

# Mines, Claws & Princesses



Art & writing by Oswald  
Compatible with modern fantasy games

## The Chieftain's Plea

The groom is dead, the bride Sunnhild taken. Men rave in pain whilst their women wail in sorrow. Blood mixed with tears, the chieftain Erfried cries out "Only you are left who can hold a sword. Go now. The orcs ride to Sanjekar and you must follow."

## Background

No one knows when dwarves first came to the mesa. Maybe refugees like we at Whispering Chasm. Smith-Lord Kreyzab forged wonders but allowed none to enter Sanjekar. Even on the night when everything changed. With the orcs came the Dragon.

200 years ago, the last dwarf of Sanjekar was slain. Orcs enslaved Whispering chasm until the hero St. Soeanso drove them back to the mesa. Their armies scattered, only a single tribe now lives there. We thought them defeated til the wedding. They stole the princess Sunnhild and now the orc warlord Guurgen takes her as his bride. Her father, Erfried, calls out for heroes.

## Alternate Hooks

The assumed beginning is on page 3, right after the raid. As alternative hooks;

- 1.** A scabrous beggar-vet rants of 4 magic swords in Sanjekar. An orc confessed this to him whilst begging for life. Displaying his ruined limbs and medals, he'll trade food for Sanjekar's location or the knowledge that Guurgen still wields Hevgar.
- 2.** Survivors offer paltry wealth (2 lbs of copper ore, 400lbs of lettuce, maybe Hadivya) to vanquish the orcs. Time counter starts at 5.
- 3.** Through stratagem and intrigue, Bishop Ryland found the location of The Hand of St. Aren, taken to Sanjekar. The party has just found his corpse, a map in a secret pocket.
- 4.** Monsters packing up to move. They say "A black bird came, the dragon Kreyzabane's herald. In Sanjekar a new orc king shall be crowned. The bird promised plunder, command and access to violence if we serve the new orc king."

## Main Characters

**Guurgen:** Doesn't grok marriage but marrying a princess makes him king of the Humans. Right?

**Trogs:** The slime always hungers. They seek a way past Room 18 to feed the orcs to it.

**Abedaylo:** Eggs ready to burst from under her skin shall hatch a new kind of sorcerer trog blessed by arcane oils. Sacrifices anything for her tadpoles survival.

**Danica:** A succubus trapped by a wizard. The dragon promised to free her through a magic wedding ring to swap Sunnhild's place with Danica. The thought of being Guurgen's queen makes even a demon nauseous. Desperate enough to take the deal, she knows the contract ends on Kreyzabane's death.

**Mages:** Academy escapees questing to rescue Danica, "demi-goddess of love". A blackbird taught them to craft a magic ring with which to free the demon and give to Guurgen. They've outlived their purpose.

**Kreyzabane:** Guurgen shall be her general and trample everything beautiful under clawed heels. Her blackbirds fly forth to unite the monsters. An army grows.

## Rumors

Add 1 to time counter per rumor sought before leaving the village.

- 1.** Orcs worship the Dragon. (T) That mesa is cursed, the dragon slays any near it. (F) It wishes the world ugly as an orc face! Sanjkar, that evil place, it's the jewel of its hideous hoard. (T)
- 2.** Wizards wandered through a month ago, asking 'bout the mesa. (T) They must have done it! Why would orcs come, if not wizards leading them? (F)
- 3.** Troggs despise orcs, we all know it. (T) But they joined together! I saw slimey troggs during the raid! (F)
- 4.** They found the magic forge! (F) Guurgen's sword was a glowing blue! (T) Imagine! Orcs know sorcery now!
- 5.** Help! I'm dying! I'm rotting inside! (F) A orc witch hexed me! (T) I beg you please. The pain!
- 6.** Blackbirds came last night. Then orcs. Then blackbirds. Then orcs. Then blackbirds. Soon the dragon. (T)

## Running the Aftermath

Once a phoenix rising by a canyon, Whispering Chasm has lived enough tragedy to finally die.

Row events occurs at the same time. If players resolve 1 event in a row, the next row occurs. Time counter goes up 1 per row. All despair of the orcs gaining time to prepare. NPCs die on a 1-2 in 1d4 roll if unaided.

Black smoke leaks out a granary. Youths risk the flame to save maize. The village will starve.	5 trembling farmers and Eric wield poles to defend their blazing home. 4 war dogs will devour them.*
The groom's uncle, a thane of his tribe, tearfully accuses the village of weakness. This is how lynchings start.*	Thorbiat the Elf, drenched in blood with a distant stare, stumbles to the cliff. His family is dead. He'll join them soon.*
A flaming horse bursts through a wall, galloping to a field where Osmunda treats the injured. They don't stand a chance.	Prestenson hid with the children in a mine. Entry beams aflame, trapped in a shaft about to collapse. Quiet sobs.*

\* Chance to recruit a *Peasant*.

**Peasant:** HP 4 (1d6). **Atk** +1 (weapon + 0). **AC** 10.

**War Dogs:** HP 11 (2d8+2). **Atk** +2 (2d4). **AC** 12.

**Time Counter:** Time orcs have to prepare. Rumors and events add to it. Stops increasing if players leave.

## Girelda

Girelda, eldest at 93, pleads with players to give up their quest. She seeks them out at time counter 2, 3 and 4.

Warriors are needed here, not running to their death. She pleads. The last hero died to orcs. She begs. The dragon rules there. Skeletons, slimes, demons and orcs devour the goodness of men. No one supports the party. The chieftain changed his mind. No one's asking them to do this.

If rebuffed 3 times, she gifts Hadviya.

*"Guurgen's bane, Hadviya its name, now ride fearless to battle. Deep scars it left with magic strong as before. Yes, magic as strong as before."*

Girelda is last of a line of warrior-maids, secret keepers of the sword.

**Hadviya:** +1 Longsword. Hadviya, friend of Whispering Chasm, carved in dwarven along the fluted blade. The blue glow of its guard gives *advantage on persuasion to overcome racial hatred*. Only orcs see its aura of hate giving *advantage on intimidation against orcs*.

# The Lightning Mesa

24 miles north of Whispering Chasm, older than man, rising top scrub and pine, it shall stand long after man has fallen. The volcanic monolith speaks nightly with the sky, lightning dancing tween it and clouds. None but an elven wasteland sage would know their words. Paths switchback up its sides, one carved by dwarves, a few by none and more by races long forgotten.

**Blackbirds:** The dragon's spies and heralds. They tell her all that happens in the mesa within 12 hours. Pg 5.

**Monsters:** Roll 1d12. An encounter occurs if equal or less than the amount of monster groups here. Pg 5.

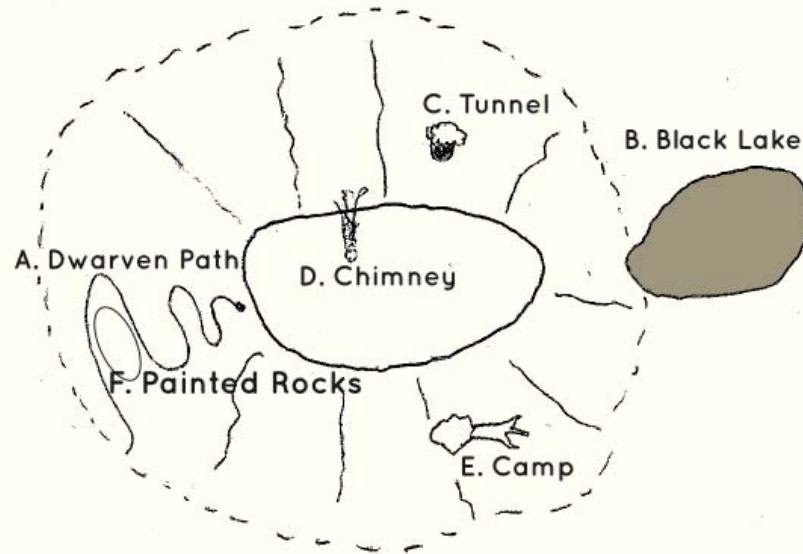
## A: The Dwarven Path

A path carved from a mesa cliff, 10ft wide aside a perilous drop of 50ft. The switchback wanders to Room 1.

**Orcs:** A number of orcs patrol the path, equal to time counter. Petulant about missing the wedding to be on patrol, they wear garlands and blood to keep things festive.

## B: The Black Lake

A shallow mere varnished in mineral scum, fed by streams rolling off the rocks. Behind a waterfall lies the sparkling cave, 73.



## C: The Tunnel

Perception 15 spots the entry to an acid-blasted tunnel hidden behind a prickly-holly bush. 6ft round, covered in slimey trog tracks. It shoots 400ft to Room 41.

## D. Chimney

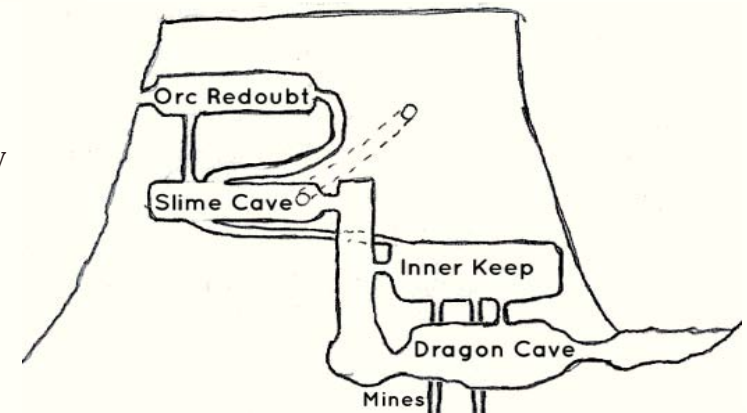
Black smoke wafts off a 100 ft high scoured plateau, visible a mile round. Its source a 3ft wide shaft falling 40ft to Room 11. *1 in 10 chance an hour of struck by lightning (Dex save 30 or 6d6 electric dmg).*

## E. Mage Camp

A pitiful camp hides 'neath a fallen mesquite tree, potato scraps still soggy. Inscribed in sand lies a map with the orc tunnel(C), chimney(D), and Path(A).

## F. Painted Rocks

Sun sanded boulders veined in white and blue. It's custom to fire arrows at the painted thunder-bird on them. None remember why.



# Kreyzabane's Army and Birds

## Kreyzabane's Army

Kreyzabane's corvid envoys seek monstrous soldiers. *2d4 for type and 1d8 for action per 7 days.* Reduce time between rolls by 1 day if doubles rolled on type. +2 days if Guurgen dies.

Monster groups slink into a level to lair 1d4 days after its inhabitants are slaughtered.

Type	Actions
2. 1d3 giants	1. Wearing marco polo hats and exploring.
3. 2d8 wolves	2. Demand villagers give a priest. God hates monsters so monsters hate god.
4. 1d20+5 orcs	3. Clawing a tunnel labyrinth under the village.
5. 2d10 goblins	4. Building factories. Black smog rises to blot out the sun.
6. 2d12 kobolds	5. Erecting fortifications.
7. 1d8 bugbears	6. A tourney to find and crown their new king.
8. 1 manticore	7. It's a bloodbath! Senselessly butchering each other.
	8. Marching in columns under a mad gods banner.

## Kreyzabane's Birds

The dragon's eyes, ears and voice to beyond her lair. They chirp reports on events in the mesa in 12 hrs, 24 hrs for the village and 2 days for the dungeon.

These are the lies birds squawk,

- 1) We work for shinies.
- 2) We're slaves of the monsters.
- 3) We're faerie envoys.
- 4) We're trying to civilize the monsters.

They'll tip off monsters to the habits, weaknesses, loved ones, goals and resources of kreyzabane's enemies.

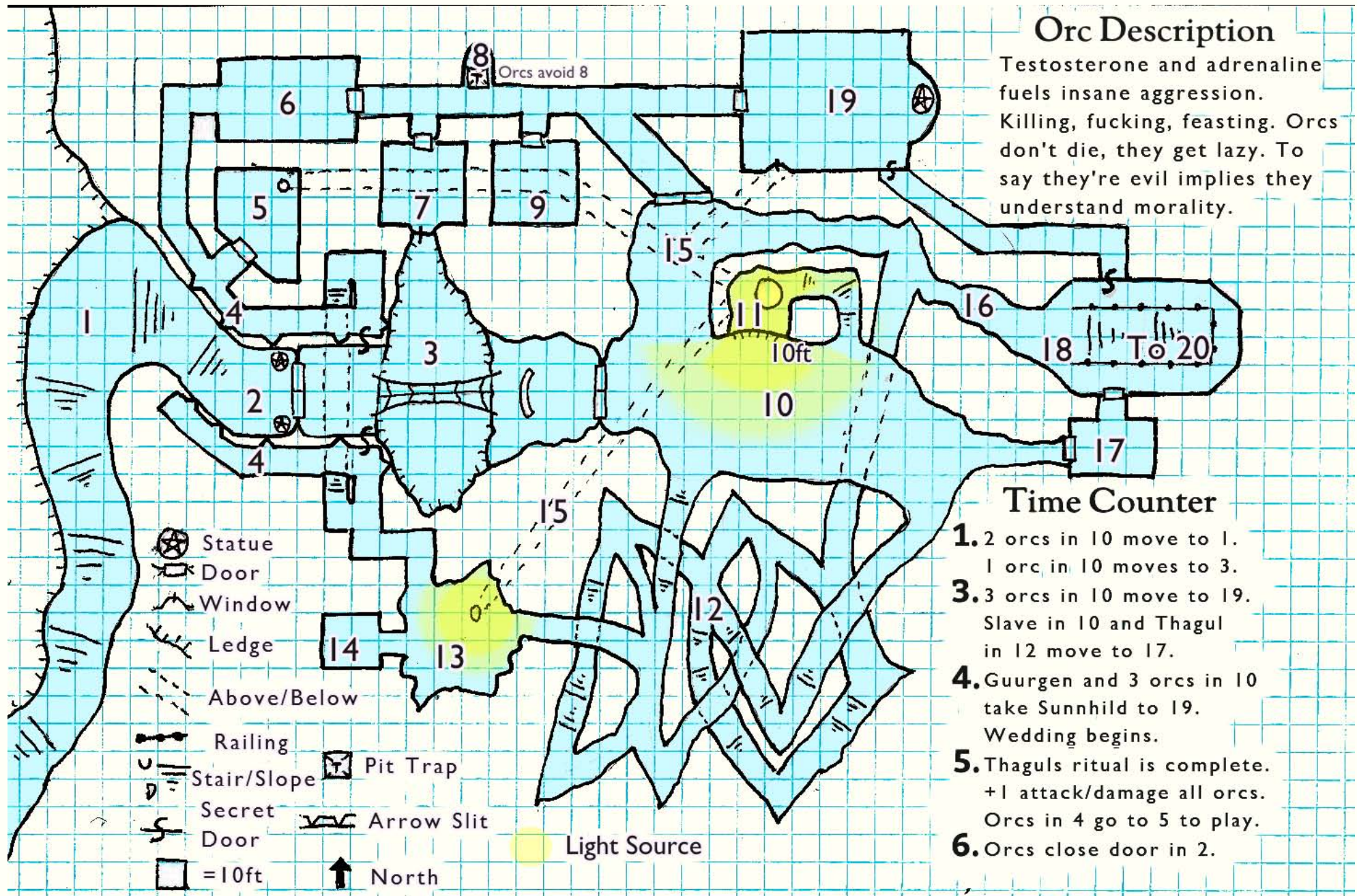
Birds promise much but give little. The dragon prefers threats over parting with gold. A monster who refuses a "request" may have rivals learn where they sleep. The dragon takes special joy when monsters swarm forth to smash art and disfigure beauty.

