballs, and from its chin hang coiling tentacles that probe and grip like elephant trunks.

Spawned somewhere long ago in the underdark, its true name is Urg'lon. It's apparently male as he often talks to himself idly in the third person while working through his thoughts about whatever his attention happens to be on. Indeed, Urg'lon's attention span is fairly low for such a highly intelligent creature (too many eyes?). He tends to follow a pattern of hyper-obsessiveness followed by dramatic burnout and then passing indifference.

Urg'lon will have a sudden flash of inspirational interest in a given subject, which results in days, weeks, or months where he obsessively studies and interacts with the subject, inevitably followed by a self-perceived failure-event that sends him into an emotional downward spiral of self-deprecation and despair. In this manner, he bounces from topic to topic, skill to skill, technique to technique, always dabbling and learning enough to be dangerous, but never mastering any particular thing. He is a long lived creature though, and generally highly capable whatever he puts his mind to for a while, and so his half-finished, abandoned projects are strewn about, and their effects echo throughout the land.

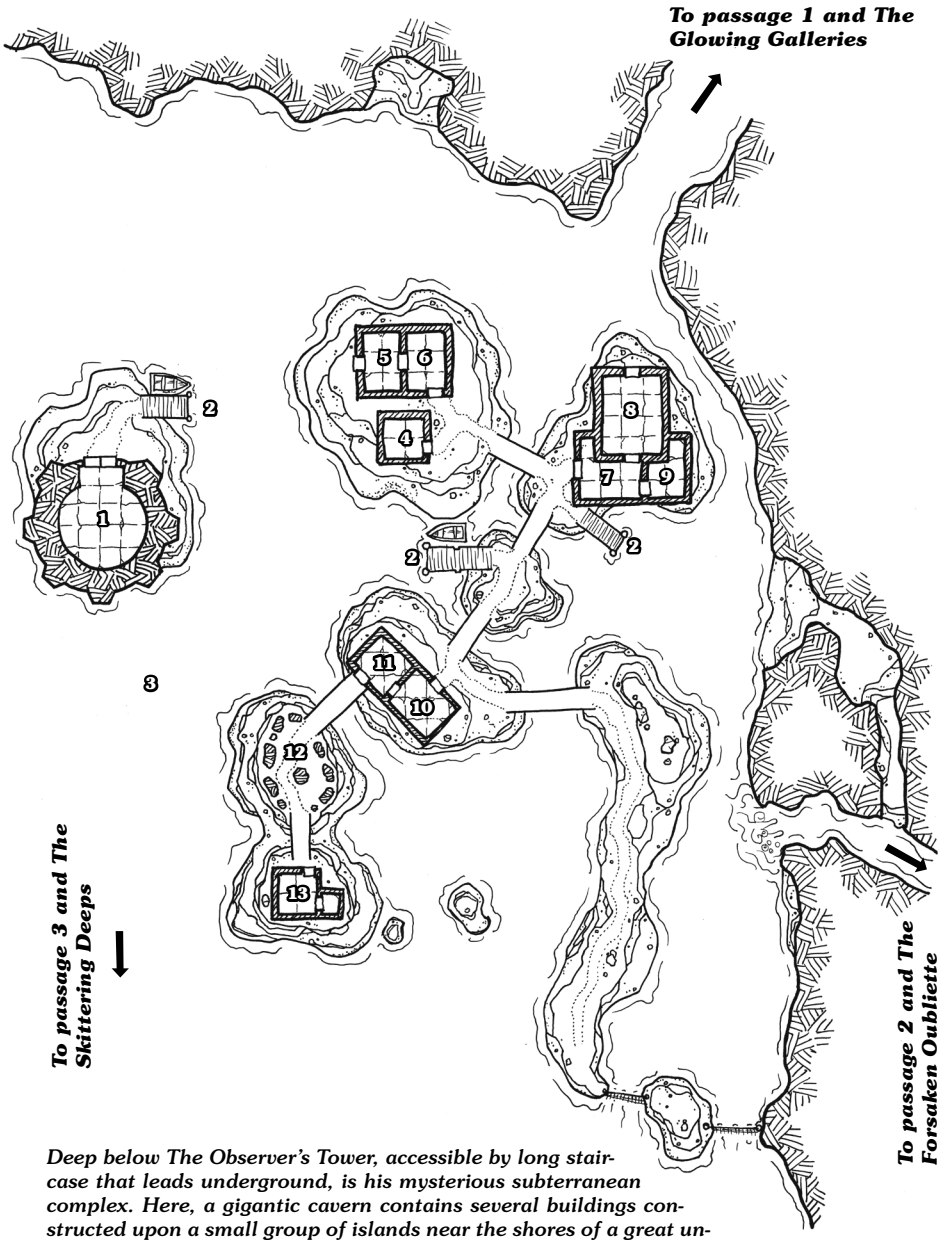
It was he who slaughtered the Rackoo Clan when they fought back after he transformed the creatures of the forest into the chimera goblins, and cursed their warriors to lives as fishmen. It was he who dabbled with necromancy upon the clan's buried fallen, creating undead who now infest the forest. He used the same necromancy to curse a defiant miner, which led to the incident at the Copperclaw mines. And he was the one who summoned the Fearmother from an unknown, forsaken plane of nightmare, then let it loose on the land, just to observe what would happen.

At first he was morbidly delighted at the idea of a cult that has begun to worship the hell-beast he conjured. He watched closely for a few months before growing bored of the seemingly dull normality that had evolved. For fun he planted rumors of treasure in the wilderness to draw adventurers into conflict with the cult. He then forgot he did this and moved on.

If the PCs reach the upper levels of his tower, Urg'lon will be mildly impressed and intrigued, and will pay close attention to them for their first two or three visits. He'll ask them as many questions as they'll tolerate and that he can think of at the moment. If they don't tolerate any questioning, he'll get annoyed and send them on their way. If they put up with at least some questioning, or he runs out of questions, he'll request a favor of them: to rid the lower levels of his tower of chimera goblins who pester him when he's down there. If they agree, he'll gladly pay them after he sees it cleared of goblins. His chosen form of payment for lackeys is a sack of 1998gp. If the adventurers don't cross his hot temper, or question his payment or the objectives of his tasks, he'll continue to hire them to perform additional seemingly random missions, each time offering the same form and quantity of payment; no more, no less.

Some example missions: bring him a (giant gecko? frogling? zombie? griffon? chimera goblin? lava dwarf? fear potion? fearspawn?), spy on the circus near the highway, deploy a portal tapestry at the top of The Klepperhorn, pour growth serum into the lake, or whatever weird things come to mind.

The Subterranean Complex



Deep below The Observer's Tower, accessible by long staircase that leads underground, is his mysterious subterranean complex. Here, a gigantic cavern contains several buildings constructed upon a small group of islands near the shores of a great underground sea. The Observer keeps a library for his many tomes, books, scrolls, and writings as well as an archive of his own findings. He keeps a trio of blind, elf monks who serve as scribes and librarians. They are harmless unless attacked, and will assist any who request help locating information in the library or archives. The great sea, known as the Underocean, stretches off into miles of darkness. What lies beyond is unknown.

1. Staircase from The Observer's Tower: A long, spiral staircase winds its way down from the tower above inside of a cylindrical stone chamber. Downward it goes, under the ground, until it ends inside of a dark, dank chamber. The sound of flowing water comes from just beyond a rusty metal door. From outside the building, it appears to be a tower that reaches up into the darkness above until it connects and enters the ceiling of the giant cavern. Stone bridges connect this island to others.

2. Boat Dock: Wooden docks reach out over the murky, churning waters of the Underocean. The shadowy forms of huge, sightless, albino eels and fish lurk under the water. Rickety wooden boats with oars are tied to most docks, used by the librarians.

3. The Underocean: Small waves ripple in from the vast body of murky water to the west. The water has tides that shift back and forth every six hours. At high tide, the waves are roughly the same height as the docks themselves. At low tide, the water level drops by over a foot, exposing many rocks that stick out of the water around the complex. Albino crabs and other crustaceans congregate on these rocks during this time.

4. Librarian's Quarters: A freestanding stone building that sits upon a rocky island. The librarians keep their simple lodging here, each retaining a footlocker containing robes, sandals, candles, and some simple sundries like dried fruits and nuts, salted meats, and stale breads. 2-in-6 a librarian is here resting.

5. Storage: The Observer keeps some additional storage here. Dusty wooden crates fill the room, some open and some nailed shut. Contents are worth 1400gp in uncommon items, including scroll tubes, three large prisms, a dozen empty cruets, boxes of quills, six large jugs of black ink, a hundred feet of copper wire, an ornate balance with weights, two boxes of multicolored chalk, a copper alembic for alchemy, ten bottles of dark wine, and several folds of fine silk. There are torches in sconces along the wall; one is a hidden lever that opens a secret cache containing 2000gp in precious gems. 2-in-6 chance that a librarian is here rummaging through crates.

6. Scroll Chamber: This room features three long, wooden, scroll racks. Each rack contains fifty or so blank scrolls with solid oak rods. 2-in-6 chance a librarian is here choosing a new scroll.