Blackbirds make Kreyzabane's hatred known. Unceasing clouds of squawking, theft, threats and mockery.

## Timeline

- 2000 yrs)** Dwarves fled to Lightning Mesa and mined Sanjekar from its depths.
- 430 yrs)** Refugees wandered to the canyon. Their camps grew into Whispering Chasm.
- 400 yrs)** Kreyzab hammers the forge into being. Inspired by nightmares, he sacrifices what he must to craft the magic swords.
- 300 yrs)** Vahagn leads a sea of monsters across the realms, with him The Dragon.
- 300 yrs)** The chains arrive to the village. The last dwarf dies. The dragon slumbers.
- 200yrs)** Warrior-Maid St. Soenso delivers the village from Guurgens tyranny.
- 60 yrs)** A wizard conjures Danica and traps her in Room 56 where they live for 5 years.
- 4 months)** The dragon awakens.
- 3 monthss)** Kreyzabane strikes a deal with Danica. She teaches Lucian, lunatic magic student, to craft a magic ring.
- 2 months)** Lucian convinces students to escape from the academy guards with him.
- 1 wk)** Birds tell Guurgen of the wedding.
- Today)** Sunnhild is kidnapped.

# Map of Orc Redoubt



# The Doors of Sanjkar

## 1. The Path

4 orcs clench a few goats by their napes aside a dizzying ledge. 7 orcs watch over here from arrow slits. (Room 4). Littered about the path lie bones, ashes, and orc turds. Goats make a fun crunch if flung off the ledge. Much more fun than keeping guard.

**Orcs:** Grey boar heads. Naked but for swords and ritual scars to honor proud fights and torturings.

*Advantage on stealth against the orcs. They're busy laughing at their plunder's fearful bleats.*

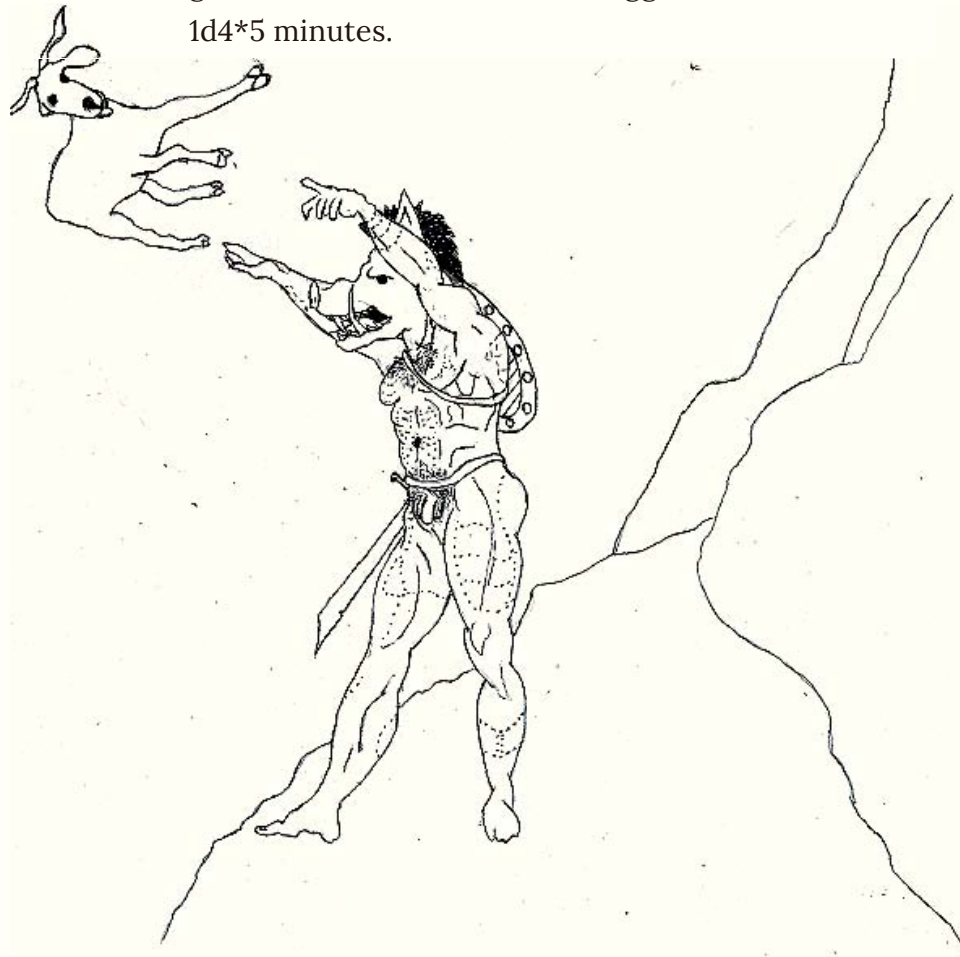
**Arrow Slits:** Perception 15 spots arrow slits. They're found instantly if actively sought. Slits give +4 AC cover. A small person could squish through the slits on acrobatics 20.

Every 20 minutes, an archer goofs off to throw veggies in Room 5, then returns in 20 minutes.

**Ledge:** 50 ft drop for 4d6 fall damage from splattering on acid-worn rock.

**Tactics:** The orcs shriek for the archer's help. They bulldoze opponents over the cliff if they outnumber them but if outnumbered flee like cowards to Room 3.

**Time Counter:** At 1, 2 orcs come to toss goats. At 4, all archers throw veggies in 5 for 1d4\*5 minutes.



## 2. Dwarven Door

An iron door towers 30ft, forced into unpiercable stone by blood and will. 2 bronze lions pose a proud roar at it's sides. Before it, a rose vine pile thrown down carelessly.

**Dwarven Door:** Cracked open wide as a thumb. *When closed, athletics 18 to wrest open from outside.* It always opens silky smooth from inside.

Upon the door lie engravings scarcely seen through dragon acid gouges of a dwarf lord holding his hammer high, 5 swords above him, aside him a skull. Once he was legend. Now history 16 required to recognize that this is Forge lord Kreyzab, master of 5 magic swords. Memento mori.

**Treasure:** 2 roaring bronze lions, 200lbs and worth 75gp each.

**Time Counter:** At 6, the orcs finally remember to close the door.

# The Orc Redoubt

## 3. Great Rift

A deep crevasse cleaves through the hall. At the chasm, stone ruins replaced by a frayed rope bridge over rapids roaring past sight and light. On the eastern side, 2 orcs lounge behind a rubble barricade.

Two secret doors to north and south in the room's west side. At the ravine's north lies a hide-curtained window to Vahagn's hovel.

**Crevasse:** Drops 90ft to Room 36. (8d6)

**Secret Doors:** Pressing a brick hidden in polished stone opens the door. Perception 15 to instantly spot.

**Rope Walkway:** Dex save 15 when anyone on the ropes takes damage or they slide off to screaming rapids below. Severing 2 ropes causes the bridge to slam into the cliff (1d8 damage). Dex save 18 to claw for a rope or plummet to Room 36 for 8d6 fall damage.

**Tactics:** The barricade grants +2 AC cover to the 2 orcs. One leaps and yawns barbaric to slash a rope if half his foes are on the bridge.

Vahagn hides in Room 7 and eavesdrops, then runs in to steal glory if a fight goes well.

**Time Counter:** At 1, a 3<sup>rd</sup> orc paces around the barricade arguing with the other 2 over who slew the most defenseless villager.

## 4. Archer Halls

Archer slits sliced high and thin.

7 archers keep watch, squatting on sawn off marble heads. Orc stools. A mantlet to the north stays turned sideways to clear the way.

**Orcs:** 7 Orcs at arrow slits. 4 in the north section, 3 in the south. Slits give +4 cover AC.

**Mantlet:** A rot-wood wall on wheels in front of the northern secret door. Orcs use it as a weapon. 10Ft wide and tall. 20hp, AC 8, Spd:5ft. Room for 2 weapons to stab through.

**Time Counter:** At 4, archers play hooky in room 5 and throw veggies for 1d4\*5 minutes.

## 5. Break Room

Veggie splatter smeared on the wall, humming with gnats. A petite forge in the corner, its metal looted long ago. Lounge dirt sprawls about invitingly.

**Veggie Throw:** Splatter stains of endless orchish games. The veggie thrown closest to the first throw wins. Orcs play this for hours straight. 1 orc from Room 6, 4 or 10 comes to play every 20 minutes. Prisoners might gain freedom by winning a veggie throw duel.

**Forge:** A consummate forge turned to scrap, still sweating heat. Dwarf engravings "Mandatory Recreational Smithing Area"

**Vent:** An iron grate (screwed stuck from outside) above the forge opens to Room 15.

**Treasure:** In the forge's stone port-hole rests the *Forging Jewel*, an opal shining a flame's heart. It's heat melts through any non-stone object on touch. It would plummet through soil 'til hitting bedrock if dropped.

**Time Counter:** At 4, 7 orcs are chortling and menacing each other over an intense game of veggie throw.



# The Orc Redoubt

## 6. Orc Sleeping Room

3 orcs stand midst mounds of resting soil mixed with shattered chests and putrid scraps. Feast swole rats flee from torchlight.

**Orcs:** 3 Orcs rub dirt on their skin, scrubbing off sweat to impress their new queen.

### Smashed Chests

- ◆ Rustic box of turnips. (20cp, 10bs)
- ◆ Box of grey river-clay plates. (10sp, 15lbs)
- ◆ 2 *potions of cure wounds*.
- ◆ A few erotic woodcuts.

**Treasure:** Vintage *erotica* from an artist's private collection, worth 50gp. Depicts lithe youths twirling, nude except silks.

*The Last Flower Crystal* buried in dirt, jabbing the ribs of those who lay down. If rubbed, it projects a tiny hologram of Ayuna, the girl from the future with big hair and giant pauldrons. She's the last surviving guardian of the outer planets and predicts the future if an evil is unopposed with varying (1d6) accuracy.

## 7. Vahagn

Hastily thrown garbage stacks to the ceiling afront a door. **Vahagn**, a wizened orc, wails in sorrow whilst throwing his only possessions to the hall. Amber grime drips from ceiling cracks whilst fur piles shimmer in clouds of fleas.

**Vahagn:** Most orcs don't live to be old. Spitefully, Vahagn has. His son Guurgen told him to move out right fucking now so the room can serve as a bridal chamber.

**Treasure:** Buried in furs with lice and fleas

- ◆ 2 *laxative potions* (con save 15)
- ◆ A gold leafed *eagle standard*(250gp) carried when Vahagn wore a younger orcs skin.

**Tactics:** Vahagn attempts diplomacy unless cornered. He might betray Guu instant things go wrong, he'll get on his knees and grovel.

His ultimate goal is to steal Sunnhild. When out of options he attacks her to spite everyone else.

## 8. Trap Area

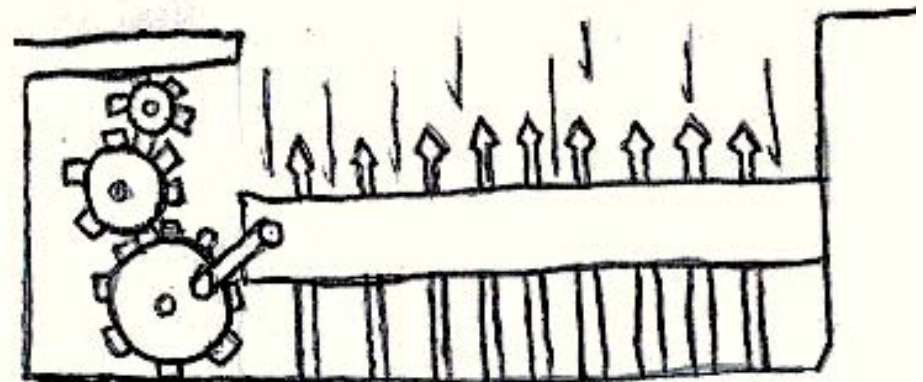
A grid of holes in the floor afront a **pick** enameled in white gold with a gleaming onyx spike. Dwarven runes upon the picks handle spell "*The first to pierce the mountain.*"

**Trap:** The floor plummets under any weight to a 10ft pit of spears. After dropping, gears click sharply and the floor takes 1 hour to rise back. *2d10 damage, dex save 16 for half.*

The pit reveals jammable gears and a ½ ft of orc putrefaction hiding a maggot carpet.

**Treasure:** A straightforward mine *Pick* remade with a jewelers craft. Worth 350gp.

**Tactics:** Orcs avoid this area. Seeing a thing they don't know how to steal infuriates them.



# The Orc Redoubt

## 9. Waiting Room

A warm corpse in an exquisite gown leans into a corner. **Sunnhild** stares through the body distant. Steam of staccato breath in a frigid place. Wedding banners on the ground, dragged through mud. Repeating over the walls, reliefs of skull-headed dwarves.

**Corpse:** The bridesmaid. Sweet girl with her puppet shows. The orcs thought having a friend here would help calm Sunnhild down.

**Princess:** Blood drips from her hand to the stone floor. She doesn't notice. Hearing but not listening, she mumbles agreeably.

**Treasure:** ♦ *White bridesmaids dress* with flower lace. Worth 10gp (50gp after stitching).  
♦ Sunnhild wears 30gp of *crude jewelry*.

**Tactics:** Male orcs superstitiously avoid a bride before her wedding.

**Time Counter:** At time 4, 3 female orcs come from 10 to escort her to Room 19.

## 10. Orc Common Area

**15 orcs** boast of battle, lounging in soft light flickering down from a 10ft ledge. Aside a runed chest, **Guurgen** fidgets with his blade and feeds "liquor" to an elder **slave**. Over the walls, chaotic splashes of neon blues, pinks and yellows. Wilted flowers crunch underfoot. Humans like color and flowers. She'll like her new home.

Guurgen confesses nervousness. The idea of committing to one woman scares him. After a pause, his underlings resume their boasts and pointedly ignore what their king just said.

**Orcs:** Drunk off corn liquor. -1 atk, -1 AC.

**Slave:** Desperate to please. Doesn't know he's guzzling an *Apathy Potion* (Con save 14).

**Ledge:** 10ft up, beyond lies Room 11.

**Runed Chest:** *Dex save 15 or 2d10 electric damage on touch. Thieves tools 15 unlocks*  
Contents ♦ unlabeled flask of *Cave flea poison* (3d6 damage, Con save 18)  
♦ *Ring of alter self into Jin*, servant of Lord Ran who died 132 years ago. 1D4 charge/week.

**Tactics:** They erect a confused defense if surprised. One scampers to Room 11 to fling the stewpot (2d6 grenade). Guurgen elbows an attacker into the chest, then races to seize Sunnhild(9) and start the wedding(room 19).

**Time Counter:** At 1, only 12 orcs are here. At 3, only 9 stay to boast while the slave leaves. At 4, Guurgen leaves and 6 orcs stay.

## 11. Stewpot

Leaves ember under a broiling stewpot, streaming black smoke to a chimney above. In the stew boils rancid goulash wherein floats a mages head which stares accusingly. High up the walls, 2ft wide entries to Room 15. A ledge, 10ft down, opens to the commons where Guurgen and his men scream their boasts. Too much clamor alerts them.

**Stewpot:** Can hurl as 2d6 grenade of boiling mush. Quenching the embers provokes panicked orcs in Room 10 to rush here. The slaves took 4 days to re-kindle it last time.

**Chimney:** 40ft to D, mesa top. Those who fall, splash into the cauldron (+1d6 damage).

# The Orc Redoubt

## 12. Tunnels

**Thagul** wanders, muttering of how Guurgen betrayed her. How could he marry that strumpet? *Advantage on stealth* as she's overcome with fury and lonely.

**3 plastered orcs** bumbling to the wedding but not getting far. They have -2 attack, -2 AC.

**Time Counter:** At 3, Thagul leaves to perform fell magics in Room 17.

## 13. Slave Workshop

**4 starved humans** bash metal 'gainst rubble by the anemic glow of an acrid fire. A hole in the ceiling lies over the flames. Machine scrap everywhere. Toil must be ever faster if they are to live.

**4 Slaves:** Captive for years, too obsessed with survival and crafting orc weapons to think of escape. If inspired to fight the orcs, they kill with viciousness and hate.

**Slave:** HP 4 (1d6). **Atk** +1 (weapon + 0). **AC** 10.

**Hole:** 2ft wide access to Room 15.

## 14. Slave Room

Spare and bare aside a dead orc. Anything visible is quickly stolen.

**Dead Orc:** Cut down by Sunnhild with a glass shard. Every 1d8\*10 minutes, an orc arrives to kick it and yell "Are you going to just lay about all day? Get up dammit!"

**Hidden Cache:** Hand clawed, covered by a loose stone. Hides 2 molded blankets. *Perception* 18 instantly spots the loose stone.

## 15. Ventilation Shafts

Sweltering narrow shafts from Rooms 5, 13 and 19 to Room 11. Human sized people must squirm on their stomachs here.

**Smoke:** Torch-smoke carried into here thickens to cause dizziness, then *suffocation* 1d4 rounds later.

**Weak Floor:** Sticky, grimy cracks cobweb above Room 7. They're felt for a second and seen for 2 before they break, causing a fall *for 1d6 damage* afore a furious Vahagn. Having to patch the ceiling is the last thing he needs.

## 16. Fabric Plug

Blankets, clothes and fabrics mortared by grime to form a wall. Stale air seeps through gaps.

**The Plug:** *Athletics* 18 to explode through in 1 action. Otherwise, 20 minutes to dismantle. Metal-buzzing sounds commence after fiddling with the linen-wall. In one round, 1d4 giant cave-bees in Room 18 squeeze through holes in the plug.



# The Orc Redoubt



## 17. Thagul's Room

Entrails stream down from rune carved ribs. Acrid smoke blackly burning from a censer, stings the eyes and chokes the throat.

**Thagul** holds a dagger high, **spectral demon** swirling as she chants a guttural low. At her feet a **human**, drugged and old.

*Ritual begins at time 3, is finished at 5.*

**Human:** Responds with dazed pity.

**Ritual:** Starts at time 3. After a half hour of chanting, Thagul's dagger plunges through the slave's eye into his brain, giving +1 attack/damage to all orcs in Sanjkar.

**Treasure:** ♦ *4ft string of hydra sinew*, stronger than steel.

♦ *Jade trinket* of T'sagetha, frog-god of the 5<sup>th</sup> planet. In dreams it whispers the true names of 1d8 demons of 1d20CR each but also tells those demons the owner's name. Worth 175 gp as art, 2X to mad sorcerers.

**Tactics:** The demon protects Thagul's ritual. Afterward, she infects intruders with *horrific visions*(pg 44), then gathers orcs to ambush her prey with hexes.

## 18. Lower Staircase

Descending granite stair overflows with skeletons stacked like kindling, flanked by iron-point rails. Acid smell perspires off urine stains upon the floor. Screech buzzing screams out ceiling cracks. **12 Giant Bees** pour forth to attack.

**Cracks:** Bee burrows drilled into the ceiling above urine stains.

**Skeletons:** Orc and dwarf bones stack 10ft high. Not a grave. Storage.

**Secret Door:** A spike disconnected from the railing. When pressed down, a "clink" as the secret door glides into the floor. *Perception 18 to notice the spike. Perception 20 finds the door.*

**Treasure:** Discarding the bones reveals Thagul's attempt at a **scroll**, scrawled on animal hide. *Induce Nagging and Backtalk*. Level 1 spell. Effect lasts 1 day, cha save 15. +2 wild magic effects when cast.

# The Orc Redoubt

## 19. Shrine Room

Stone benches flank a velvet aisle leading to a crushed altar. **2 orcs** count cuts of meat, starting over anytime they get over 10. On the altar lies a claw-carved dragon-skull statue, it's eyes leering lavicious. Perched on one of its brow spikes, a **crow** rehearses lines.

*Wedding at time 4.* **9 orcs** hoop and holler atop the benches, tossing meat and flowers to the aisle. **Guurgen** at the altar, proudly scarred, clutches a struggling **bride**. "By Kreyzabanes power!" squawks the **crow**, "I pronounce you wife and king of Humans."

**Guurgen:** Tries to wrestle a ring on Sunnhild's finger. In fear he rips scales off the statue to hurl as **+1 shurikens**.

The chieftain cowers away from anyone wielding Hadviya, exposing a blade gouged back. The chieftain uses a bonus action to battle roar *bringing 1d6 orcs here*, subtract from closest rooms. He flees through the secret door if wounded or his minions slain.

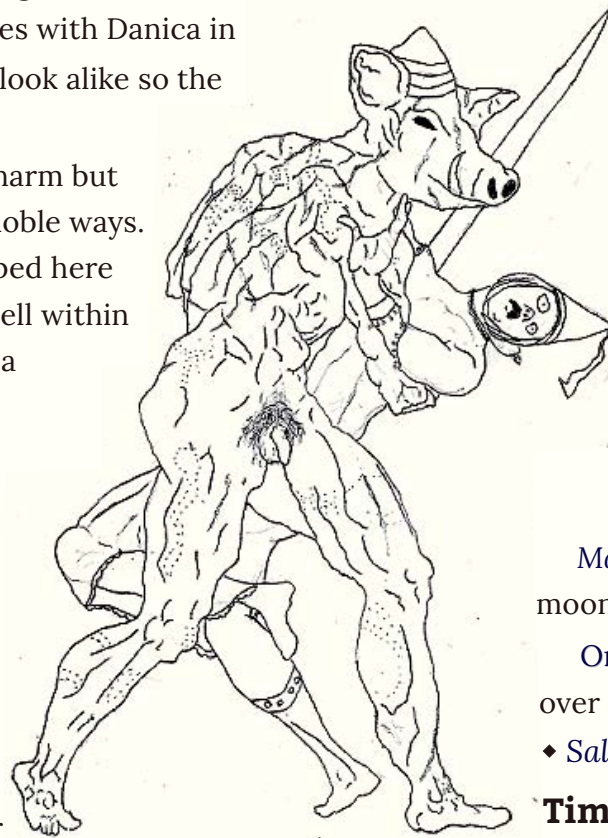
**Orcs:** Shove benches at or fling meat in a foe's faces before leaping to joyful frenzy.

**The Princess:** Flees at first chance. Her terror excites Guurgen.

**Danica:** When the ring is first worn, the wearer swaps places with Danica in Room 56. All humans look alike so the orcs don't notice.

Tries for peasant charm but can't hide her snotty noble ways. Says she's a slave trapped here by a mage. A sulfur smell within an inch of her betrays a demon nature.

After combat, she inquiries about Sunnhild's looks and tries to flirt "rescuers" into slaying the dragon (or perish so she can steal the princess's identity). Her contract stops her from directly aiding the dragons foes.



**Exit to shafts 15:** 10ft up, obscured by a rust crumbled grate.

**Secret Door:** Opened by a button in the floor. *Perception 16* spots the door and button.

**Treasure:** Guurgen bears *Hevgar*, **+1** bastard sword studded in crystal shards. It's runes spell *Hevgar, Last of the Engineers*. Grants knowledge of if a room is behind a wall (up to 5ft) or what an object's function is.

*Statue.* Worth **15gp**. 6 scales act as **+1 shurikens** for 1 attack each. Orcish inscription below.

"I clench my claw and grab it.  
I raise my club and smash it.  
I am the beast I worship."

*Magic Wedding ring*, 3 opals pale as moonlight on the water. Worth **400gp**.

**Orc Gifts.** ♦ **10 platinum coins** punched over with dragon heads.

♦ *Salted naga meat* worth **100gp**.

**Time Counter:** At 3, 3 orcs arrive to wipe off dust with their bare hands. At 4, Guurgen, Sunnhild and 9 orcs start the wedding.

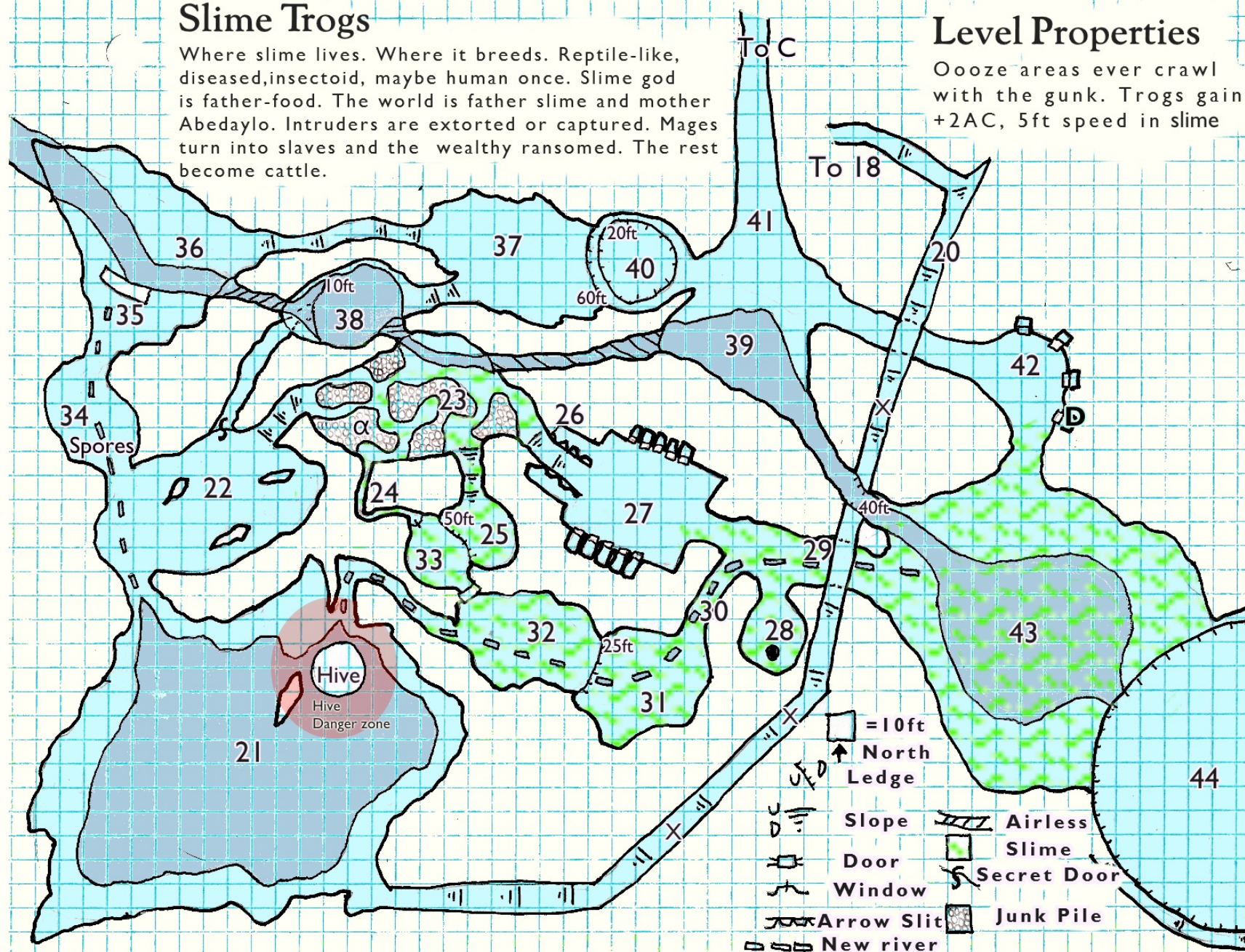
# Map of Slime Caves

## Slime Trogs

Where slime lives. Where it breeds. Reptile-like, diseased, insectoid, maybe human once. Slime god is father-food. The world is father slime and mother Abedaylo. Intruders are extorted or captured. Mages turn into slaves and the wealthy ransomed. The rest become cattle.

## Level Properties

Ooze areas ever crawl with the gunk. Trogs gain +2AC, 5ft speed in slime



# Slime Cave

## 20. Long Passage

Tunnel flows to veins of the earth whilst scars in stone run cross it's ceiling. Strangling acid smell.

Down yonder, a 7ft slab of iron grasps on shattered hinges. A ways past this, a 10ft gap, edged in broken masonry. Finally past the gap, two 7ft planks rest across the tunnels bottom, shoddily nailed together.

**Stone Scars:** Unless walking softly, metal buzzing as 1d6 bees squeeze out stone scars at each X. -1 bee per torch carried. Roll for the nearest X if combat starts.

**Iron slab:** 750 lbs, warped by a hundred bludgeoning fists.

**Gap:** 40ft *plunge* tween razor-stone to a cave river flowing to 43 for 3d6 damage.

**Planks:** Creak and sway, breaking in twain from over 1 walker's weight.

## 21. Cave of Bees

Brine pond stretches past torch-light. At the caverns edge, a mammoth hive hangs from yawning arches. Sound reflects from glistened stone to return as insect buzzing. 3 welt swollen trog corpses float placidly.

**Bees:** 1d20 bees swarm out per round if any dare enter 10ft of the hive. Striking the hive infuriates +1D20 bees a round for 1d4 rounds

**Hive:** 3lbs of honey splatter down per 10 damage to the hive. 1 of 6 hive sections slide off per 20 taken causing *Dex save 16 or 3d10 crushing wax damage* in 10ft area to sad souls underneath. After 4 sections plummet, a wriggling queen bee and 3lbs of royal jelly plop down with them.

**Honey:** Each hive section bursts with 100lbs of honey, worth 1sp a lb. Royal jelly, worth 50gp a lb, radiates purple vapor. After smearing a lb of royal jelly onto skin, gain vocal command of all bees for 1 day.

**Fire:** Smoking the hive reduce bees wriggling out of it by 1 dice size per 2 rounds of smoking.



# Slime Cave

## 22. Vent Cave

**Gems and diamonds** swirl up the sweaty columns like star dust clouds.

**Columns:** 60ft high, feverish to touch and echoes hollow when tapped. Inside the columns swirls black and broiling smoke. The stone's more delicate higher up.