7. Scribe Room: Three ornately carved, wooden podiums are positioned around the room. Running along the edges of the room are dozens of candles that provide ample light for the scribes. 2-in-6 chance a librarian is here, scribing upon a podium. In a hidden compartment in one of the podiums is a note that says "to pass the magic door, speak *violet nightshade*".

8. Library: This larger chamber functions as The Observer's private library. He keeps a vast multitude of books, pamphlets, and scrolls here for his own research, invaluable tomes of esoteric knowledge, stacked neatly upon shelves and racks. There is a 1-in-6 chance to find useful historic, scientific, or occult information here per every four hours spent studying. A door on the north wall leads to a stone ledge overlooking the water. It faces toward the northern tunnel that lead to the ***Glowing Galleries***.

9. Archive: A chamber that holds The Observer's personal logs and scientific journals. He employs the librarians to scribe for him and then files the observations in neat shelves labeled by the decades. The history of The Observer's presence in Illmire is recorded here, stretching back a thousand years, a long with a vast array of personal observations and scientific results.

10. Private Study: Dominating this chamber is a stone table piled with books and scrolls. Hidden under the piles are scrolls of *water breathing, wizard eye, magic jar*, and *cloud kill*.

11. Art Gallery: There are dozens of strange paintings here. Most are portraits of elves. Their eyes watch trespassers. A glowing, owl-like bird hangs out in and around this building. It's capable of speech and will follow anyone who enters around the subterranean complex. It wants to know what the surface world looks like but is too afraid to go see for itself. It will trade information about Urg'lon for pieces of fresh fruit.

12. Seaside Henge: A ring of tall, mossy stones stands upon an island. Scorch marks are emblazoned upon the smooth stone ground. Magic energy is palpable here. This is a *place of power* - the effects of spells cast while in the standing stones are doubled, per the Referee's discretion. 1-in-6 chance a librarian is here, casting a spell.

13. Retreat: A heavy iron door bars entrance to a final stone building, this one with ornate glass windows. The Observer uses this as his private get-away. A large stone pedestal sits in the center of the room, serving as a bed for Urg'lon. It's draped with thick, fine fabrics and covered in silken pillows. Hidden in the fabrics of the bed is a scorpion the size of a house cat; it strikes anything that disturbs it. A peculiar hookah sits beside the bed; any who smoke from this hookah gain the ability to see additional colors not normally visible to humans, can see in the dark, and read magic. These effects last for one hour. A closet features shelves that hold three oversized monocles worth 500gp each and a golden container of magic hash worth 700gp.

Underdark Adventure Areas

GLOWING GALLERIES
Following the tunnel down from the *Fungal Caverns* leads to an array of swirling caves brimming with bioluminescent mushrooms and lichen. These sprawl upon the walls and ceilings, emitting a soft, colorful light in a variety of hues.

Myconid outcasts live in small pockets around these caves. The reason they are banished is unknown, but it has made them vicious. They cover themselves in luminous lichens and perform war-dances in the darkness, getting ready to stage raids on the surface village.

Glowing fungal basilisks lair in the deepest caves, gorging on the mushrooms and lichens. They produce echoing howls that seem to cause the glowing mushrooms to dim and brighten, swelling with the pitch. They emerge hungrily from a dimensional rift leading to a primordial plane of fungus.

Encounters *(3-in-6 chance, roll 1d4)*: ***1)*** *Myconid outcasts performing glowing dance ritual [2d4].* ***2)*** *Fungal basilisks snorting and howling while they eat [1d2].* ***3)*** *Fungal stalker, lurking among folds of mushrooms.* ***4)*** *Gurgling entrance to fungus plane, spoors burping into the chamber intermittently.*

UNDEROCEAN
Below The Observer's Tower is a group of stone structures built upon islands in a vast underground sea known as the Underocean. The stairs from the tower lead down for several dozen stories before landing at the bottom. The structures serve various purposes, but primarily they are used to house The Observer's collection of notes, documents, books, and scrolls. Blind elves work as librarians, using boats to get around the islands.

The Underocean is fed by underground streams leaking from Misty Lake and the surrounding swamp. The dark water is full of albino fish, eels, and crabs, all completely blind to light. It's possible to sail across this sea to the west, beyond Illmire, to other underdark locations.

Encounters *(3-in-6 chance, roll 1d4)*: ***1)*** *Librarians; strange blind elves in rowboat [1d4].* ***2)*** *Beaked watchers patrolling [1d4].* ***3)*** *The Observer.* ***4)*** *Floating chest containing 1d4 random spell scrolls.*

FORSAKEN OUBLIETTE
Hidden deep in the forest territory of the froglings is a dark, vine-choked crevasse that leads down to a series of tunnels containing ruins left by the Rackoo clan. The ruins are now infested with troglodytes who occasionally surface to hunt in the forest. The froglings have had violent encounters with the troglodytes, and so shun the tunnels below the forest.

Encounters *(3-in-6 chance, roll 1d4)*: ***1)*** *Dead froglings being eaten by corpse crawlers [1d4].* ***2)*** *Troglodytes [2d4].* ***3)*** *Giant earthworms [1d8].* ***4)*** *Giant spiders, wandered from the Skittering Deeps to hunt [1d6].*

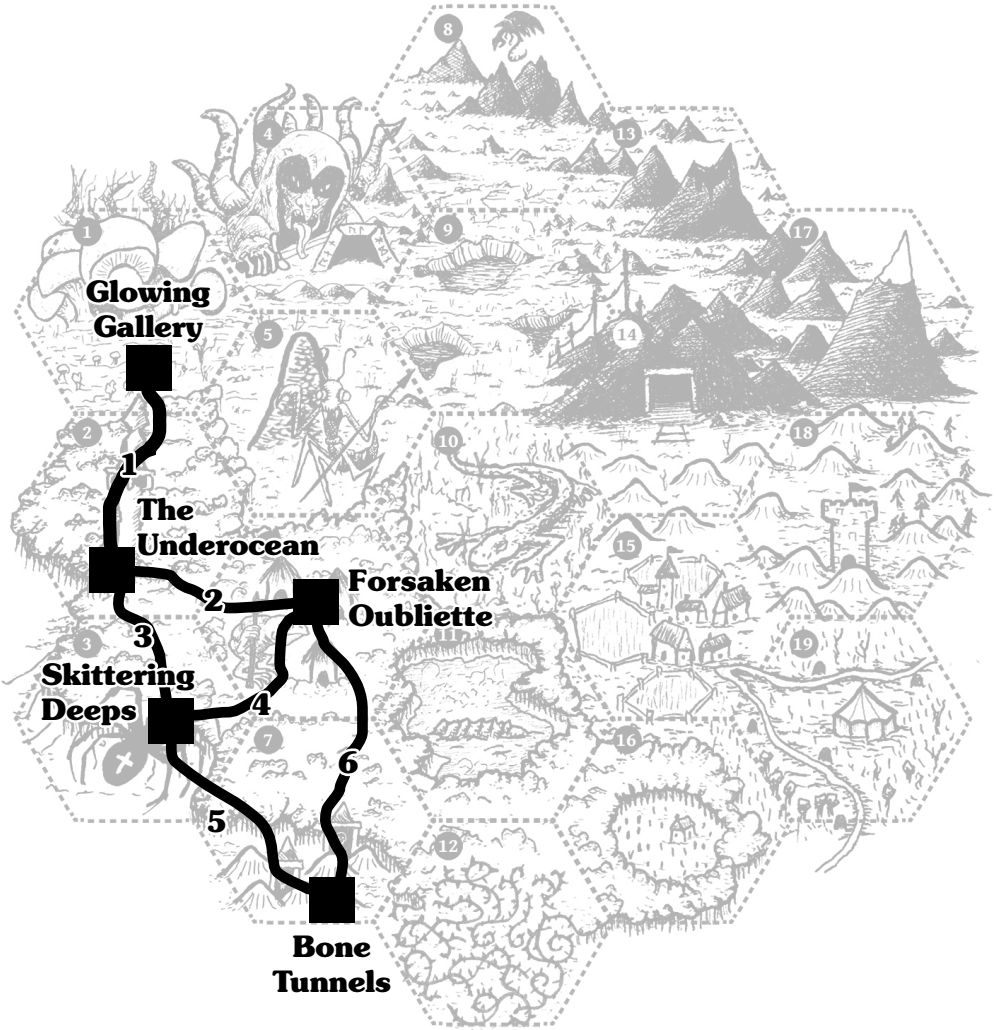
SKITTERING DEEPS
A sprawling labyrinth of narrow worm-lines stretches in every direction like a mess of pasta. The passages are thick with webbing, to the point where they are nearly impassible to all but the giant subterranean spiders who inhabit them, though fire may do the trick. These spiders crawl down from the Webbed Hollows, hiding from the sunlight that penetrates the caverns.

Encounters *(3-in-6 chance, roll 1d4)*: ***1)*** *Wriggling egg sacs full of spider swarms [1d4].* ***2)*** *A skeleton, wandered from the Bone Tunnels, stuck in the webbing.* ***3)*** *Giant spiders, lurking the webbing and shadows [1d6].* ***4)*** *Undead ettercaps, still hunting mindlessly.*

BONE TUNNELS
A labyrinth of crumbling catacombs sits below the lost crypts of the Rackoo clan. The walls of tunnels are made from rows upon rows of stacked bones, with a line of jawless skulls to crown the grim motif.