**Gems:** Three zones of gems. Roll *dex* to pick gems, DC based on zone. -1 to the roll for each success in picking from a column. On failure, a crack forms.

**Zones:** 20ft high each

- ◆ 1-20ft. 12 to pick. 1d3\*50gp gems on success.
- ◆ 21-40ft. 14 to pick. 1d6\*50gp gems on success.
- ◆ 41-60ft. 16 to pick. 2d6\*50gp gems on success.

**Cracks:** *Dex save 16 or 2d4 scald damage* as smoke jets out the crack, fall if fail by over 4. +1 dice size of damage per new crack. The cave collapses if a 2d20 damage crack forms.

**Secret Door:** *Perception 14 spies* a scant crevice cradling a beetle figure. Pulling it's wings apart opens a secret door.

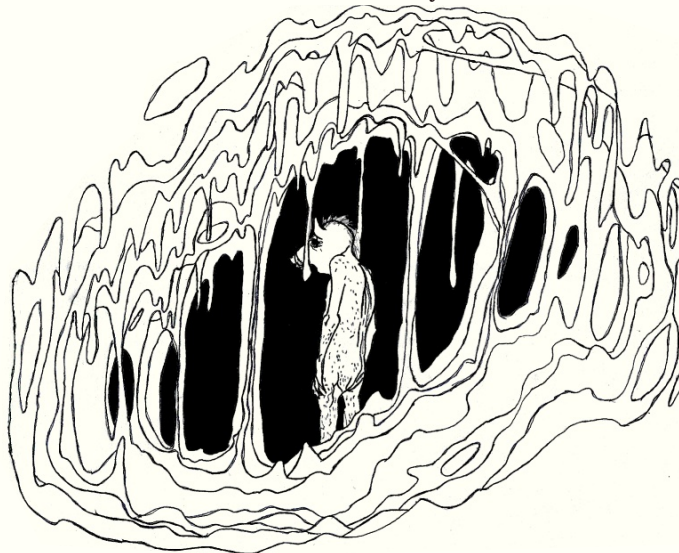
## 23. Trog storage

Refuse jumbled 8ft high in bilgey water. Narrow walk-ways wind their way between these monster trade goods. One passage ends at a tiny tunnel high upon a bulbous wall.

**Monster trade goods:** 2000lbs of shoes, bottles, and chairs. 5cp a lb. Shoving refuse (*str 16*) causes the path opposite to tip over, smushing anything there. *Str save 18 or 2d10* damage, a crushing death by garbage.

**Tunnel:** 4ft wide, a height barely out of reach.

**Treasure:** *Primordium Handaxe* scarred in chaos runes, buried in goods at  $\alpha$  on the map. It attacks the user's closest ally when thrown.



## 24. Narrow Passage

Claustrophobic slippery slime as entrants wriggles worm-like up the tunnel. 4ft tall at first, it ends in a head sized hole to before Abedeylos nail-spiked throne in 33.

## 25. Slime Fed Cattle

Slime webs slick down a slope to the pit from where gurgling moans echo forth.

In the pit, knee deep in sludge, 3 pigs, a cow and a defaced orc dawdle, dying. From up a 50ft cliff Abedaylo in 33 surveys her wealth. She smiles.

**Cattle:** Mottled in cancer. Putrid eyes gaze blankly forward. They're only alive because god hates his creations. The creatures stumble away in fear.

**Slope:** Pulsating slime grabs weakly at flesh. *Athletics 18 to crawl up the slope.*

**Tactics:** Captives are dumped here for conversion to cattle. Abedaylo uses a rope in Room 33 to rapel into the pit and flee to the grand slime, 43, if scared.



# Slime Cave

## 26. Murder Hall

Archer slits (*Perception 15, +4 cover AC*), sliced high and thin in granite damp and cold.

## 27. Tomb

Marble mausoleum. Sarcophagi shelved like jewelry boxes. Rune-poems on each the only decor. Foot-steps stir bone-dust clouds.

**9 Sarcophagi Runes:** All tombs lay empty.

- 1) *Etenjar, the Masterful*. Lay Olren with you, never wielded with more might. Rest it on your breast, till the mountain falls.
- 2) *Girdenya the Preserver, Son of Kreyzab*
- 3) *Ektranir, the Learned*. I set out to do great things: a days toil ends. Droplets fall in a cave. A vein ends its run. Barren, I bear no jewels.
- 4) *Hegvar, Last True Engineer, Son of Kreyzab*
- 5) *Helkavir, the Hesitant, Son of Kreyzab*
- 6) *Vandirkar, the Faithful*. Trickling into my beard, the dew of caverns deep where other mothers lie, who kept their children better close than I.
- 7) *Hadviya, Friend of Whispering Chasm, son of kreyzab*

**8) Halak, the Serene. Both victor and vanquished are but river stones, just quakes of earth. Thus we should see the world.**

**9) Anvaktar, the Productive. The day ends. Cavern chills run though my bones. Flames are felt today, forgotten when gray and cold.**

## 28. Ooze Hole

Grease ooze bubbles round the pit with barren rock tween it and other slime.

**Ooze:** All slimes scurry away 5ft a round and stay wary at 20ft. Slimes harden to rock after touching grease ooze.

**Pit:** Vapor seeps outs intermittently. On entry, slide 100ft to slam down from out the ceiling of Room 50 for 3d6 damage. *Str save 15* to push the walls and slow down enough to avoid damage. Climbing up's like turning a buttered doorknob.



## 29. The big Squeeze

A tunnel shaped like hissing lips, fondling claw-prints painted on it. 1ft high at the west, tightens to 8 inches at the east. Wriggle-wriggle through the squeeze.

## 30. Worm Block

A putrid block of offal plugs the way.

**Block:** A filth block pulsating with rot grubs, nestled in an L shape jig tied to ropes. Trogs pull it back from the Room 31 side to pass. From room 31 echos hysteric sobs and smashing stone thunder.

**Rot Grub:** *Dex save 10 after touching the offal or grubs burrow into the skin. 1d4*

*damage, then +1 dice size per round as worms slide under the skin, racing to the heart unless the worms are bathed in fire or cut out (AC 18, 1d6 damage to the infected on both hit and miss). Lesser restoration lowers dice size by 2.*

# Slime Cave

## 31. Trog Butchery

Flint and bones in knee-deep scum. 4 **trogs** cackle whilst kicking votive statues at the walls. 1 **trog**, with eggs blistering out her back, fills the air with shrieks and cries, pleading for slimes mercy on Badru in 32.

At the east, rope slacks down a 25ft ledge to 32 aside 2 crooked spears and a chain net.

**Tactics:** The trogs threaten to eat intruders if not given food or art to smash. In combat, the egg-trog pleads her prayers for the first round. Trogs in Room 32 shout to below and slash the rope if their allies don't respond.

**Statues:** 8 inch **dwarf statues** gaze with saucer eyes. 4 of them, 10gp each.

## 32. Trog Warren

9 **trogs** (4 with eggs) squabble over the fate of **Badru**, a bound and gagged female trog. A **golden fish** hangs gasping over a water-barrel whilst light kaleidoscopes off **neonate sacs** above. Red cloaca symbols festoon the door to 33. The trogs croak that strangers must act as a neutral jury or be eaten.

**Trial:** Badru is charged with protecting art. You can't eat, fuck or use beauty; therefore it must be crushed. The fish shall act as judge and trogs prosecute. The jury must examine both defense(gagged) and prosecution.

The trogs attack a jury who declares innocence unless convinced of arts utility. If found guilty, the accused is converted to cattle and the tribe befriends the jury.

**Fish:** Calmly asks for freedom in a river out of the dungeon in exchange for secrets of the fishy world. On release, grants a *limited wish*. It's gold and electrum scales are worth 200gp.

**Neonate sacs:** 8 sacs plump to bursting. AC 14 to pierce like a wet balloon sprinkling trog larvae. *Dex save 14 in a 10ft radius or 1d8* chomping damage for 2 rounds. Boiling, then devouring an unpopped sac heals 2hp.

**Tactics:** If desperate, trogs fling stones to pop neonate sacs above enemies. If she hears combat, Abedaylo in Room 33 chunks a **poison gas flask** (*con save 15, 15ft, 2d6*) into 32, then flees with her **spellbook**, and 3 **bottles of magic oil** down a rope to Room 25.



# Slime Cave

## 33. Abedaylos Throne

Violating vinegar and leather smell.

**Abedaylo** reposes upon a nail-chair facing the hole to room 24. A **trog** suckles on her teat whilst she bathes her eggs in **magic oil**.

Aside a 50ft precipice to 25 lies a stake with 45ft of lizard-string rope. On the table to the west lies a **spell-book**, **squirmling bottles**, and a **pot** of cold boil dreams.

**Abedaylo:** Hunchback mother of trogs. Eggs stab out of back scabs, slime lactates from engorged breasts. Mocking. Haughty. Throaty speech and languid motions. Survival is priority. Petitioners must speak through the hole if audience is sought.

**Magic Oils:** *Inflicts a random 1<sup>st</sup> level spell.* 1 in 4 chance after pouring on a babe in its first week of life that they gain that spell as a magic ability. 5 bottles. 1 use each.

**Spellbook:** Its prior owner's face stitched to the cover. Each spell can be cast as a scroll.

Contains ♦ Slow ♦ Alarm  
♦ Shatter ♦ Mirror Image  
♦ Sleep ♦ Web

**Treasure:** *Pot of cold brew nightmare. Con save 15 or wicthtanic visions for 1d4 days.*

- ♦ 3 *pickled squirmlings*, attack at -2 (1d4) if a bottle is popped open. Worth 200gp each.
- ♦ A *poison gas flask (con save 15, 15ft, 2d6)*.

**Tactics:** If threatened, Abedaylo rapels into the pit, 25, to flee to the grand slime, 43.

## 34. Fungus cavern

Fungi sparkles in sick green warts about the room. Orc bodies at the entry. Afar, mouldy bones of a proudly armored dwarf clutching 3 **masks** in emerald hues aside a wall slot.

**Fungus:** Spores billow out from footsteps. 4D10 *poison damage, con save 18 for half.*

**Dwarf:** A helmet savagely gouged, his hand viced over the short sword *Girdenya*.

**Masks:** 3 *bearded jade and emerald masks* expressing tranquility, pain and duty. The three elements of dwarf theatre. 70gp each.

**Short Sword:** Runes on the blade spell *Girdenya the Preserver*. +1 attack/damage per 1000gp of art rescued from a ruin. The bonus ends when that art leaves a dungeon.

## 35. Dam

A dam carved in brutalist angle stops, guides and redirects the river.

**Dam:** AC 14. 40hp. *Resistance to Non-blunt weapons.* If the dam breaks, water explodes to the dotted-path on the map whilst the original river dries to alluvium. Anything in the first 20ft of the new path must *dex save 16 or 2d10 rolling river damage.*

## 36. River Rapids

River foam races over sharper rubble, roaring a savage and cavernous cry as it pierces an airless, lightless tunnel.

**River:** *Athletics 15 to battle the current* which drags victims 100ft a round over sandpaper stone, then into an airless tunnel. 1D6 *damage a round.*

*Acrobatics 16 to swim away from the worst stones for half damage. Athletics 18 to reach a bank before flinging over the waterfall in 38.*

# Slime Cave

## 37. Museum

6 pedestals. The first two stand bare. over the 3<sup>rd</sup> floats a **ring** circled by orc bones. Glass shards layer the 4<sup>th</sup> whilst the 5<sup>th</sup> bears a **glass cube**. On the 6<sup>th</sup> rests a **clock** in a **blue-light pyramid**. Votive alcoves honeycomb cave-walls, brimming with dust.

**Third Stand:** A **ring of mastery** hovers 5ft above the stand. On touch, the pedestal reverses gravity in 5ft for 3 seconds. *Fly 50ft into the ceiling (4d6 damage) and plummet. (4d6 damage)*

**Ring of mastery:** Copper. Embossed with a crown symbol. Attunement gives, the wearer's highest stat+skill a +1 bonus.

**Fifth Stand:** A **silver hair-lock brooch** in a glass sphere in a glass cube, both of which scream if cracked, *3D10 sonic damage, 20ft radius. Dex save 18 for half.*

**Silver Brooch:** Entwined a beard-lock of the first dwarf queen. *Once a long rest as a reaction, if a dwarf roars "We Will Return" whilst holding it to their heart, gain advantage on a saving throw.*

**Sixth Stand:** A pyramid of one-way blue light. Inside rests a clock and a skeletal hand. Matter can pass through to enter the pyramid but can't leave. The light is otherwise normal.

**Clock:** Brass and mahogany overflow with mithril gears. Clockwork predicts the motion of tectonic plates, volcanoes, and planetary precession. Worth 550gp.



## 38. Waterfall

The river falls stabbing a placid grotto below. Hidden behind this waterfall lies a tunnel to 22. The **Reginald** waits patiently lurking beneath the waterfalls crest.

**Reginald:** 3 xanthous eyes recessed in a 7ft wrinkly grey blob with 6 tentacles, speaking urbanely from a fang filled wound. It lives for conversation and games though it's quite smug to those who don't appreciate the aesthetic qualities of caves or raw fish cuisine.

**Tactics:** Waits (+5 *stealth, advantage*) to hook travelers with noose-like tentacles, then hang victims over the grotto for a game of hangman with the word "Fishhook".

"Limb drawn" are marked by a 1 damage lash. Reginald dismembers the "hanged man" on winning and frees the captive on a loss. He's quite friendly either way afterward. It's just a game. Why so upset?

# Slime Cave

## 39. Library

A pond of waist-high silt. **Iron rods** skew from the goop muck at ship wreck angles.

**Mud-Fish:** Hide in silt sludge to swarm at feet with a hundred needle nibbles.

20HP swarm, *advantage on stealth* if in mud, +2 (1d8) attack.

**Rods:** 20 6ft iron rods, stab out the grime. Dwarven script spirals down their length, grave statements of history and mysticism.

Int score/2 days to read the scriptures and find 3 secret facts of dwarven history. After additional study for int days, gain *blindsight* (30ft) but only for minerals, for one hour once a long rest.

Each rod is worth 10gp, 2x to specialists of dwarven antiquities.

## 40. Pit and Cliff

A 20ft pit yawns across, crowding out almost all room to tread around. **Giles Oldershaw** mewls helplessly at the bottom from atop a pile of shattered stonework. A western cliff looms 60ft high to 37.

**Giles Oldershaw:** (Undeclared, 1<sup>st</sup> year) Gangly 20-something. Pube beard. Filth sheathed robe and conical hat. Ankle sprain. He fell and can't get up. Whines a lot.

Lucian Bradley fooled his fellow students into fleeing on a quest to free Danica, "demi-goddess of love". In exchange for magic powers of course. The plan ended in madness.

Giles can't quit the dungeon because of his deep, mad and quite unrequited love for Mervyn Pinfield. He refuses to leave until Mervyn is freed from trog slavery. Giles' heart roams in silly dreams instead of reality.

**Rubble:** Buried in 2500lbs of rubble lay

- ◆ Half a dwarfs **dour stone face**(20gp).
- ◆ Gold chain torn off a locket (2gp).
- ◆ Stone hand carved in a veiny fist (5gp).