Skeletons and zombies shamble through the dark corridors, as well as something even worse. The necromantic magics used to raise the dead have manifested as a sinister bone golem that stalks the catacombs, choosing from the morbid structure its favorite bones with which to adorn itself. It tolerates no living trespassers in its territory.

Encounters *(3-in-6 chance, roll 1d4)*: ***1)*** *Zombies [1d4].* ***2)*** *Skeletons [1d6].* ***3)*** *Pit trap with jagged broken bone spikes.* ***4)*** *Bone golem, seeking new bones to add to the catacombs.*



Passage #1: This passage starts out bursting with glowing mushrooms towards the north. The mushrooms eventually give way to utter darkness and ankle-deep, murky water. Closer to the Underocean, the water raises up to waist-height. Echoes boom in the passage.

Passage #2: A narrow channel with knee-high water stretches eastward from the Underocean. Halfway to the Oubliette, raised stonework catwalks emerge. These proceed into the crumbling ruins below the frogling canopy.

Passage #3: A rapid and turbulent channel runs southward from the Underocean. Before reaching the Skittering Deeps, it slows down and pools, draining even deeper. The Skittering Deeps is above this pool, requiring a climb.

Passage #4: A huge cylindrical wormline burrows its way from the Skittering Deeps to the Forsaken Oubliette. Many more lines branch off. Somewhere lurking is a gigantic worm, one of the many who created the lines.

Passage #5: A wormline stretches southward from the Skittering Deeps before it bursts into a stonework chamber that links to the Bone Tunnels. Undead wander northward and occasionally get stuck in spider webs.

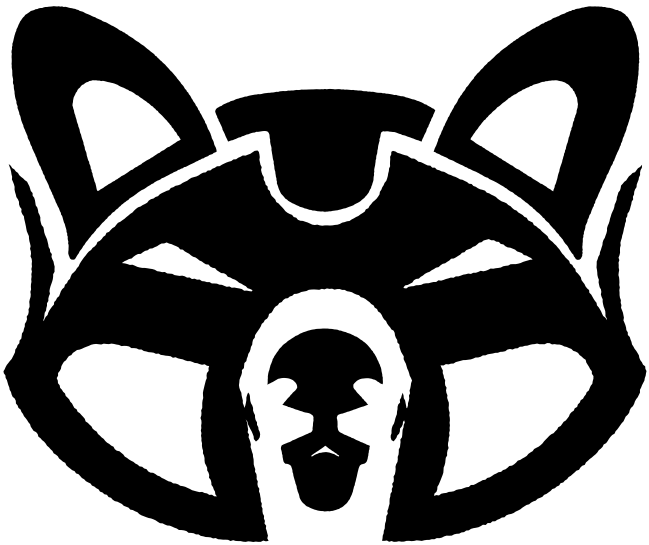
Passage #6: Troglodytes avoid the long, stonework hallway that crawls from the catacombs north to the ruins below the frogling canopy. Everburning torches provide green-tinted light but also toxic fumes that keep the hallway deathly quiet.

ZESHARA & THE ASSASSINS



The cult has hired this skilled assassin to quietly execute anyone that stands in their way. Zeshara is experienced, patient, and deadly. She never fights fair; especially not with a group. She waits for her targets to be alone, or ambushes them from the rear, so as to prevent the rest of the party from noticing what's happened until it's too late. One of her favorite weapons is a long wire with a noose; she'll wait above for unsuspecting targets to wander below, then drop this long garrote wire around their neck and pull them up into the darkness. If this is not an option, she'll favor her poisoned +2 stiletto, *Pang*.

If somehow confronted, she'll drop a smoke-bomb that explodes with choking gas and attempt to flee. She'll fight to the death and if captured will never talk, even through torture, unless coerced with magic. If she has multiple run-ins with adventurers, she'll call in groups of assassins to make repeated ambush strikes against them until either they die or she dies.



Rackoo Symbol

BANDIT: AC 6 [13], **HD** 1 (4hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 19 [0], **MV** 120' (40'), **SV** T1, **ML** 8, **AL** Neutral or Chaotic, **XP** 10, **NA** 1d8, **TT** U. **Ambush:** Surprise victims for robbery and capture.

BANSHEE: AC 0 [19], **HD** 7 (28hp), **Att** 1 × 1d8 (ghostly claws), **THAC0** 13 [+6], **MV** 120' (40'), **SV** 7, **ML** 11, **AL** Chaotic, **XP** 1600, **NA** 1, **TT** D. **Death Wail:** All within 300' must save vs. death or die from terror. **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures and mind-affecting or mind-reading spells. **Mundane weapon immunity:** Only harmed by silver weapons or magic.

BARBFANG SWARM: AC 6 [13], **HD** 3hp, **Att** 1 × 1d6 + swarm (confusion), **THAC0** 20 [–1], **MV** 90' (30'), **SV** NH, **ML** 9, **AL** Neutral, **XP** 10, **NA** 1d4 swarms, **TT** None

BARFRAIN'S WRAITH: AC 3 [16], **HP** 18, **Att** 1 × touch (1d6 + energy drain), **THAC0** 16 [+3], **MV** 120' (40') / 240' (80') flying, **SV** 4, **ML** 12, **AL** Chaotic, **XP** 200, **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures and mind-affecting or mind-reading spells. **Mundane weapon immunity:** Only harmed by silver weapons or magic. **Life Drain:** A successfully hit target permanently loses 1 point of constitution.

BEAKED WATCHER: AC 3 [16], **HD** 4 (18hp), **Att** 1 × bite (1d8+1), **THAC0** 15 [+4], **MV** 150' (50') fly, **SV** 3, **ML** 7, **AL** Neutral, **XP** 150, **NA** 1d4, **TT** None. **Bomb:** Drop pots of miasma-gas (1d4 damage; save vs poison or be blinded) from above on enemies below.

BONE GOLEM: AC 2 [17], **HD** 8 (36hp), **Att** 4 × weapon (1d6 or by weapon), **THAC0** 12 [+7], **MV** 120' (40'), **SV** 4, **ML** 12, **AL** Neutral, **XP** 650, **NA** 1, **TT** None. **Mundane weapon immunity:** Only harmed by silver weapons or magic. **Attack multiple opponents:** Up to 2 per round. **Energy immunity:** Unharmed by fire, cold, and electricity.

CAPTAIN FREY: AC 3 [16], **HP** 16, Att 1 × weapon (1d8+1), **THAC0** 16 [+3], **MV** 120' (40'), **SV** F3, **ML** 9, **AL** Chaotic, **XP** 100, **TT** V.

COMMONER OF ILLMIRE: **AC** 9 [10], **HD** ½ (2hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 20 [–1], **MV** 120' (40'), **SV** NH, **ML** 6, **AL** Any, usually Neutral, **XP** 5, **NA** 1d4 (1d20), **TT** U. **Profession:** 1) Farmer, 2) Fisherman, 3) Lumberjack, 4) Trapper, 5) Miner, 6) Craftsman.

CHIMERA GOBLIN: AC 6 [13], **HD** 2 (7hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 17 [+2], **MV** 90' (30'), **SV** 2, **ML** 7 (9 with alpha), **AL** Chaotic, **XP** 35, **NA** 2d4 (6d10), TT R (C). **Infravision:** 90'. **Random Malformation:** ***1)*** Toxic spit (15' attack, save vs. poison or die). ***2)*** Has wings (can fly). ***3)*** Bigger and stronger (+1 AC, +1 damage, +2 HP). ***4)*** Horns (+1 attack, d8 damage). ***5)*** Frog-legs (can jump 25'). ***6)*** Scale-hide (+2 AC). ***7)*** Hooves (run twice as fast as normal). ***8)*** Mandibles (vicious bite, d6 bleed damage). ***9)*** Owl-eyes (see in dark and from very far away). ***10)*** Many-armed (shield plus three weapons). ***11)*** Crab claw (pinch, d8 damage plus grab and hold). ***12)*** Smart (can speak and will parlay).

CULT ASSASSIN: AC 4 [15], **HD** 2 (6hp), **Att** 1 × weapon (1d6 or 2d6 assassination), **THAC0** 17 [+2], **MV** 120' (40'), **SV** T2, **ML** 10, **AL** Neutral or Chaotic, **XP** 30, **NA** 1d8, **TT** U. **Assassination:** Inflict 2d6 damage against unaware targets or during a surprise round.

CULTIST: AC 5 [14], **HD** 1 (5hp), Att 1 × short sword (1d6), **THAC0** 18 [+1], **MV** 120' (40'), **SV** C1, **ML** 9, **AL** Chaotic, **XP** 20, **NA** 1d8, **TT** U **Zealot:** Groups of 4+ led by a spellcaster (spells: *cause fear*, and *darkness*).

COCKATRICE: AC 6 [13], **HD** 4** (18hp), **Att** 1 × beak (1d6 + petrification), **THAC0** 15 [+4], **MV** 90' (30') / 180' (60') flying, **SV** 4, **ML** 7, **AL** Neutral, **XP** 395, **NA** 1d4 (1d8), **TT** D. **Petrification:** Anyone touched is turned to stone (save vs petrify to avoid).