## 41. Orc Tunnel

A tunnel studded in acid corrosion shoots straight to C in the mesa. Where the tunnel pierces this cave, a sad giant **porcupine** lies imprisoned to an anvil beside a bale of soggy grass and a dead wizard by a 20ft chain.

**Giant Porcupine:** Visible ribs tense in fear from anyone near. It frantically attacks if approached. Trogs sometimes toss grass to it.

**Dead Mage:** (Enchantment, 2<sup>nd</sup> year). Porcupine quills stick out mauled mush. Only clothes survived; 30 belts and an 8-feather hat. His hand lies 8ft away, rigor mortis grasping a *unicorn-string wand* worth 20gp.

# Slime Cave

## 42. Meditation Chambers

4ft iron doors sealed in rock. Spartan rooms too low for humans to stand. Except for one drilled shut, they open easily.

**Chambers:** Total erasing silence. No sound occurs regardless of source. An earth-cleric, gnome, or dwarf who meditates here for 20 minutes will feel the planet's vibratory music as it glides through the void of stars.

**Shut door:** *Athletics* 25 opens. Marked by a D on the map. 6 dwarf skeletons, slime still trawling along shafts of tumor rotted bones. Fangs jut lopsided out the jaws of 2. One has fingers a foot long. All bear spiraled spines.



## 43. Grand Slime

The river feeds a frothing **slime lake**, ever growing and eating its protrusions. **Mervyn Pinfield** cowers and stumbles, yanked along on a rope by **3 trogs**. Murals veneer the walls, proud tales eroded by slime's defiling touch. Gusts burst forth out the borehole(44).

**Grand Slime:** Endlessly grinding putrid flesh. Trog god lake of slime. Their father.

Starving pseudopods snatch a random target within 5ft, once a round. *Opposed athletics* (vs +6) to avoid being dragged into slime and pulled under, then per round to swim out of the slime and avoid drowning. *Con save* 18 or gain slime disease.

**Mervyn Pinfield:** (Necromancy, 2<sup>nd</sup> year) Sigil embroidered robes, venetian cap. The trogs demand he conjure food. He doesn't know how. Quivering tears splash down.

He lies like a toddler to avoid embarrassment. If he leaves without gold, then he'll have to admit to making a stupid mistake. Mervyn's unaware of his slime disease. He'll show symptoms in 1d4 days.

**Slime Disease:** Contact with the slime lake inflicts slime disease. *The GM rolls con save 18 in secret on first exposure and once a day starting 4 days later.* Lose 1 con on each failed save after the first. The disease runs its course after 2 con saves in a row succeed.

Victims cough up slime after 4 days of infection. *Con save 14* or become infected on contact with slime spittle.

Roll 1d6 per second failed con save.

- 1) -1 cha. Gain a 1d3+1 damage claw.
- 2) -1 int. Grow a bone deformity.
- 3) -1 wis. +1 natural AC.
- 4) -1 dex. Gain stench as a trog.
- 5) Secrete slime. Advantage against grapple.
- 6) Cha save 12 or actively spread slime disease.

**Tactics:** The trogs try to shove players into the slime but negotiate Mervyn's freedom for a truce if outmatched or beaten in combat. Gold is worthless and so is Mervyn. The mage slumps into the fetal position.

# Borehole, room 44

## Features

Mirror stone bored 300ft deep. Milky veins of basalt and purple quartz dye the sides.

**Stairs:** 3ft wide, chiseled into the side, a ceiling 5ft low for squat warriors. Steps gear-tick precise each 2ft.

**Mage Body:** 100ft down, brown-dry blood petals pour to a painted stream for 50ft to end at a clawed corpse. **Albus Cumber-patch** (3<sup>rd</sup> year runecraft), he will be missed.

*Blue rune* tattoos cut onto his face. *If the head is touched, Dex save 16 or 3d10 fire damage to all within 5ft.* Any who fail the save by over 10 are blasted into the void below.

In a secret pouch (*perception/investigation 15 or 1 hr of searching*) Albus hid a map, pg 42. He was a clever one.

**Stairs End:** 200ft down, stairs erode away to razor dimpled moon-scape.

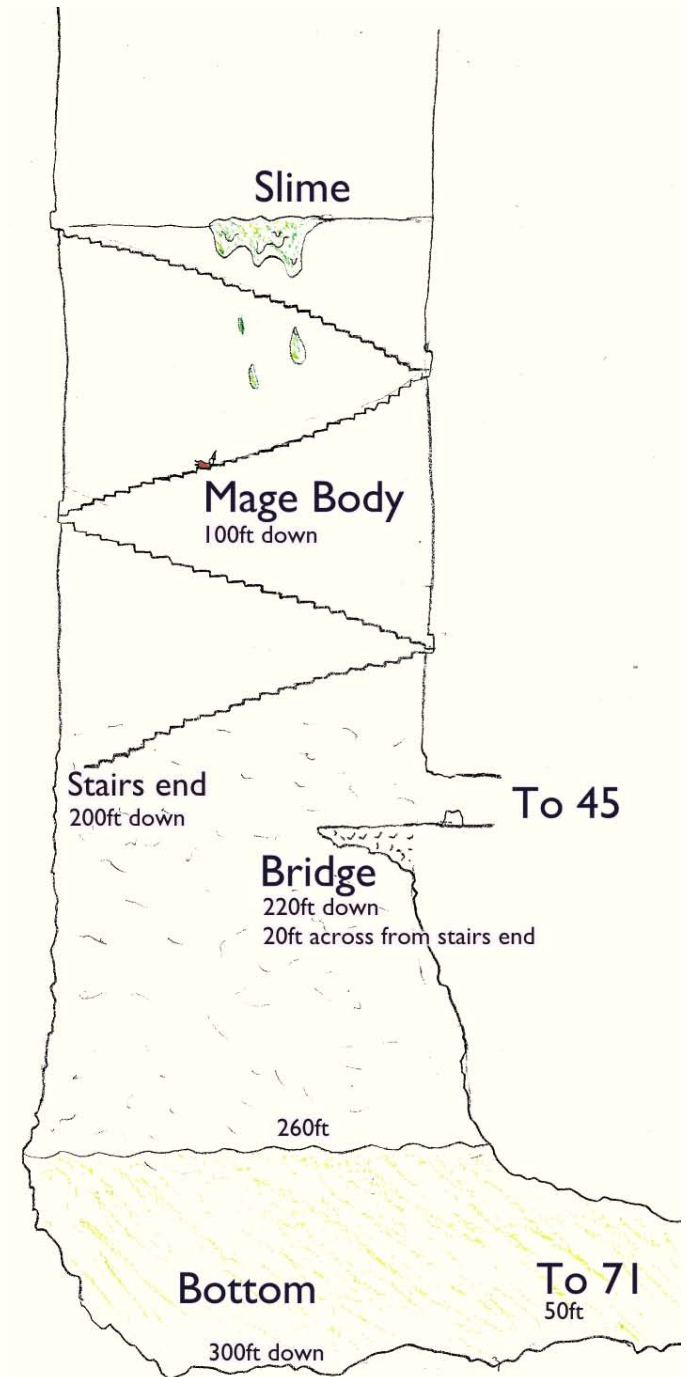
**Bridge:** 220ft down, opposite the end of the stairs, a behemoth stone juts 20ft out from a melted iron door to 45. 10 orc bodies sprinkle the causeway. Before the door, 2 dwarf skeletons clutch their spears in stubbornness.

**Shaft Bottom:** Gastra-yellow water fills the bottom 40ft. An underwater tunnel travels 50ft to room 71. *Con 12 or 1d2 acid damage/round to anyone in the water.*

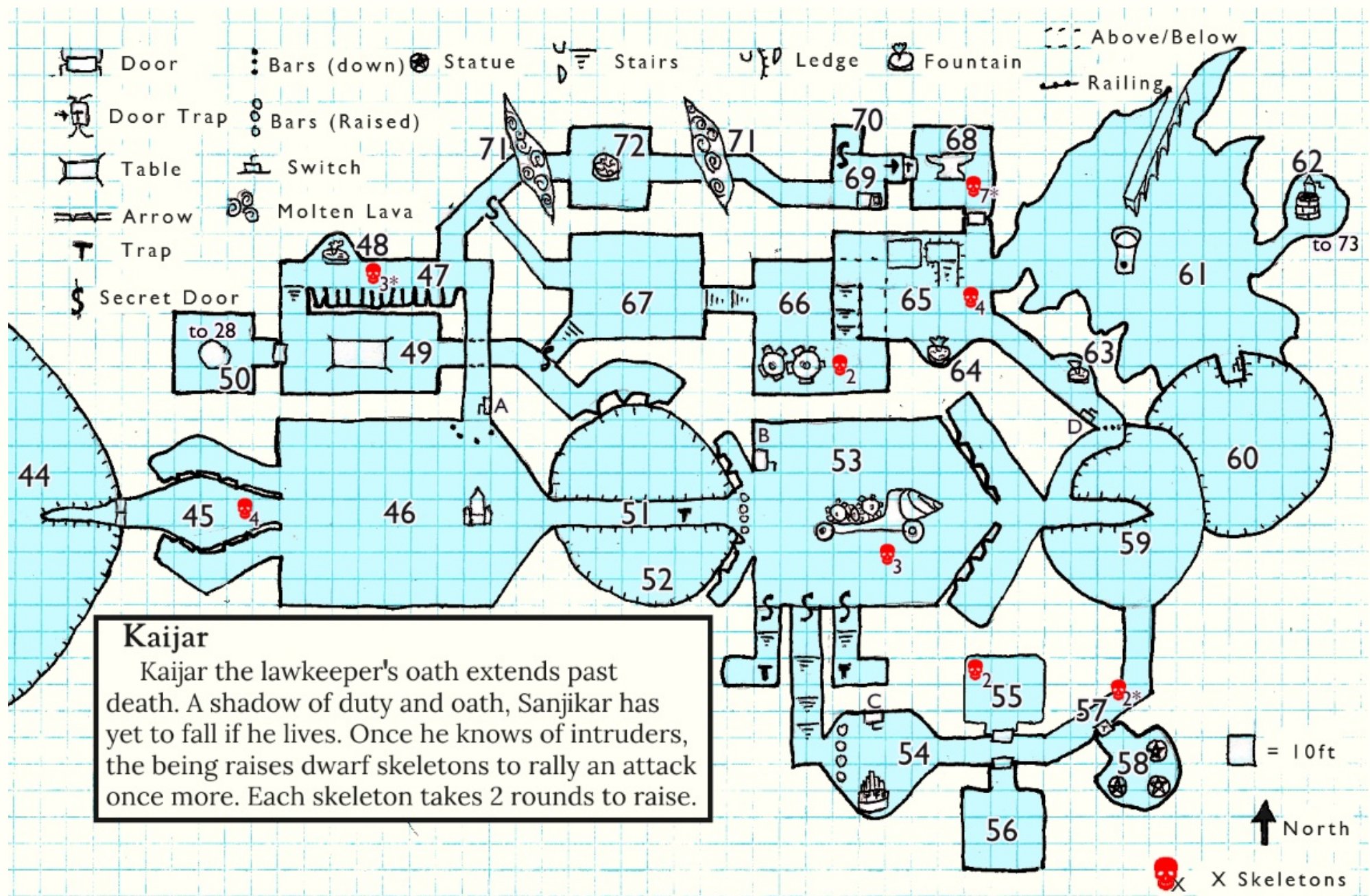
**The Dragon:** If the dragon learns that her foes are in the inner keep, she lurks beneath the bridge for ambush.

**Ambush:** *Stealth +X.* Kreyzabane gushes acid on the bridge or *rips the bridge out the wall and throws it on athletics roll 30.* She swims through the bottom to 71 if she learns of intrusion to her lair or drops below 80 hp.

The tyrant lizard's too monstrous huge to enter 45 but she can wait for foes to starve.



# Map of Inner Keep





## Inner Keep

### 45. Bone Wall

Entry room with too many arrow slits looking in. A barricade piled from the bones of 63 orcs who died that day, 7ft high. Behind it, 4 dwarf skeletons still hold their spears defiant, a monument to valor. A bone dust path cuts through the barricade's north.

**Arrow Slits:** *Perception* 15 spots. An active search finds instantly. +4 cover AC to archers.

**Bone wall:** Fissured bone evaporates to powder if touched.

### 46. Audience Hall

**Jade throne** casting lonely shadows. To the north, iron bars stand sentinel.

**Jade Throne:** A single polished stone. Dusky light reflects out the prism jade.

*Wis save 16* on assuming the throne. On failure, for a moment hear a thousand fists at the gate. Machine thunder shakes the earth. Acid bleeds from walls.

After looting the throne, all present must *Wis Save 18* or hear the roar "Usurper! Bastard betrayer! A curse upon your line!" and scam in *fear* for 2d8 rounds. *If rolling under 10*, their next child is stillborn.

**Throne** weighs 784 lbs. Worth 1000 gp.

**Feast Song:** If "The Day is Won" plays from 54's pipe organ, animate skeletons joyfully goose-step here to speak silent at a missing table. They gesture for guests to join them.

*Insight 20* discerns if they mimic drinking in pleasure or in tears. At feasts end, they clank mugs noiseless and urge guests to give a speech. *Persuasion/perform 25* is a rousing success, befriending the skeletons. *Below 10*, the skeletons assault the guests to teach them manners. Knowing the party's mood gives advantage.

**Bars:** Switch A raises/lowers the bars. Athletics 30 to break them.

### 47. Bedrooms

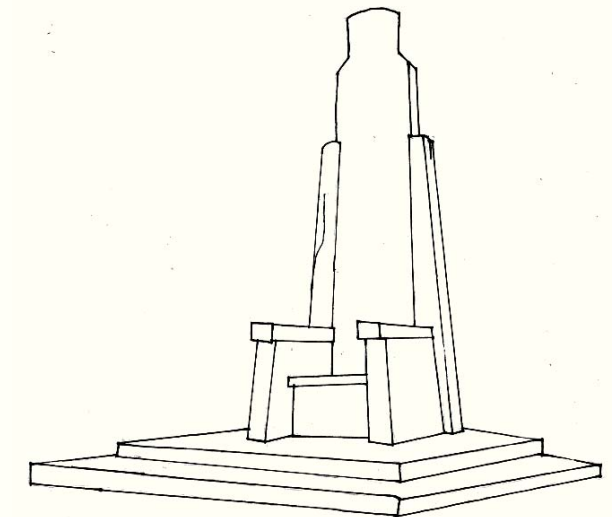
Sleep holes honeycomb the south wall. 3 dwarf crossbowar bones sleep painful on the floor. Coffee smell wafts off a fountain to the north.

**Sleep Holes:** Toasty but cramped. Skeletons lurk inside when animate, playing dead to yank unwary foes into holes.

### 48. Mug Fountain

Water pirouettes out a cracked stone mug to trickle-dance over hexagon stones.

**Water:** Coffee smell. Bitter-sweet malt. Milky. Alcohol equal to light beer.



## Inner Keep

### 49. Stone Kitchen

Absurd huge marble island, coal stoves of feldspar. A **skeleton** sashes a bucket whilst furiously mopping up jale slime from afront the door to room 50.

**Skeleton:** Wields a mop and a dollop of *universal solvent*. Its sacred oath; protect the kitchen. Keep it clean. Run the kitchen.

Trapped in eternal cleaning war with the jale slime in 50. *Speak with dead* allows one to converse with the kitchen skeleton. As a rule, ancient dead have forgotten how to lie.

**Cabinets:** Dry beetle pies. Dry beetle cakes. Dry beetle pastries. Mostly moldy, a few can be cooked. The skeleton objects violently to others using the kitchen.

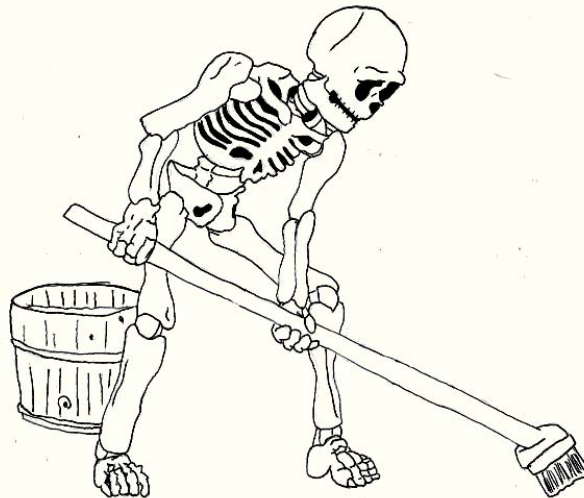
**Tactics:** Tracking mud into here incurs the skeleton's wrath but it's almost helpful to those who help clean. It serves those who "dispose" of the slime as a camp cook, though mainly serving beetle gourmet.

### 50. Jale Slime

Gunk squicks out all crevices. A **jale slime** quests to slither under the door to 49. Its meager diet, grease ooze giblets sprinkling out a ceiling hole.

**Jale Slime:** Slicks away from visitors but it's curious. Speech is babble to slimes but it can gesture by contorting itself into sculptures. It's dreams are fractal visions of beetle pies in room 49 for which it always hungers.

**Ceiling Hole:** A 100ft sluice up to room 28. Slicked in noxious slime, climbing up requires *Athletics/ acrobatics* 20 every 50ft or slide to the floor, *crashing for 1d6 damage*.



### 51. Bridge

A weightless bridge above a mine shaft's hungry void wherein remains 20 orcs bones. A flowery steeple-hat rests on a trap at the western end. Hidden arrow slits north and south. At the furthest west, broken bars hang down like splintered fangs.

**Trap:** *Perception* 15 finds un-mortared gaps between stones in a 10ft area around the hat. These stones are pressure plates.

Stepping on the plates springs a cube blade out from the gaps. *5d10 damage. Dex save 18 for half*. It retracts and re-arms in 1d4 rounds.

*Thieves tool* 15 disables the trap for 10 minutes. *20 disables it forever*.

**Arrow slits:** *Perception* 15, or active searching, spots instantly. +4 cover AC.

### 52. Mine shaft A

Rough hewn shaft plunging hundreds of feet to shadow. See pg 40 for details

# Inner Keep

## 53. War machine

**War machine** leviath. Barbed wheels, crooked gears, a drill too large for structural integrity. Goblins made this. A 20ft wide hole, bored through the eastern iron gate. To the south, 3 secret doors and 2 small buttons.

**War machine:** 50ft long, 30ft wide, 20ft high, too titanic to fit through exits from the room. A cast-iron drill flanked by 2 light ballistae in front of overwrought gears powered by 4 slave-wheels, all directed by a control panel. 100hp, 14AC. 5ft spd after repair

- ◆ **Ballistae:** +6 attack, 150ft range, 2d10 damage. 1 action to load.
- ◆ **Drill:** Bores through 5ft deep(20X20ft area) of stone in 1 round and iron in 4.
- ◆ **Wheels:** 3 dwarf skeletons ground in the wheels, 2 with spears jammed in the spokes. The wheels need repair (Tool 15, 1d4-1 days and 100gp material) to move.
- ◆ **Slave-Wheels:** Whipping all 4 slaves as encouragement to run in the wheels turns the drill. Lashing only 2 slaves will suffice to turn the wheels and move the machine.

**Button and Secret Doors:** Perception 20 spots the doors, crooked blocks which slide into pits. Perception 15 finds the two buttons on the floor.

Pushing the west button opens the west door and east for the east door. Mashing both at once opens the middle door.

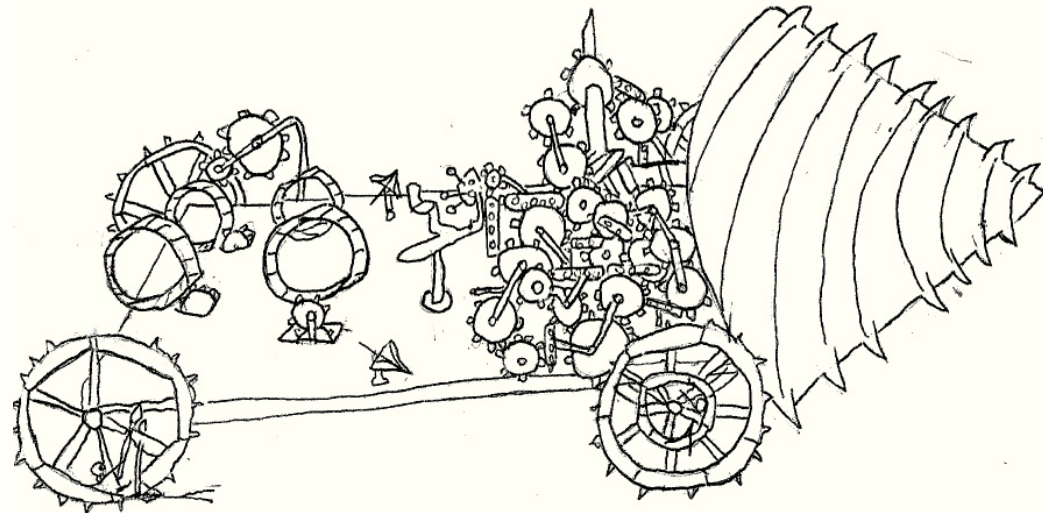
**West Hall:** The trap's pressure plate is a single 10ft stone in the floor. Perception 15 finds it isn't mortared to other stones. When stepped on, it explodes into the ceiling, flattening unwary intruders. Dex save 15 or 5d10 damage. Re-arms in 2 rounds.

Beyond the halls bend lies 2 orc skeletons and a slain wizard.

- ◆ Aliester Pomstock, first year spectromancy with 2ft long earlobes, his leg gored, hands bound and mouth gagged.
- ◆ One orc clutches "The hand of St. Aren". History 25 and close inspection reveals it's a fake. St. Aren was a woodsman. This hand's smooth palms and cracked skin are a cooks.

**East Hall:** Trapped. A 10ft grid of holes in the ceiling over a pressure plate, found by perception 15. Razor spears stab down from the holes After pressing the plate. Dex save 20 or 4d10 damage.

**Bars:** Switch B lowers/raises. Shattered ends leave 3ft clearance after lowering.



# Inner Keep

## 54. Pipe Organ

Pipes criss cross everywhere, wandering to jumbled piano keys in the south. A dwarven pipe organ, marvel of sonic engineering. Switch C in the north lowers the bars.

**Pipe Organ:** Copper sheet music plates enshrined above the keys. *Perform 20* plays an orchestras thunder throughout the inner keep. The song commands animate skeletons but shoddy musicians anger them. They rush to here for 2d4 rounds on failed rolls.

**Bars:** Switch C raises/lowers the bars. *Athletics 30* shatters the iron.

### Organ Songs

Name in game	Song	Skeleton Action
The defenses are breached!	Riders of Doom	Patrol the level for intruders
To defensive lines!	Dance of the Knights	To room 45 and arrow slits to defend
Will you live forever?	Swan lake finale	Gain +2 attack/damage
To the mines!	Fanfare for the common man	To rooms 52 and 60 to start mining
The day is won!	Procession of nobles	To room 46 to feast

## 55. Kaijars Chamber

2 skeletons kneel in a rune circle before a headless dwarf. All 3 clutch grim blades through their ribs. To the south, a marble bed, **rod-shelf**, and reflection pool.

**Rod-shelf:** Rods of arguments on law interpretation. **40 rods** worth **10gp** each, 2x to dwarf law-sages. *Perception 15* notices that the shelf is a forearm-length ajar from the wall. A skull hides behind the shelf.

**Skull:** Blood-spittle stained scroll in it's mouth. Dwarven runes read "As I yet serve my lord, *Sanjekar will not fall.*" Desecrating it once deals **3d10 damage** to Kaijar.



## 56. Danicas Chamber

Rot posh furniture, human style. **Lucian** and **3 feverish drop-outs** quiver round blazing papers. A bed with **chains**, stacks of **scholar-paper** and a cradle.

**Danica**, if present, lounges in chains, teaching mages how to scry for the ring in 19.

**Mages:** Lucian has a nervous disposition, lopsided walk, dead eyes grow intense during speeches. Mutters of seizing a fortress and starting a most perfect dynasty with Danica. His men know they've been led to doom.

**Danica:** Disdains the mages but hungers for flattery. Refuses questions about this room.

**Ley Line:** +1 slot level to spells cast here but they always have a wild magic effect.

**Treasure:** *Roccoco gilt table*(300gp)

- ◆ *Papers on lineage of the kings house* (250gp)
- ◆ *Silk spider-embroidered sheets*(100gp)
- ◆ Applications for tutoring nobility
- ◆ Lucian's *bracers* (12 AC if unarmored, attune)
- ◆ *Teleportation preventing chain*

**Tactics:** Danica, if trapped, negotiates but evades a contract with any who wear the ring. Lucian tries to steal it. He might "negotiate" but betrays opponents of his lust for glory.

# Inner Keep

## 57. Last Defenders

Still defending with **shield** and spear, 2 dwarf hero bones sprawl before 8 orc skeletons. **Runes** emblazon the door to 58.

**Door:** Locked and trapped. On touch, runes blast a 30ft cone of green sorcery flame. *Dex save 15 or 4d10 damage, ½ on success.* Runes dispelled on *dispel magic* 20. An annoyingly intricate lock requires *thieves tool* 20 to pick.

**Olren:** Among plain and stodgy weapons, one dwarf bears a masterful shield.

+1 **shield**. Bronze inscribed baroque with hammers and beetles. Inscribed upon it's back, "Olren". Modern dwarf art lacks this beauty. A dwarven soul yearns for something half remembered upon gazing on it. The only word to describe it is "Home".

It's unyielding strength lets wielders *replace dex with str saves*. Truesight and blind-sense can't see past it. The first animate skeleton to see Olren laying, seizes it.

## 58. Ancestor Hall

3 dwarf sculptures, double size, hold offering bowls for ancestor worship. **Dwarf A's** eyes bulge wild under fierce brows. **Dwarf B** a warrior-maid, tears paint her cheeks. **Dwarf C**, folds a smiths corded arms.

**Statues:** No living being knows their names or stories. 300 lbs and worth 75gp each.

**Offerings:** Blue fire incinerates offerings. If valuables are sacrificed, roll 1d10+(1 per boon the character has ever gained). On 1-10, be gifted a boon for 1 week, type determined by the worth of the sacrifice. Dwarves also enter a vision trance, pg. 41 for details.

### Dwarf A boons

**100gp** Advantage on convincing others to go war.

**500gp** Always know your exact location.

### Dwarf B boons

**200gp** +3 damage vs goblins, orcs, giant & dragon

**1000gp** +2\*HD temp hp when outnumbered.

### Dwarf C boons

**100gp** Proficient in all tools. Expertise in already proficient tools.

**700gp** Expertise in all tools.

## 59. Temple

A balcony ending in an execution block where rests a cruelly massive **axe**. 20Ft below, infinite names engraved upon the walls.

**Kaijar**, twisted gibbering shade, lurches over a mages corpse. Anyone entering this room must *wis save 18 vs Kaijars babble*.

**Kaijar:** Once law-keeper of Sanjekar, his mind now a maze of torment and sorrow. Oaths lasts past death. Kill all intruders.

**Mage:** Comstock Livingston. Second year, Inter-dimensional studies major.

**Names:** Over 80,000 dwarven names, some parts of the wall conspicuously bare.

**Axe:** 5ft handle, tellurium edge, *The Executioner Axe*. Wielders below large size use with disadvantage. 2D8 damage. On a critical or slaying a bound target, all written instances of that foes name cease to exist.

**Tactics:** Kaijar babbles regrets and excuses for his undead life. On seeing intruders, the wraith phases through the walls to raise a skeleton band (2 rounds a skeleton) which actively patrols for intruders. Kaijar returns to ambush by apparating through walls.

## Inner Keep

### 60. Mine Shaft B

A platform creaks by a borehole, affixed by gears to rails diving down. Drips of water fall from a cracked pipe above to depths unheard. Page 40 for details. The rails ends in rust on rolls of 1 when creating shaft contents.

**Mine Platform:** A dry-rot wheel turns the gear and platform up or down the rails.

**Pipe:** Water flows once more down the aqueduct in 61 if the copper pipe is welded.

### 61. Sea of Beetles

A sea of dead beetles ripple from footsteps like surf on the shore. A dry aqueduct leads to a cracked stone pillar with bread loaf spouts, a crank bursting from it's side and a dry pool on top.

**Pillar:** The crank emits a grinding roar when turned as dead beetles pour from loaf-spouts. This drains water in the pool, pumping 5 lbs of living beetles per gallon of water.

### 62. Well

An old stone well, mortar eroded to dust. Its chain hangs 150ft down to end hanging 2ft above a pale-yellow acid lake in room 72.

### 63. Laughing Fountain

**Water** drools out a laughing lips sculpture to splash in a pool of worn pebbles.

**Water:** Rust smell and taste. *After drinking, con save 15 or 3d10 damage, ½ on success.*



### 64. Fish Fountain

**Water** spits out the sculpted mouths of 3 eyeless fish into a pool of prickle black rock.

**Water:** Ginger cream sweet. Drinking heals 1d8hp once a day.

### 65. Foundry

Industrial crucible and pump for a towering 12ft sand mould. 4 dwarfs still hold the line before the bones of 12 orcs at the base of stairs by the crucible. At the stair's top, a dwarf skeleton's bony hand grasps towards 2 levers, a bolt in his ribs. To the west, stairs descend to Room 66.

**Levers:** Pulling the left lever pumps lava from molten depths into the mould. The right lever stops the flow but it's jammed. Fixing it requires pulling a skeleton out the gears in 66.

**Lava:** After 3 rounds, lava sloshes out the mold and pours 5ft/round in all directions for an hour then harden to black crust. Lava deals 6d10 fire damage/round on touch.

**Mould:** Casts a 10ft rough cut stele. Carved upon it in dwarven "Last testament of the dwarves of Sanjikar. Hold tight to ephemeral golden ages. May your wisdom know of them before they pass. Honor and remember the golden age of Sanjikar."

The stele's worth 650gp. Tool use 20 polishes it, increasing value to 850p. A roll below 10, the steles value cuts to 300gp.