CORPSE CRAWLER: AC 7 [12], **HD** 3+1* (12hp), **Att** 8 ×tentacle (paralysis), **THAC0** 16 [+3], **MV** 120' (40'), **SV** 2, **ML** 9, **AL** Neutral, **XP** 75, **NA** 1d3 (1d3), **TT** B **Paralysis:** A hit by a tentacle causes paralysis for 2d4 turns (save versus paralysis). Victims will be devoured if crawler is left in peace. **Cling:** Can walk on walls and ceilings.

DELITHA THE DRYAD: AC 5 [14], **HP** 12, **Att** 1 × magic (charm), **THAC0** 18 [+1], **MV** 120' (40'), **SV** 4, **ML** 6, **AL** Neutral, **XP** 100, **TT** D. **Fungal Spirit Tree:** Connected with a tree inside the fungal swamp. Dies if the tree dies. Can move farther from tree than normal dryads because of fungal network; cannot go more than 240' outside of fungal swamps without risking death. **Meld with tree:** Can disappear by joining with her tree.

DEMON (EZRIKAAR AND ESHREA): AC 0 [19], **HP** (42 Ezrikaar/48 Eshrea) **Att** 1 × touch (1d10+2), **THAC0** 12 [+7], **MV** 120' (40'), **SV** 7, **ML** 11, **AL** Chaotic, **XP** 1,750, **TT** F. **Mundane damage immunity:** Can only be harmed by magical attacks. **Regeneration:** Gains 3hp at the start of each round while alive. **At 0hp:**

Driven from this plane; disappears in a conflagration of fire.

DIRE RACCOON SKELETON: AC 6 [13], **HP** 19, **Att** 1 × bite (2d4), **THAC0** 15 [+4], **MV** 150' (50'), **SV** 2, **ML** 8, **AL** Neutral, **XP** 125, **TT** None. **Guardian:** Always attack on sight. **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures. Immune to mind-affecting or mind-reading spells.

DIRE GRIZZLY: AC 5 [14], **HP** 28, **Att** 2 × claw (1d4), 1 × bite (1d8), **THAC0** 14 [+5], MV 120' (40'), **SV** 2, **ML** 8, **AL** Neutral, **XP** 200, **NA** 1, **TT** U. **Bear Hug:** If a victim is hit by both paws in the same round, the bear hugs for an extra 2d8 automatic damage.

DROGUE FLY: AC 6 [13], **HD** 2 (9hp), **Att** 1 × harpoon (1d6), **THAC0** 18 [+1], **MV** 90' (30') / 180' (60') flying, **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 20, **NA** 1d6 (2d6), **TT** U. **Harpoon:** Able to fire stinger up to 30'. Victim in skewered by stinger and can be dragged by the drogue fly back to lair.

DWARF: AC 4 [15], **HD** 1 (5hp), **Att** 1 × weapon (1d8 or by weapon), **THAC0** 19 [0], **MV** 60' (20'), **SV** D1, **ML** 8 (10 with leader), **AL** Lawful or Neutral, **XP** 15, **NA** 1d6 (5d8), **TT** G. **Leader:** Gomund, 10hp, AC 12 [17], +1 warhammer, 1d12 gems worth 50gp each.

ELECTRIC EELS: AC 9 [10], **HD** ½ (2hp), Att 1 × bite (1d3 + shock), **THAC0** 19 [0], **MV** 120' (40') swim, **SV** 1, **ML** 7, **AL** Neutral, **XP** 10, NA 3d6 (3d10), **TT** None. **Shock:** 1d4 damage if victim has metal armor, 1d2 if not.

ELF: AC 5 [14], **HD** 1+1* (5hp), **Att** 1 × weapon (1d8 or by weapon), **THAC0** 18 [+1], **MV** 120' (40'), **SV** E1, **ML** 8 (10 with leader), **AL** Neutral, **XP** 20, **NA** 1d4 (2d12), **TT** E **Spells**: Each has one random 1st level arcane spell.

ESMERALDRA: AC 5 [14], **HP** 24, **Att** 1 × weapon (1d6), **THAC0** 17 [+2], **MV** 90' (30'), **SV** MU6, **ML** 8, **AL** Neutral, **XP** 500, **TT** E **Spells**: *Charm person, detect evil, read languages, read magic, shield, ESP, locate object, clairvoyance,* and *hold person.*

ETTERCAP: AC 6 [13], **HD** 5 (20hp), **Att** 3× claws (1d3/1d3) + bite (1d4), **THAC0** 15 [+4], **MV** 90' (30') / 180' (60'), **SV** 5, **ML** 8, **AL** Neutral, **XP** 395, **NA** 1d3 (1d5), **TT** None. **Poison:** A successful bite attack forces target save vs poison or die in 1d4 hours.

FEARMOTHER: AC 0 [19], **HP** 52, **Att** 3 × tentacle (2d8) or *death spray*, **THAC0** 12 [+7], **MV** 90' (30'), **SV** 9, **ML** 11, **AL** Chaotic, **XP** 2,400, **TT** None. **Curse of Terror:** Tentacle strike causes effect (p61). **Spells**: *darkness, cause fear, emotion, detect good, cause light wounds, ESP, blight, hold person, silence 15', curse, cause disease,* and *invisibility.* **Death Spray:** If slain, a torrent of toxic ichor sprays 15' in all directions. Those hit must save vs. breath weapon or take 3d6 damage plus Curse of Terror. **Strength in Spawn:** For each fearspawn slain (one under the temple, one in the mines) reduce the Fearmother's HP by -5.

FEARSPAWN: AC 4 [15], **HD** 5** (22hp), **Att** 3 × tentacle (1d8) or *death spray*, **THAC0** 15 [+4], **MV** 90' (30'), **SV** 5, **ML** 10, **AL** Chaotic, **XP** 2,000, **NA** 1d2 (1), **TT** None. **Spells**: *darkness, cause fear, curse, cause disease,* and *invisibility.* **Death Spray:** If the fearspawn is slain, it unleashes a torrent of black, toxic ichor that sprays in all directions for 15'. All must save vs. breath weapon or take 1d6 damage.

FISHMAN: AC 5 [14], **HD** 2 (9hp), **Att** 1 × weapon (2d4 or by weapon + 1), **THAC0** 18 [+1], **MV** 90' (30') / 120' (40') swim, **SV** 2, ML 8, **AL** Chaotic, **XP** 20, **NA** 1d6 (3d6), **TT** D. **Aquatic:** Can breath under water.

FLYING SWORDS: AC 2 [17], **HD** 4(18hp), **Att** 1 × bite (1d8+1), **THAC0** 15 [+4], **MV** 150' (50'), **SV** 3, **ML** 12, **AL** Neutral, **XP** 125, **NA** 1d4, **TT** None. **Magically Animated Object:** Float around and attack anything that moves; fight until destroyed.

FROGLINGS: AC 6 [13], **HD** 1 (4hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 19 [0], **MV** 120' (40'), **SV** T1, **ML** 8, **AL** Neutral or Chaotic, **XP** 10, **NA** 1d8 (3d10), **TT** U. **Climb:** Sticky fingers allow froglings to easily climb trees at full speed. **Hop:** Able to leap 20' into the air. **Camouflage:** Able to blend in perfectly with trees; difficult to spot.

FUNGAL BASILISK: AC 4 [15], **HP** 28, **Att** 1 × bite (1d10 + petrification), 1 × gaze (petrification), **THAC0** 13 [+6], **MV** 60' (20'), **SV** 6, **ML** 9, **AL** Neutral, **XP** 950, **TT** F. **Surprise:** Characters surprised by a basilisk meet its gaze. **Fungal touch:** Anyone touched by a basilisk is turned to fungus (save vs petrify). **Fungoid gaze:** Anyone meeting a basilisk's gaze is turned to fungal mass (save versus petrify). Unless averting eyes or using a mirror, characters in melee are affected each round. **Averting eyes:** –4 penalty to-hit; the basilisk gains a +2 bonus to attack. **Mirrors:** Reflection is harmless. Fighting by via mirror incurs a –1 penalty to attack. If it sees its reflection (2-in-6 chance), it must save or be turned to fungal mass.

FUNGAL STALKER: AC 3 [16], **HP** 36, **Att** 1 × blow (4d4), **THAC0** 12 [+7], **MV** 120' (40'), **SV** 8, **ML** 12, **AL** Neutral, **XP** 1,200, **TT** None. **Tracking:** Without fault. **Surprise:** On a 1–5 unless target detects invisibility.

GARGOYLE: AC 5 [14], **HD** 4 (18hp), **Att** 2 × claw (1d3), 1 × bite (1d6), 1 × horn (1d4), **THAC0** 16 [+3], **MV** 90' (30') / 150' (50') flying, **SV** 8, **ML** 9, **AL** Chaotic, **XP** 75, **NA** 1d6

(2d4), **TT** C. **Blend in with stone:** May be overlooked or mistaken for inanimate statues. **Mundane damage immunity:** Can only be harmed by magical attacks. **Spell immunity:** Sleep or charm spells.