# Inner Keep

## 66. Gear Room

Gears microscopic to titanic, gleaming brass overflowing. Scattered low below the gears, 2 dwarf and 7 orc bones. Jamming the spikes of 2 colossal gears, an orc skeleton.

**Gears:** Industrial escherism makes the room *difficult terrain*. Athletics 18 yanks the orc out the jammed gears with a dusty pop, freeing the right lever in 65.

Manually turning or jamming gears will trigger or deactivate traps in rooms 51, 54 and 69 as well as all switches. 1d12-int mod-*investigation* hours of tinkering discovers what thing each gear corresponds to.

## 67. Armory

Deafening wall of chattering caws. Hauberks, swords, spears, and crossbows rusted by the feather dust of a **blackbird cloud**. Secret doors west and southwest.

**Blackbird cloud:** Obnoxious. Maleficent. A few (10hp of swarm) fly through the well in 62 to alert Kreyzabane in 75. Tactics include

- 1) Shoving intruders off bridges and ledges.
- 2) Flying by ears, taunting “Loser! Loser!”
- 3) Luring skeletons to intruders location.
- 4) Insult their parents for making them ugly.
- 5) Reverse psychology losers into traps.
- 6) Mock them using loved ones corpses.

**Secret doors:** Perception 15 spies a block askew on either side of the wall. Finessing it out the brick-work causes a secret door (Perception 20) to lift up.

**Armaments:** ♦ 20 chain hauberks(1500gp)  
♦ 10 longswords(150gp) ♦ 22 longspear(440gp)  
♦ 16 bolt cases(16gp).

## 68. Magic Forge

Lava pit lined in dwarf skulls. Forge tools crowd the walls. Bones of 7 dwarves around the pit before 15 orc remains. One dwarf's hand yet holds high a **blue-steel rapier**. A door to 68 dotted with savage punctures.

**Blue-Steel Rapier:** +1 rapier blue as a robins egg. Furrowed down the blade, “Helkavir the Hesitant”. Its wielder may ask the GM once a day if it would be better to do nothing than to act and must receive a true yes/no answer. After first murdering with the blade, the wielder nightmares that night of screaming as their father quenches a flaming sword through their chest.

**Forge:** Euphoric heat beckons. Its madness gives advantage on tool use. *Wis save 14+ (characters proficiency if tool proficient) or hammer psychotically for 1d4+1 days straight.* A smith knows the forge wants more. Needs more. Sacrifice. When a product of the forge is quenched in something dear, enchantment is set. Each time it whispers... “More.”

**+1 item.** Giving your hand or limb

**+2 item.** Your child or giving 3 +1 items.

**+3 item.** Your life

**Trap door:** Opens inward to Room 69 where a spear thruster lurks. If pressed (by opening the door), 20 spears spring forward. *Dex save 20 within 5ft or 3d10 damage.* 1 round to retract and re-arm.

## Inner Keep

### 69. Kreyzabs office

A brass desk entombed in a slag of molten rods. Facing the east door, a wall of spears affixed to gearsprings. A secret door and hand-hole in the northern wall.

**Desk:** Worth 20gp. Weighs 200 lbs. Empty.

**Molten Rods:** 68lbs of melt iron rune-rods. Almost legible words. (smudged letters purple) “*slimes bring disease. Find healing egg under church of saint to come whispering chasm.*”

**Spear-wall:** Pushing a spear in even an inch causes all spears to spring forth. Dex save 20 or 3d10 damage within 5ft of its front. Spears retract and rearm 1 round after. The device weighs 432lbs, worth 100gp.

**Secret Door:** Perception 15 spies a hand-size hole 10ft up the wall. Rotating the iron handle in it opens the secret door (Perception 20). If pushed instead, dex save 25 as a spike stabs down for 1d4 damage, trapping the hand. Pushing it again, releases the spike, resetting the trap. Rotating instead at this point causes a blade to slice down for 1d6 damage, removing the hand if a 6 is rolled.

### 70. Hidden Alcove

A dwarf skeleton clad in tungsten plate grips a greatsword grimly through his breast. Kreyzab and his final blade.

**Tungsten Plate:** Like hard graphite, broken breastplate. AC 19. Max dex 0. Crits dealt to wearer on +1 range (19-20 normally). Movement 10ft unless str 20. Weighs 100lbs. Leaves grease soot smudges. Worth 2000gp.

**Last blade:** Jeweled +1 greatsword. Spectral edge. “Sanjekar” engraved on it’s crescent handle. Gives dwarven literacy and count as dwarf for spells/items. Upon Kaijars second death, the sword gains +1d6 dmg vs dragons.



### 71. Lava Flow

Hardened igneous bars the way. Black crusty quartz, basalt and silica.

### 72. Underdark map

Carved into a council table, a map painting of secret tunnels, abyssal caves and atavist glyphs. A scabbard hangs by rope above, pointing compass-like.

**Map:** Incomplete. Shows more of the under-realm than anyone could dream of knowing.

Routes to all major underdark factions, 1d6 lost peoples and 2d4 treasures lost. To the right buyer, a copy’s worth 750gp.

If the public or unscrupulous info-merchants learn of the map, 1d4 sunless realms use newfound tunnels for war, 1d4 mad warlords invade the depths in search of treasure, and an unsavory figure seeks the players in 1d6 months



# Map of Dragon Lair

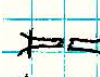
## Level Properties

In water, can save 15 or 1d3 damage a round.

Night. Stealth 15 to reach 75 without waking birds.



Water



Broken Bridge



Bridge



10 ft square



North



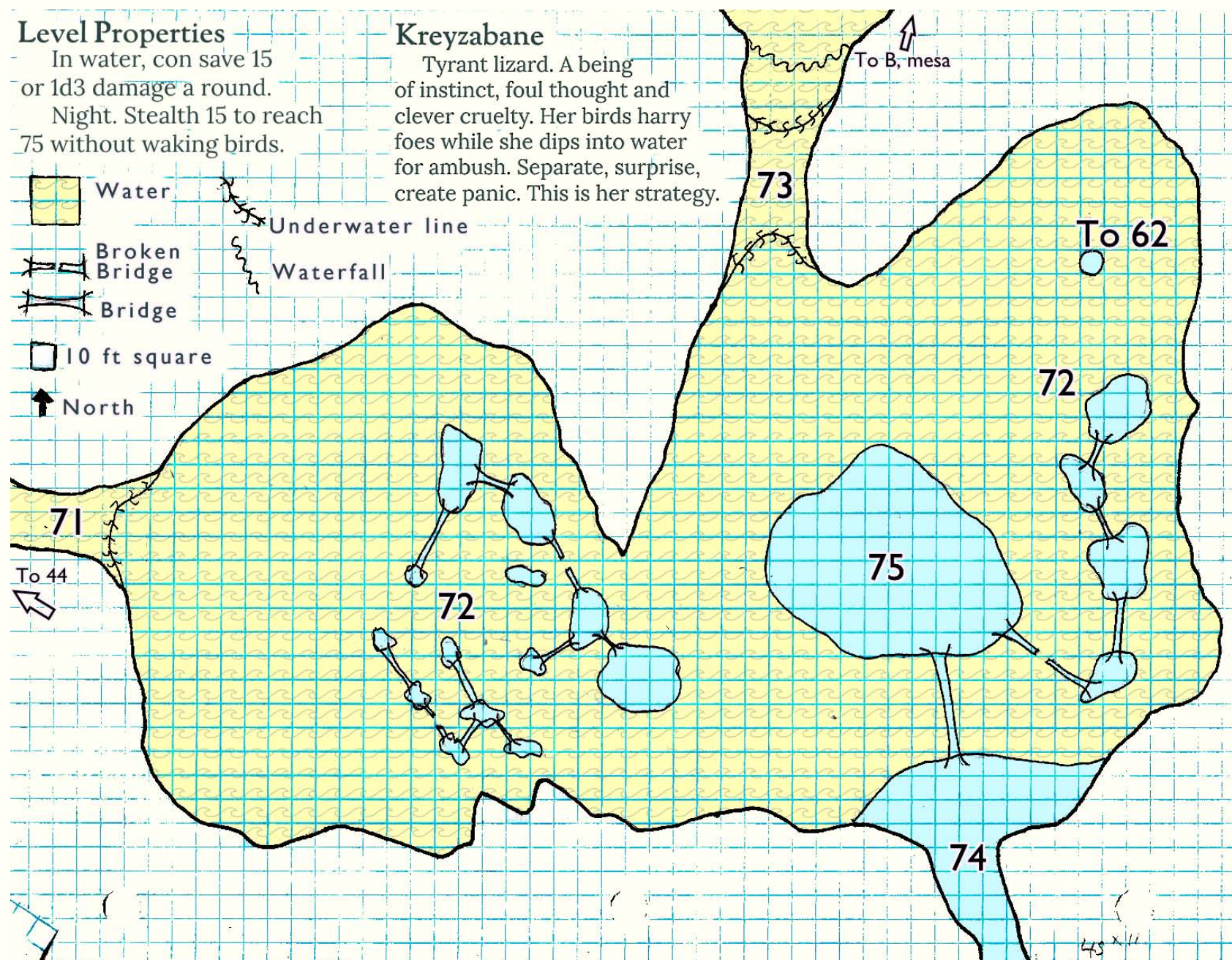
Underwater line



Waterfall

## Kreyzabane

Tyrant lizard. A being of instinct, foul thought and clever cruelty. Her birds harry foes while she dips into water for ambush. Separate, surprise, create panic. This is her strategy.



# Dragon Lair

## Overview

Basalt islands peek through the yellow mist of a starless acid mere, joined by crumbling bridges. Smell of sour death. *Con save 15 when in the lake or 1d3 acid damage a round.*

If the dragon's unaware of intruders, 5 in 6 chance she slumbers atop her hoard. At night, sleeping blackbirds dot the rocks. *Stealth 15 to reach the hoard without waking the birds.*

## 71. Borehole Entrance

Underwater tunnel to borehole 44, dark and cold as a dragons scales.

The tyrant lizard jets through here to ambush foes leaving the inner keep. If wounded, this tunnel is her escape.

## 72. Main cave

Basalt islands dusted in ebony feathers. Bridges between crumble slow to sickly water below. 3 blackbird clouds broil over the mist during the day. A chain hangs from a hole to 62 lightly swaying to 2 ft over the acid mere. 3 swarms worth of blackbird clouds.

## 73. Waterfall entrance

An under water crevice becomes a 40ft tunnel to the sparkling cave, where beyond a crystal waterfall lies the black Lake, mesa B.

20ft through the tunnel, the water's "clean" enough to not corrode skin.

## 74. Exit to Underdark

3 half melted dwarf skeletons rest their last before a calceous tunnel which journeys 2 miles to the underdark.

## 75. Dragon Hoard

The **dragon** dreams fitful upon a **hoard** of ruined realms. 9,000Gp, 60,000sp, and 500,000cp as well as the following.

- 1. Gold-leaf shroud** of a swamp-elf king, an elf sacrifice who stared from the bottom of a murky moor. Worth 85000gp.
- 2. Sapling** in a swamp-water skein. **Elven tree plate**. Stalks take 4 days to grow over the wearer if planted, entombing them in +2 plate armor. Touching wet dirt an hour a day fulfills all food/water needs. *Con save 20 or 10d12 damage to wearer when carving off armor.*

**3. Crown of a cursed northern king**. Studded in gold, lined in mammoth fur, crowned with spiked witches teeth. Worth 8000gp.

**4. Jade plate chair veined in mithril fungus**. Buttons on the back arrange it into a chest, a nightstand or back to a chair as plates slide around each other. Worth 1500gp.

**5. Wanderers boots** filled with the soil of a thousand distant lands. Attunement gives *advantage on con saves against exhaustion, +12 miles a day wilderness travel and halves aging when alone and far from home.*

**6. Beetle shell cloak** trimmed in yak-folk fur. Silvered dwarf runes upon the cowl "Honor in chaos. Order through Honor." Worth 1800gp.

**7. Mug of full living**. Dwarf runes at the base "Spend rich and live delicious." Gives drink a wondrous taste. HD heals 2x hp when spent if the owner blew 1gp that day, required gold doubles each day this benefit is used.

**8. Sword of a nameless soul**. A +2 longsword bright as molten silver shining the light of the north star. It subtly points the wielders hand to deep below, the half-forgotten home of the first dwarves, 12 miles deep.

# Kreyzabane

She's seen the death of the first dwarf queen, gods fall from the sky and emperors plea for their lives. Now mere mortals oppose her? This game of cat and mouse should be fun. She makes no ripples on the water.

## Kreyzabane (Huge Dragon 5900 XP)

**AC** 20, **HP** 126 (11d12+55), **Spd** 40ft, fly 80ft, swim 40  
**Str** +7, **Dex** +3, **Con** +5, **Int** +2, **Wis** +1, **Cha** +3

**Dex save** +6, **Con save** +9, **Wis save** +5, **Cha save** +7

**Skills:** Perception +11, Stealth +8, Athletics +16.

**Darkvision:** 80ft, **Immunities:** Acid

**Spell Reflection:** 2/day. Reflect spell as a +9 attack of green energy. 1d10 dmg per reflected spell level.

**Multi-attack:** Dragon fear, 1 bite, 2 claw per round.

**Bite:** +9 (2d10+8). 1 per round.

**Claw:** +9 (2d6+8). 2 per round.

**Acid Breath(recharge 5-6):** 60x5ft line. 16 dex save or 12d8 acid damage. Half on success.

**Dragon Fear:** Wis save 14 within 120ft or frightened for 1 minute. Immune 24 hrs on success.

**Legend actions:** 3/round at end of another's turn.

**Detect:** Make wisdom perception check.

**Magic Shadow:** 40ft radius for 1d4 rounds.

**Throw Voice:** Speak for 2 rounds from 100ft away.

**Scales:** Half cost and time to enchant 4 armors.

**Blood:** Con 15 or 6d12 if ingested. +2 to spell level of all spells cast for 1 day if bathed in. 500 gallons.

**Heart:** As heroism spell if eaten. 8 uses.

## Defeating Kreyzabane

Gathered monsters scatter to distant lands upon hearing their master has died. A dragon's death brings fame, pleas from oppressed peoples and the curious to Whispering Chasm. Dragons take notice as well. Maybe vengeance.

## Robbing the Sleeping Tyrant

Thieves must choose how quickly to loot and whether to hide at the edge or wade in for max reward.

Stealth 20 each round to avoid waking the dragon. On failure, roll on the "waking the dragon" table to the right. Results add up with each roll. On a max loot roll, roll 1d8 for a random special item, pg 34.

### Edge of Hoard

Caution	Waking roll	Loot
Much	1d4	1d8*25gp
None	1d6	1d10*50gp

### In the Hoard

Caution	Waking roll	Loot
Much	1d8	1d4*200gp
None	1d10	1d6*300gp



## Waking the dragon

**1-3** Loud, irritated yawning.

**4-7** Adjusts its tail. *Dex save 20 or 3d10 damage within 20ft of its back.*

**8-9** Coughing fit. Breath attack at its front.

**10-11** Swats at the noise. Claw attack.

**12-13** Rolls over. All in 30ft of one of its sides must *dex save 25 or 4d10 damage.*

**14** The dragon awakens.

# Appendix A, Return to the Village

## What Happens?

### **If Sunnhild isn't rescued?** -4 days

between kreyzaban's army rolls. If she dies but Guurgen lives, Danica orders the mages to quest for the ring. 1 in 4 chance every 2d6 days that they steal it, after which she leaves the mages to die. Her next step is to infiltrate the village with an eye to steal magic items.