GEKODA, EMPRESS GECKO: AC 7 [12], **HP** 17, **Att** 1 × bite (1d6+1), **THAC0** 16 [+3], **MV** 90' (30') / 120' (40') swimming, **SV** 3, **ML** 6, **AL** Neutral, **XP** 60, **TT** None. **Acidic Spit:** Attack up to 15' away. **Swallow whole:** An attack roll of 20 indicates a small victim is swallowed. **Inside the gecko's belly:** suffer 1d6 damage per round (until the gecko dies); may attack with sharp weapons at –4 to hit; body digested in 6 turns after death.

GIANT BEETLE: AC 3 [16], **HD** 3+1 (14hp), **Att** 1 × bite (2d6), **THAC0** 16 [+3], **MV** 150' (50'), **SV** 1, **ML** 9, **AL** Neutral, **XP** 50, **NA** 1d6 (2d4), **TT** U.

GIANT CRAYFISH: AC 2 [17], **HD** 3 (13hp), **Att** 2 × pincer (1d6), **THAC0** 17 [+2], MV 60' (20'), **SV** 2, **ML** 7, **AL** Neutral, **XP** 35, **NA** 1d2 (1d6), **TT** None.

GIANT GECKO: AC 5 [14], **HD** 2 (9hp), Att 1 × bite (1d8), **THAC0** 18 [+1], **MV** 90' (30') / 90' (30') swimming, **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 20, **NA** 0 (1d8), **TT** None.

GIANT CAIMAN: AC 5 [14], **HD** 2 (10hp), **Att** 1 × bite (1d8), **THAC0** 18 [+1], **MV** 90' (30') / 90' (30') swimming, **SV** 2, **ML** 7, **AL** Neutral, **XP** 20, **NA** 0 (1d8), **TT** None.

GIANT DRAGONFLIES: AC 4 [15], **HD** 2 (8hp), **Att** 1 × bite (1d4), **THAC0** 18 [+1], **MV** 60' (20') / 180' (60') flying, **SV** 2, **ML** 5, **AL** Neutral, **XP** 20, **NA** 2d10 (1d10), **TT** None. **Flight:** High maneuverability in flight; able to take-off vertically, hover, rotate in air, and fly upside-down.

GIANT EARTH WORM: AC 7 [12], **HD** 3 (13hp), **Att** 1 x slam (1d8), **THAC0** 17 [+2], **MV** 90' (30'), **SV** 2, **ML** 6, **AL** Neutral, **XP** 20, **NA** 1d6, **TT** None. **Slam:** If threatened or harmed they will flail about wildly; bulk causes a heavy slam. **Multiple Hearts:** If hacked into pieces, the individual pieces continue to squirm and thrash.

GIANT FERRET: AC 5 [14], **HD** 1+1 (5hp), **Att** 1 × bite (1d8), **THAC0** 18 [+1], **MV** 150' (50'), **SV** 1, **ML** 8, **AL** Neutral, **XP** 15, **NA** 1d8 (1d12), **TT** None. **Volatile:** Unpredictable; one moment curious, the next aggressive.

GIANT LEECH: AC 7 [12], **HD** 6 (27hp), **Att** 1 × bite (1d6 + blood drain), **THAC0** 14 [+5], **MV** 90' (30'), **SV** 3, **ML** 10, **AL** Neutral, **XP** 275, **NA** 0 (1d4), **TT** None. **Blood drain:** Attaches to victim on a successful hit, doing 1d6 automatic damage per round. **Detaching:** Must be killed. If victim dies, detaches and finds a hidden place to digest.

GIANT FALCON: AC 6 [13], **HD** 3+3 (16hp), **Att** 1 × talons or beak (1d6), **THAC0** 16 [+3], **MV** 450' (150') flying, **SV** 2, **ML** 8, **AL** Neutral, **XP** 50, **NA** 0 (1d3), **TT** None. **Swoop:** Dive onto victims from above. If victim is surprised, attack inflicts double damage. On an attack roll of 18 or more, the victim can be carried away (if of appropriate size). **Carry prey:** Up to halfling-sized.

GIANT LEECH: AC 7 [12], **HD** 6 (27hp), Att 1 × bite (1d6 + blood drain), **THAC0** 14 [+5], **MV** 90' (30'), **SV** 3, **ML** 10, **AL** Neutral, **XP** 275, **NA** 0 (1d4), **TT** None. **Blood drain:** Attaches to victim on a successful hit, doing 1d6 automatic damage per round. **Detaching:** Must be killed. **If victim dies:** Detaches and finds a hidden place to digest.

GIANT SALAMANDER: AC 6 [13], **HD** 3* (15hp), **Att** 1 × bite (1hp + poison), **THAC0** 17 [+2], **MV** 90', (30'), **SV** 2, **ML** 7, **AL** Neutral, **XP** 250, **NA** 2d4 (3d6), **TT** None. **Heat Aura:** All creatures within 10' suffer 1d4 damage per round. **Mundane damage immunity:** Can only be harmed by magical attacks. **Fire immunity:** Unharmed by fire.

GIANT SHREW: AC 4 [15], **HD** 1 (4hp), **Att** 2 × bite (1d6), **THAC0** 19 [0], **MV** 180' (60'), **SV** 1, **ML** 10, **AL** Neutral, **XP** 10, **NA** 1d4 (1d8), **TT** None. **Initiative:** Always win initiative in the round of their first attack. +1 to initiative in the round of their second attack. **Climbing:** Skilled climbers; can jump up to 5'. **Territorial:** Ferociously defend their hunting area from all intruders. **Echolocation:** Perceive their surroundings up to 60'. Unaffected by lack of light. If unable to hear (e.g. silence, 15' radius): AC reduced to 8 [11], –4 penalty to attacks.

GIANT SNAPPING TURTLE: AC 3 [16], **HD** 8 (40hp), **Att** 1 × bite (2d10), **THAC0** 12 [+7], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (4), **ML** 7, **AL** Neutral, **XP** 650, **NA** 0 (1d2), **TT** None

GIANT SPIDER: AC 7 [12], **HD** 2* (9hp), Att 1 × bite (1d8 + poison), **THAC0** 18 [+1], **MV** 150' (50'), **SV** 1, **ML** 7, **AL** Neutral, **XP** 25, **NA** 1d4 (1d4), **TT** U. **Ambush:** Attack by dropping on victims from above. **Surprise:** On a 1–4, due to camouflage. **Cling:** Can walk on walls and ceilings. **Poison:** Causes death in 1d4 turns (save versus poison with a +2 bonus).

GIANT STURGEON: AC 0 [19], **HP** 50, **Att** 1 × bite (2d10), **THAC0** 11 [+8], **MV** 180' (60'), **SV** 5, **ML** 9, **AL** Neutral, **XP** 1,600,

TT None. **Swallow whole:** On an attack roll of 18 or more. Inside the fish's belly: suffer 2d6 damage per round (until the fish dies); save versus death or be paralyzed; may attack with sharp weapons at –4 to hit (inside belly has AC 7 [12]); body digested 6 turns after death.

GIANT TOAD: AC 7 [12], **HD** 2+2 (11hp), Att 1 × bite (1d4+1), **THAC0** 17 [+2], **MV** 90' (30'), **SV** 1, **ML** 6, **AL** Neutral, **XP** 25, **NA** 1d4 (1d4), **TT** None. **Surprise:** On a 1–3 due to the ability to change color to match their surroundings. **Sticky tongue:** Attack up to 15' away. On a hit, prey (up to dwarf size) is dragged to the mouth and bitten. **Swallow whole:** An attack roll of 20 indicates a small victim is swallowed. **Inside the toad's belly:** suffer 1d6 damage per round (until the toad dies); may attack with sharp weapons at –4 to hit; body digested in 6 turns after death.

GIANT TICK: AC 7 [12], **HD** ½ (2hp), **Att** 1 × bite (1d4-1), **THAC0** 19 [0], **MV** 60' (20'), **SV** NH, **ML** 6, **AL** Neutral, XP 5, **NA** 2d4 (3d6), **TT** J. **Blood drain:** Attaches to victim on a successful hit, doing 1d4 automatic damage per round. **Detaching:** Must be killed. **If victim dies:** Detaches and finds a hidden place to digest.

GRIFFON: AC 5 [14], **HD** 7 (31hp), **Att** 2 × claw (1d4), 1 × bite (2d8), **THAC0** 13 [+6], **MV** 120' (40') / 360' (120') flying, **SV** 4, **ML** 8, **AL** Neutral, **XP** 450, **NA** 0 (2d8), **TT** E. **Attack hippogriffs and horses:** Within 120', unless a morale check is passed. **Defend nest:** Attack if it is approached. **Taming:** Captured young can be trained as loyal mounts. Their fierce nature cannot be trained out: they still instinctively attack hippogriffs and horses.

HARPY: AC 7 [12], **HD** 3* (13hp), **Att** 2 × claw (1d4), 1 × weapon (1d6 or by weapon), 1× song (charm), **THAC0** 17 [+2], **MV** 60' (20') / 150' (50') flying, **SV** 5, **ML** 7, **AL** Chaotic, **XP** 50, **NA** 1d6 (2d4), **TT** C.

HELLHOUND: AC 5 [14], **HD** 4+2 (15hp), **Att** 1 × bite (1d6+1), **THAC0** 16 [+3], **MV** 180' (60'), **SV** 4, **ML** 8 (10 with pack), **AL** Chaotic, **XP** 75, **NA** 2d4, **TT** None.

HILL GIANT: AC 4 [15], **HD** 8 (36hp), **Att** 1 × weapon, (2d8), **THAC0** 12 [+7], **MV** 120' (40'), **SV** 8, **ML** 8, **AL** Chaotic, **XP** 350, **NA** 1d4 (2d4), **TT** E+1,000gp. **Weapons:** Wield giant clubs and spears.

HIPPOGRIFF: AC 5 [14], **HD** 3+1 (14hp), **Att** 2 × claw (1d6), 1 × bite (1d10), **THAC0** 16 [+3], **MV** 180' (60') / 360' (120') flying, **SV** 2, **ML** 8, **AL** Neutral, **XP** 50, NA 0 (2d8), **TT** None. **Hate griffons:** Will attack on sight if they fail a morale check. **Mount:** Can carry a rider. **Taming:** Can be trained as mounts.

HOBGOBLIN: AC 6 [13], **HD** 1+1 (5hp), **Att** 1 × weapon (1d8 or by weapon), **THAC0** 18 [+1], **MV** 90' (30'), **SV** 1, **ML** 8 (10 with king), **AL** Chaotic, **XP** 15, **NA** 1d6 (4d6), **TT** D.

LAVA DWARF: AC 2 [17], **HD** 8* (36hp), **Att** 1 × blow (1d12), **THAC0** 12 [+7], **MV** 30' (10'), **SV** 8, **ML** 11, **AL** Neutral, **XP** 1200, **NA** 1d4, **TT** None. **Mundane damage immunity:** Can only be harmed by magical attacks. **Shatter:** If struck for more than 4 damage, 2-in-6 chance obsidian armor shatters, dealing 1d4 damage in 5' radius. **Molten:** Melts metal and will light on fire anything flammable.

LAVA LORD: AC 0 [19], **HP** 40, **Att** 1 × blow (1d12), **THAC0** 12 [+7], **MV** 30' (10'), **SV** 8, **ML** 11, **AL** Neutral, **XP** 1200, **TT** None. **Mundane damage immunity:** Can only be harmed by magical attacks. **Molten:** Melts metal and will light on fire anything flammable. **Engulf:** Transform into a column of fire for up to 3 rounds. Flammable items within 15' are ignited. Attacks do 2d8 total.

MALSTERN: AC 2 [17], **HP** 15, Att 1 × sword (1d6+2), **THAC0** 17 [+2], **MV** 90' (30'), **SV** F3, **ML** 9, **AL** Chaotic, **XP** 75, **TT** V.

MANTISMAN: AC 6 [13], **HD** 1 (4hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 19 [0], **MV** 120' (40'), **SV** 1, **ML** 6 (8 with leader), **AL** Neutral, **XP** 20 (champion: 40, queen: 100), **NA** 2d4 (1d6 × 10), **TT** D. **Ambush Predator:** The mantismen will attempt to ambush with javelins. Then they swarm with razor sharp pincer-claws and deadly mandible bites. **Surprise:** On a 1–3 due to the ability to change color to match their surroundings. **Decapitate:** If bite hits and inflicts 6 damage, victim must save vs. death or have its head torn off. **Champion:** Has 9hp, 4 [15] AC, and does +1 damage. **Queen:** 15hp, 3 [16] AC, +2 damage.

MINDPHAGE: AC 7 [12], **HD** 1hp, **Att** 1 × bite (1d2), **THAC0** 20 [–1], **MV** 15' (5'), **SV** NH, **ML** 6, **AL** Neutral, **XP** 5, **NA** 1d3 (3d20), **TT** None. **Mind Control:** Turn victim into brain puppet; one chance to save vs. spell to resist.

MOUNTAIN KING: AC 2 [17], **HP** 50hp, **Att** 1 × slam (2d10+2), **THAC0** 10 [+9], **MV** 120' (40'), **SV** 8, **ML** 9, **AL** Neutral, **XP** 1250

MYCONID: AC 5 [14], **HD** 2 (9hp), **Att** 1 × spear (1d6), **THAC0** 17 [+2], **MV** 60' (20'), **SV** 2, **ML** 8, **AL** Chaotic, **XP** 25 (chieftain: 45), **NA** 4d4 (6d10), **TT** D. **Spores:** Can release spores. Spores can alert other myconids summoning 1d4 more, or *cause sleep to all within 10'*, or *cause hallucinations* (save vs spells). **Chieftain:** +5hp, +1 damage.

ORANGE MOLD: AC 6 [13], **HP** 40, **Att** 1 × touch (3d8), **THAC0** 11 [+8], **MV** 60' (20'), **SV** 5, **ML** 12, **AL** Neutral, **XP** 1,600, **TT** None

Immunity: Only harmed by fire-based attacks. **Division:** Non-fire attacks (including spells) cause the mold to divide. Each hit creates a 4hp mold that does 1d6 damage. **Erode wood and metal:** Can dissolve wood or metal in one turn. **Cling:** Can move across walls and ceilings. **Seep:** Can squeeze through small holes and cracks.

PIT VIPER: AC 6 [13], **HD** 2* (9hp), **Att** 1 × bite (1d4 + poison), **THAC0** 18 [+1], **MV** 90' (30'), **SV** 1, ML 7, AL Neutral, **XP** 25, **NA** 1d8 (1d8), **TT** None. **Infravision:** 60'. (Pits in the head allow heat sense.) **Initiative:** Always gains initiative (no roll), due to special senses. **Poison:** Causes death (save vs poison).

RACKOO: Use *Skeleton*. For Rackoo Champion, use *Giant Skeleton*. For Rackoo Mystic, use *Skeleton* but add these spells: *hold person, darkness, magic missile, mirror image.* For the Sovereign, use *Hill Giant* but add *Undead* feature and can cast spells as per Mystic.

RANCIDIUS: AC 6 [13], **HP** 27, **Att** 1 × weapon (d6+1) and magic, **THAC0** 14 [+5], **MV** 90' (30'), **SV** 7, **ML** 9, **AL** Chaotic, **XP** 700, **TT** C. **Spells:** *Cause fear, cause light wounds, darkness, detect magic*.

RAUGLE: AC 5 [14], **HP** 12, **Att** 1 × weapon (1d6 or by weapon), **THAC0** 18 [+1], **MV** 60' (20'), **SV** D1, **ML** 9, **AL** Neutral, **XP** 35, **TT** C. **Expert Mountaineer:** Reduce climbing events to 1-in-6 instead of 3-in-6.

RAZORHOUND: AC 6 [13], **HD** 8 (36hp), **AC** 6 [13], **HD** 5 (22hp), **Att** 2 × claw (1d4+1), or razor-tail (1d10 vs 3 targets), **THAC0** 15 [+4], **MV** 120' (40'), **SV** 3, **ML** 9, **AL** Neutral, **XP** 200, **NA** 2d2 (3d4), **TT** U. **Flail Tail:** Can whip its tail around in wide arcs, attacking up to three creatures with its razor-tail attack.

RIGDORF: AC 5 [14], **HP** 28, **Att** 1 × weapon (2d8+2), **THAC0** 16 [+4], **MV** 120' (40'), **SV** F4, **ML** 9, **AL** Lawful, **XP** 500, **TT** B. **Magic Axe:** In the hands of Rigdorf, the axe rolls double damage dice (already factored in). Can fell a tree in a single chop.

ROC: AC 4 [15], **HD** 6 (27hp), **Att** 2 × claw (1d4+1), 1 × bite (2d6), **THAC0** 14 [+5], **MV** 60' (20') / 480' (160') flying, **SV** 3, **ML** 8 (12 in lair), **AL** Lawful, **XP** 275, **NA** 1d2, **TT** I. **Swoop:** Can dive onto victims visible from above. If the victim is surprised, the attack inflicts double damage. On an attack roll of 18 or more, the victim can be carried away (if of appropriate size).

ROCK GNOME: AC 5 [14], **HD** 1 (4hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 19 [0], **MV** 60' (20'), **SV** D1, **ML** 8 (10 in sight of leader or chieftain), **AL** Lawful or Neutral, **XP** 10, (leader: 20, bodyguard: 35, chieftain: 75), **NA** 1d8 (5d8), **TT** C

ROHN, BANDIT DRAGOON: AC 7 [12], **HP** 13, **Att** 1 × weapon (1d8 or by weapon), **THAC0** 18 [+1], **MV** 120' (40'), **SV** 1, **ML** 12, **AL** Neutral, **XP** 25, **TT** P.

SCORIA, DEMON OF FIRE: AC -1 [20], **HP** 70hp, **Att** 1 × blow 3d8, **THAC0** 8 [+11], **MV** 120' (40'), **SV** 14, **ML** 10, **AL** Chaotic, **XP** 2,000, **TT** None. **Can be summoned:** Using the *Tephratic Tome*. **Mundane damage immunity:** Can only be harmed by magical attacks. **Weak to Water & Cold:** Takes extra 1d6 damage from cold or water-based attacks. **Curse:** Can curse mortals to become fire or lava elementals. Save vs. spell or forever become a lava elemental.

SGT WILFRET: AC 4 [15], **HP** (12hp), **Att** 1 × weapon (1d6+1), **THAC0** 18 [+1], **MV** 90' (30'), **SV** F3, **ML** 8, **AL** Lawful, **XP** 30, **Carries:** leather armor, short sword, short bow, and shield.

SHUSHFEROOS: AC 2 [17], **HP** 36, **Att** 2 × fist (2d6), **THAC0** 12 [+7], **MV** 30' (10'), **SV** 8, **ML** 9, **AL** Lawful, **XP** 650, **TT** C. **Distrust fire:** And those who wield it. **Surprise:** On a 1–3 due to being mistaken for a tree. Encounter occurs at 30 yards or less. **Animate trees:** Each individual can animate 2 trees (within 60'; may switch trees at will). These fight as treants.

SHRIEKER: AC 7 [12], **HD** 3 (13hp), **Att** None, **THAC0** 17 [+2], **MV** 90' (30'), **SV** 2, **ML** 12, **AL** Neutral, **XP** 35, NA 1d8 (0), **TT** None **Shriek:** Triggered by light (up to 60' away) or movement (up to 30' away). Shriek lasts for 1d3 rounds. Each round of the shriek, there is a 50% chance of a wandering monster being attracted (will arrive in 2d6 rounds).

SKELETON: AC 7 [12], **HD** 1 (4hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 19 [0], **MV** 60' (20'), **SV** 1, **ML** 12, **AL** Chaotic, **XP** 10, **NA** 3d4 (3d10), **TT** None. **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures. Immune to mind-affecting or mind-reading spells. **Giant Skeleton:** +10hp, 1d6+3 damage, AC 5 [14].

STIRGE: AC 7 [12], **HD** 1* (4hp), **Att** 1 × beak (1d3 + blood sucking), **THAC0** 19 [0], **MV** 30' (10') / 180' (60') flying, **SV** 2, **ML** 9, **AL** Neutral, **XP** 13, **NA** 1d10 (3d12), **TT** L. **Dive attack:** First attack is at +2 to hit. **Blood sucking:** Upon successful attack, attaches and drains victim's blood: 1d3 automatic damage per round. **Detach:** If stirge or victim dies.

STONE ROPER: AC 2 [17], **HD** 5* (22hp), **Att** 3 × ropes (2d4), **THAC0** 15 [+4], **MV** 3' (1'), **SV** 3, **ML** 8, **AL** Chaotic, **XP** 275, **NA** 1d3 (1d6), **TT** U. **Surprise:** On a 1–5, due to camouflage. **Sticky ropes:** Can attack targets up

to 10' away. If the attack succeeds, the victim is dragged to the mouth and bitten (2d4 damage). **Knock-down:** If one d4 rolls a 4, knocks victim down: victim cannot attack that round.

SWAMP WITCH: AC 5 [14], **HP** 44, **Att** 1 × fists (2d8), magic, **THAC0** 12 [+7], **MV** 90' (30'), **SV** 14, **ML** 12, **AL** Neutral, **XP** 750, **TT** None. **Powers:** Each can be used three times per day: invisibility, summon thorny vines, polymorph to fungus, conjure food and drink, conjure fungus, transform into fungus, speak with plants, and speak with animals.

THE OBSERVER: AC –2 [21], **HP** 50, **Att** 1 × eyebeam (3d4), 1 × bite (4d6) or magic, **THAC0** 11 [+8], **MV** 180' (60') flying, **SV** 12, **ML** 11, **AL** Neutral, **XP** 2700, **TT** H. **Eye Functions:** Each secondary eye has a different function, as follows: 1. Charm person, 2. Detect magic, 3. Magic Missile, 4. Shield, 5. Fireball, 6. Lightning bolt, 7. Detect invisible. **Central Eye:** Can perform Dispel magic. **Eye Abilities:** Can be used at will, so long as that eye is healthy. **Spells:** Polymorph others, dimension door, hold person, mirror image.

THE WIDOW: AC 6 [13], **HP** 24, **Att** 1 × bite (2d6 + poison), **THAC0** 16 [+3], **MV** 60' (20') / 120' (40') in webs, **SV** 4, **ML** 8, **AL** Neutral, **XP** 75, **TT** U. **Magical Intelligence:** Unusually smart. Speaks. Stalls intelligent prey with parlay until she can corner them or move into position to strike. **Poison:** Causes death in 1 turn (save versus poison). **Webs:** Creatures caught in webs are entangled and unable to move. Breaking free depends on Strength: 2d4 turns for strength in the normal human range; 4 rounds for strength above 18; 2 rounds for creatures with giant strength. The webs can be destroyed by fire in two rounds. Creatures in a flaming web suffer 1d6 damage.

THORNBLIGHT: AC 5 [14], **HD** ½* (2hp), **Att** 1 × claws (1d4) or spell (curse), **THAC0** 19 [0], **MV** 60' (20'), **SV** 1, **ML** 7, **AL** Neutral, **XP** 15, **NA** 2d6 (3d8), **TT** None. **Blight:** Enemies struck must save vs. spells or be cursed with the *blight* (-1 to all ability scores and saving throws). **Surprise:** On a 1–4, in a forest, due to being mistaken for a tree. Encounter occurs at 20 yards or less.

TRAVELER: AC 6 [13], **HD** 1 (4hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 19 [0], MV 120' (40'), **SV** 1, **ML** 7, **AL** Any, **XP** 10, **NA** 1d8 (3d6), **TT** U + V. **Arms:** Usually carry short swords, spears. **Mules:** Have 1d4 mules loaded with trade goods (e.g. lumber, furs, gecko hides, spices, trinkets, etc.).

TROGLODYTES: AC 5 [14], **HD** 2* (9hp), **Att** 2 × claw (1d4), 1 × bite (1d4), **THAC0** 18 [+1], **MV** 120' (40'), **SV** 2, **ML** 9, **AL** Chaotic, **XP** 25, **NA** 1d8 (5d8), **TT** A. **Hateful:** Attempt to kill any creatures they encounter. **Surprise:** On a 1–4, due to the ability to change color to match their surroundings. Lurk by rock walls and await victims. **Nauseating stench:** Skin oil smell: save versus poison or suffer –2 to hit.

VIRICA AC 5 [14], **HP** 34, **Att** 1 × dark blade (2d6) and magic, **THAC0** 12 [+7], **MV** 90' (30'), **SV** 10, **ML** 12, **AL** Chaotic, **XP** 1000, **TT** C. **Dark Blade:** Inflicts damage that doesn't heal unless *remove curse* is cast first. **Spells:** *Cause fear, cause light wounds, darkness, detect magic, charm person, magic missile,* and *hold person*.

WOLF: AC 7 [12], **HD** 2+2 (9hp), **Att** 1 × bite (1d6), **THAC0** 17 [+2], **MV** 180' (60'), **SV** 1, **ML** 6 (8 with pack), **AL** Neutral, **XP** 25, **NA** 2d6 (3d6), **TT** None

WYVERN: AC 3 [16], **HD** 7* (31hp), **Att** 1 × bite (2d8), 1 × sting (1d6 + poison), **THAC0** 13 [+6], **MV** 90' (30') / 240' (80') flying, **SV** 4, **ML** 9, **AL** Chaotic, **XP** 850, **NA** 1d2 (1d6), **TT** E. **Poison:** Causes death (save vs poison).

YETI: AC 4 [15], **HD** 6+3* (30hp), **Att** 2 × talon (1d6), 1 × bite (1d10), **THAC0** 13 [+6], **MV** 120' (40'), **SV** 6, **ML** 10 (8 fear of fire), **AL** Chaotic, **XP** 650, **NA** 1d4 (1d4), **TT** D. **Regeneration:** 3 rounds taking damage, start regaining 3hp / round. Severed limbs reattach. **Fire:** Cannot regenerate damage from fire. The only way to permanently kill a yeti. **Fear of fire:** Morale 8 when attacked with fire.

YORIVAR THE DRUID: AC 7 [12], **HP** 14, **Att** 1 × 1d6 weapon and magic, **THAC0** 17 [+2], **MV** 90' (30'), **SV** C4, **ML** 8, **AL** Neutral, **XP** 100, **TT** C. **Spells:** *Cure light wounds, Detect Magic, Light, Remove Fear, Speak with Animals, Remove Curse*.

ZESHARA: AC 2 [17], **HP** 28hp, **Att** 1 × weapon (1d6+4 stiletto or 4d6+4 assassination), **THAC0** 15 [+4], **MV** 120' (40'), **SV** T5, **ML** 9, **AL** Chaotic, **XP** 750, **TT** U. **Assassination:** Inflict 4d6+4 damage against unaware targets or during a surprise round. **Surprise:** On a 1–3 due to ability to hide. **Garrote:** Noose wire dropped around target's neck; treat as attack. On hit, target saves vs. paralysis or falls unconscious. Each round save vs. death or suffocate and die. **Pang:** Poisoned +2 Stilleto. On hit, save vs. poison or die.

ZOMBIE: AC 8 [11], **HD** 2 (9hp), **Att** 1 × weapon (1d8 or by weapon), **THAC0** 18 [+1], **MV** 60' (20'), **SV** 1, **ML** 12, **AL** Chaotic, **XP** 20, **NA** 2d4 (4d6), **TT** None. **Initiative:** Always lose (no roll). **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures. Immune to mind-affecting or mind-reading spells.

Arthroneion Pendant: A silver charm in the shape of a spider. All insects must save vs. paralysis or be filled with terror and flee from sight.

Athame of the Haruspex: When this black-handled blade disembowels a living creature, the wielder may ask the Referee one yes or no question and get an honest answer.

Black Mask of the Rackoo: Appears to be a raccoon mask, jet black and made from an unknown resin. Wearer can reroll any hide in shadows or move silently checks they make and choose the better result.

Burning Lady: A marvelous, frosted glass statue of a woman draped in long fabrics. Glows orange in the dark. When touched, once per day, become immune to the effects of extreme heat.

Cloak of the Spiderhand: A white cloak woven from strands of spider silk. Wearer can conjure 60' of sticky rope-webbing once per day, can summon a swarm of tiny spiders once per day, and command non-giant/magic spiders at-will.

Cloak of Tar: Heavy black robes with a colorful, oil-like sheen. Once per day, the robes can cause the wearer to become a living jelly made of tar.

Collar of Attrition: When this grim metal collar is clamped onto a victim's neck, they lose 1 strength per week until they die. Must be removed with magic.

Cube of Zoe: A strangely smooth, perfect cube forged of an alien metal. Once per hour, when the holder extinguishes a flame, they immediately heal 1hp.

Dark Blade: A jet-black stiletto that emits a swirling, violet mist. Wounds from this weapon are cursed and can only be healed after a *remove curse* spell, or else with magical healing.

Deathly Spade: Cursed shovel with a mahogany handle. May be used as +2 hand axe. Owner's irises turn white over the course of a week, and then they begin to lose 1 constitution per day until they reach 0, at which point they perish and resurrect as a zombie.

Eel Talisman: A glowing amulet embossed with an eel. Wards off eels 4-in-6.

Eye of Thress: An evil-looking glass dragon eye. Immune to illusion while holding it.

Ever-quenching Flask: A small flask made of solid ruby. Provides an endless supply of water, nectar, or wine, whichever is most desired.

Flambolg: A white-steel claymore that, when sparked against stone or metal, or lit by an open flame, will catch fire and remain flaming until extinguished via smothering. Consider as +2 two-handed sword that will alight flammable enemies on a hit.

Frostbite: A +2 dagger made from hardened, enchanted ice. Manifests a thick layer of ice that spreads across whatever the dagger is driven into, up to 10' in radius.

Gecko Talisman: A glowing amulet embossed with a gecko. Wards off geckos 4-in-6.

Gland of Clorg: A muddy, brown, spongy sack of flesh that never seems to rot, about the size of an apple. It is believed to be the pineal gland of a muck leviathan ritually vivisected and cursed by a cultist of Clorg. Once per day, when squeezed, it can excrete a bucket's worth of a sticky mud substance that serves as strong glue.

Glowmoth Lamp: A fine lantern wrought in iron with inlaid gold entwining the structure in the style of vines. Inside is an enchanted glowmoth that emits a soft, pink light. It never needs oil or any kind of fuel, and never ceases to emit light.

Harp of the Mara: Ornate black spruce harp carved with demonic runes. Strung with fine strands of siren hair. Produces a hauntingly beautiful sound. When played, 1d6 random nearby creatures fall into a breathless nightmare sleep.

Horn of the Bullwind: A great stag horn; when blown, produces a massive, booming tone; knocks down creatures or objects no heavier than a human, up 10' away. Strength check to avoid.

Karmic Coin: A strange coin with faded etchings. When the coin is tossed, on heads it provides a +1 to the next roll, on tails a -1 to the next roll. This effect can happen once per day.

Luminal Star: A silver +2 mace, anointed by a group of holy monks and handed down to temple guardians to protect the innocent. Inflicts double-damage against undead and demons.

Lunar Sapphire: A strange but beautiful stone the size of an apple. Vibrates in the hand slightly; holder feels light on feet and gains +2 dexterity while holding (max 18). Lost artifact of the elves.

Moon Rod: An immaculate mahogany rod, carved with celestial symbols by a master craftsman and topped with glowing orange crescent made from a fallen star. If held while a spell is cast, 2-in-6 chance it is not forgotten.

Mountain Razer: +2 oversized hammer made from black steel. Once per day, when hit against rock, effect is as *transmute rock to mud* spell.

Murtlegaunt's Agreeable Abode: A small stone carving of a mountain cottage. When the command word is spoken, it enlarges into a full-sized cottage for eight hours. Sleeps eight.

Necrotic Charm: A dried zombie finger/ear/eye/something that hangs from a simple string and is enchanted with necromancy. Wearer is ignored by zombies, ghouls, and thouls.

Orb of Confusion: A simple crystal ball is actually a powerful magical artifact said to come from somewhere beneath the waves of a lost ocean. Once per day, when grasped, 1d6 random nearby creatures are immediately unable to think straight or remember anything for 1d10 minutes.

Periapt of the Dark Star: A meteorite shard amulet. Used to summon the demons of the vault. Can be used to banish them; requires a INT check while demon is at or below half HP.

Paradoxides Amulet: A fossilized trilobite set into a gold plate and hung from a gold necklace. A focus used by The Observer to bestow the fishmen's curse. So long as it remains below the water of Misty Lake, the curse of the fishman holds. If lifted above the waters, the curse will be broken. Wearer can breath underwater then on.

Phoenix Gem: A deep red ruby that glows crimson when the wearer is dying. If the wearer of this amulet dies, the amulet shatters and the wearer is miraculously healed to within an inch of life.

Portal Tapestry: Magical cloth that turns into a portal to another place. Portal opens when the Lunar Sapphire is touched to it. Remains open for 1d4 minutes.

Pot of Abundant Aliment: A shining silver cookpot, inlaid with rubies and emeralds, and etched with dwarven runes that describe how this pot was used in a great dining hall where the dwarf kings ate each year for centuries. It has sealed lid that, when detached, reveals 2d4 rations worth of delicious stew every hour.

Rigdorf's Axe: +2 axe. Wielder can always tell which direction Rigdorf's clearing is.

Rod of Reptile Command: A wooden staff painted an olive green and shaped like a serpent. Once per day, wielder can command 2+1d6HD worth of reptiles to do their bidding for one hour.

Rosewood Staff: A sturdy but gnarled staff, a cherry-red hue to the wood. Can freely command any vines within sight while holding it.

Serpent Staff: A dark oaken staff shaped like a long snake. When the command word is spoken, the staff turns into a vicious viper six feet long. It will return to staff form on command.

Salamander Talisman: A glowing amulet embossed with a salamander. Wards off salamanders 4-in-6.

Sanguine Piercer: +2 cursed javelin. Wielder gains a bloodlust. Wounds from the jagged tip cause extra 1hp bleeding the following round.

Shalmaneser's Lion: A small stone carving of a lion. When the command word is spoken, it comes to life as a large, ferocious lion that protects whomever spoke its name.

Silver Pentagram: When placed on the ground, a pentagram of white light expands out to 10' in diameter. Evil creatures are immediately repelled and must exit the pentagram or else burn.

Sorcerer's Chime: A finely crafted set of small metal chimes. When the chimes are rang, the holder can hear nearby magical auras singing. Volume and harmony signify the aura's power and refinement. An intelligence check may reveal the nature of the magic as well.

Soul Prism: Can indicate a weakness on a nearby creature. If the weakness is taken advantage of, gain +2 to damage rolls.

Staff of Striking: A lightweight quarterstaff made of unknown wood. Inflicts double-damage on a naturally 20 result for an attack roll.

Scalepealer: +2 battle axe. Inflicts double-damage against creatures with scaled skin.

Serpentine Libation: Dark viscus liquid sustained in a glass vial that looks like a corkscrewing snake. When drank, the glass snake head bites down on drinker's tongue and forces the potion down their throat. Transforms them into a giant snake. They remain that way for 2d6 days.

Starlight Parasol: From a varnished walnut shaft sprouts a black silk canopy with thin, copper ribs. When opened and viewed from under the canopy, a clear view of the sky, as if it were night, can be seen.

Tephratic Tome: A black leather tome; contains instructions for the ritual to summon Scoria.

Tetractys Blade: +2 short sword made from pale green metal. Glows in the presence of evil creatures (within 15').

Thunder Crystal: Crackling lighting seems to be frozen in place inside this otherwise clear crystal ball. If anything strikes the crystal hard enough, it emits a deafening thundercrack that deafens all nearby for the next few minutes.

Tome of Silence: A simple, white book bound in black-dyed buckram. The inside is blank save for strange black symbols written in the bottom corner of each page. Whomever holds the tome can hear faint sounds clearly.

Vosethra's Idol: A simple wooden statue in the shape of a moon and mushroom. Once per day, holder can speak with plants or animals. Can also be used to summon the Swamp Witch.

Vermicious Vessel: Ceramic urn with cork containing gore and 1d3 mindphage worms.

Wand of Illusory Visitor: A simple wooden wand that appears strangely translucent in certain light. When used, a silent, immobile, illusion of your choice appears, up to the size of an elephant.

Wyvern Talisman: A glowing amulet embossed with a wyvern. Wards off wyverns 4-in-6.

Zenovian Mail: Shining, silver +1 chainmail; wearer gains +1 charisma (maximum 18).




Spellsword
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