**If the mages have the princess?** They're in too deep to get out. A few days ago, Lucian murdered 2 mutineers. High on dreams of glory, he stumbles on to loot the dragons hoard. They might trade Sunnhild for safe passage but defend her from trops. Slavery's more moral than devouement.

**If Players rescue Sunnhild?** Erfried at death's door is carried to the party. All must run quick to the church before Erfried dies so he may knight them as true heroes of Whispering Chasm, appointed by the divine. Times are too dire to waste food on festival but fires burn into the night as farmers dance in joy. The villagers will ask the players for guidance in all manners. Food, housing, and arms are free to the party forever.

## Village Events

One of these occurs soon after players return. Trickle the rest in as appropriate.

- 1.** Blackbirds whispered to the trops of where the cisterns lay. They infect the water with slime disease so their meat's a bit pre-putrid. Slime disease (pg. 22) proliferates.
- 2.** Whispering Chasm is dead. Just accept it. Villagers flee as refugees. Unless inspired to stay and rebuild, the following leave. Roll 1d4 twice. **1)** Prestenson **2)** Osmunda **3)** Eric **4)** Kirkley. 2d12 villagers stay.
- 3.** The groom's horse-barbarian tribe demands 2000gp to compensate his death. If refused, they pillage until gaining it with interest. Grand speeches might avoid war. His uncle, if friendly, aids in making peace.
- 4.** A crow offers a deal. The village shall be spared if two adolescents are given to the dragon each year. One volunteers. Elders discuss a possible lottery to find the other.
- 5.** When kreyzaban's army numbers 50, it's time to put the chains back on. The dragon strafes the village from 60ft high until taking 20 damage. The monsters swarm in then with the goal of a crude plantation system.

## Population and Casualties

At adventure's start, 40 villagers are able enough to stand whilst 36 injured sleep painfully. Per every healthy 10, 4 will raise wirey arms to defend the village.

*When new monsters arrive to serve the dragons army, 1d4 injured villagers die and 1d4 recover.* If Osmunda heals the players more than 1 spell level in a day, an extra villager slumbers into death. If she fails to give poultices between the arrival of monsters, 1d8 die rather than 1d4. If she gains aid in treating the sick, 1d8 instead of 1d4 recover.

## Finding Goods

Nails are pulled from shoes to fix boards on houses. Goods sell for double price. The nearest village (of the grooms tribe) lies 36 miles away in the wastes, another lies 52 away in pine hills past the mesa.

Hirelings have commoner stats and +4 in a tool proficiency. They ask 4sp a day and 8sp a day to enter Sanjekar. Only 3 in 10 villagers are available and able to be hirelings.

Potions can be gained by hauling monster corpses to Kirkley's laboratory.

## Appendix B, Whispering Chasm

### Monument

Wood sculpture. St. Soeano in mail, her foot on a boars head, her head decapitated by orcs. Inscribed at the statue's base "Never again to be without a home. Never again to bow before a monster throne. Never again. Never again" Gotz stares at this statue day in and day out.

### Canyon River

Mud-trickle. Donkey caravans sojourn down to fill the cisterns. Prospecting scrounges 1d4cp of copper flakes on 1 in 20 every hour. Sigurd hides here if life get hard.

### Mines

Dry air blows under termite riddled beams in tunnels ran dry by centuries of ragged miners. 1 in 20 chance through the night of hearing ghosts.

### Water Cisterns

Copper cisterns of clay filled water, 10 ft tall. Sparing amounts irrigate maize and lettuce whilst custom dictates the grit filled remainder be rationed for drinking.

### Wedding platform

Banners looted, the platform burned, bodies all around. Celebration turned to massacre. Sunnhild prays here every morn and never speaks upon their contents.

### Church of St. Soeano

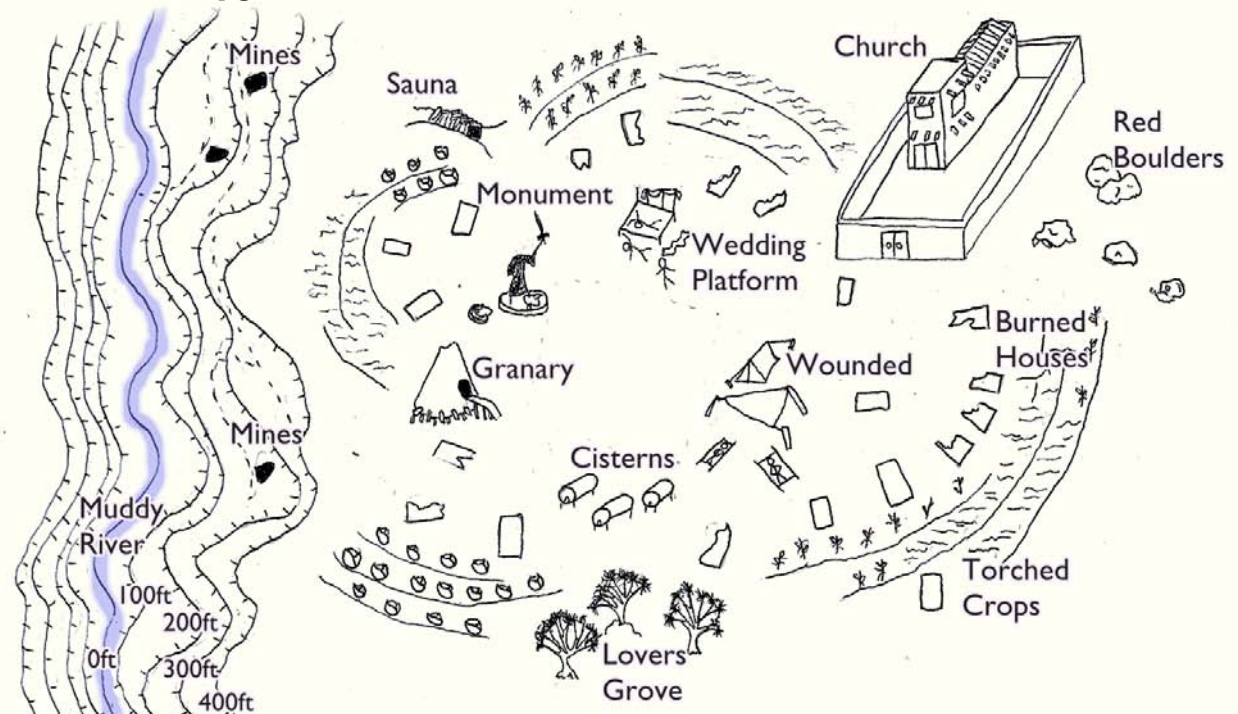
High clay walls around a vaulted mud-brick church. Once a week, the village stands in the nave so Father Prestenson can scream the gospel at them. More information on pg 39.

### Wounded Tents

Strung up cloths give shade to moaning dead and dying. Osmunda sleeps on the ground between treatments. Smell of herbs and potions almost covers up the miasma.

### Sweat Sauna

A plank covered ditch where a firepit, stones and water combine for a steam bath. Treaties and friendships are sealed here. Thorbiat bathes excessively but never quite reaches his own standard of cleanliness.



## Appendix B, Whispering Chasm

### Raban, Hillbilly Water-Witch

His family think he's daft after all the failed dowsings but he feels his rod twitching the way to a spring. Confident.

Thorbiat's a good digger. Helpful. But his mind was slain by sorrow. Explaining why the injured need clean water confuses the elf. Causes him scream, throw things and cry.

### Gotz the Maize Grower

Stares standing at the saint statue through dust and rain pondering its words.

His brother nightmares in a fever. Infection will take him unless Gotz finds the herb Kalazine, rumored to bloom by lightning. A man can't flee a disaster whilst leaving his brother to die.

### Kirkley the Alchemist

A scatter brained alchemist flustered by cursing. Pines for Osmunda and lies to himself that it's a ploy to steal her potion techniques.

Flame consumed his lab but luckily he can craft one potion a day from monster parts. Roll 1d20, consuming the part. If the result is equal or less than the monsters HD, guts and smoke condense to an arcane draught.

### Sigurd, Orphan Prospector

Prospects in the canyon river, not sure what else could help. Everyone's nice but none take a child seriously. It's infuriating.

They don't seem to hear his pleas about a corpse in the canyon. Sigurd doesn't know who it is. A body's too heavy for small hands to bury. If someone helps, they might also believe him when he says the mines aren't really dry. There's mithril in there. Really.

### Osmunda the Poultrice-Healer

Sickly, tired. Empathy drained. She hides the shaking weight of the dead through black humor. Her long disdain of Prestenson's useless "spiritual healing" is at a boiling point.

Her poultice-craft heals in a day equal to any spells adding up to level 2. She casts 1 level a day for players to spare some healing for the injured. If her burden eases, she'll heal up to level 2 for players.

### Girelda the Wise Woman

Cantankerous and obtuse. Her crackled voice acts a fool but also speaks secrets such as St. Soeansos tomb under the altar of the church.. Respected and vaguely feared.

### Thorbiat the Elven Smith

Artful. Gentle. An elven smith trapped delusionally in the past, asking where his family went. His smithy can be fixed with parts of the forge in room 5. Crafts custom armor for allied monsters and gives +6 to rolls on the forge in 68. Gladly apprentices the orcs slaves but calls them by his kids names.

### Erik the Secretive Herdsman

Gives lively thanks if his goats are rescued from Room 1. "The goats speak of things not heard of in heaven or hell, yes?" They tell him secrets of the area with 1d6 truthfulness.

### Father Prestenson

Clean, wholesome, delighted to spread the word. Secretly feels useless. Tells those he trusts of St. Arens Hand, stolen by monsters and advocates to the bishop that its rescuers be granted the right to give indulgences.

### Sunnhild, Avenging Princess

Mourns her fathers death for 3 days before bursting into hateful frenzy. Dons armor, then acts brash to those less bold. Whispering Chasm will not die quietly.

# Appendix C, The Church and the Egg

## The Church & the Egg

Father Prestensons god grants 2d4 temporary hp (if current temp hp is 0) to those who confess their sins.

**Finding the egg?** The egg becomes vital if slime disease spreads. Girelda knows tales of a disease healing egg in a frog, in a goose, in a well, under a tomb. Prestenson has heard tales that a tomb lies below the altar but fears giving secrets.

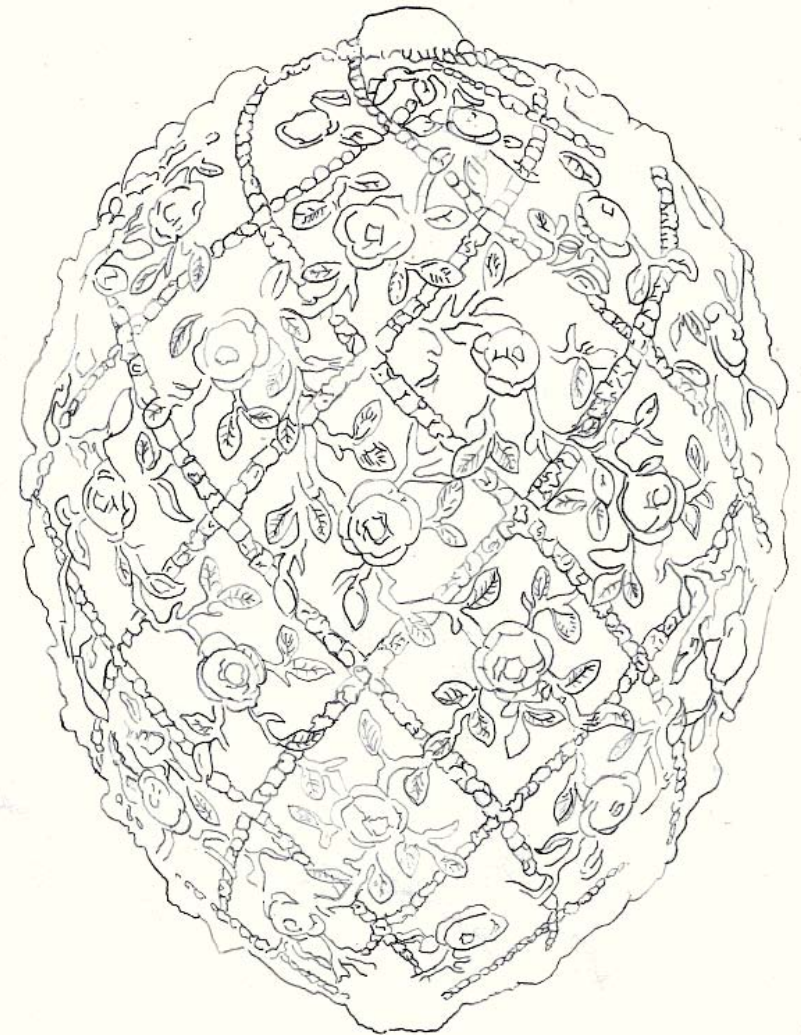
**Tomb:** The altar-stone weighs 2000lbs, 2ft thick and under it lays the tomb of St. Soeanso, warrior maid of Guurgens Bane wherein her spectre holds aloft a lantern.

The hero ghost warns those questing for the egg that they cannot see both the well and lantern at once and as well to beware striking at the poison tooth goose. All she knows of the egg is that the sun is its father and it must be dipped in diseases source to heal.

**Well:** The well only exist for those who can't see the lanterns light. In the wells murky bottom swims the poison-tooth goose. It dies if struck, cracking the egg. If freed from the gooses belly, a frog burps out the egg. Goose hits at +4 for 3d6 poison damage.

**Angel-Egg of Zyklarthen:** In a frog in a goose in a well under a tomb beneath the altar of a church in a village by a canyon. One of 7 un-hatched angel-eggs known to reality. If in sunlight, it flies upward to its father at 10ft/round.

When exposed to a diseases source, it transfigures to a *goblet of healing nectar*. A fleck of nectar acts as Lesser Restoration and give immunity to the disease it was dipped in. 20 flecks of nectar. It must be dipped in the grand slime, Room 43 to give immunity to slime disease.



## Appendix D, What's in a mine shaft?

A tunnel joins the main shaft every 1d6\*50ft. Roll 1d6 on 3 tables for its contents. If a 5-6 is rolled on depth for a shaft, increase the dice size used on the three tables by 1.

Explorers reach the bottom of the shaft on a 20 on one of the 3 tables. 4 dwarf and 20 orc skeletons collect at 52's bottom. Over 40 dwarf skeletons pile at the bottom of 60.

### Debris

- 1-3.** Picks and candle-helms.
- 4-5.** A working cart and railing.
- 6-7.** Pedal cranked ore separator.
- 8.** **Explosives.** Combusts if dropped or shaken. 4D12 in 20ft. *Dex save 15 for half.*
- 9-10.** Dwarf skeletons. Roll hazard again.
- 11.** *Dwarven caving suit.* AC 12. Resists cold and heat. 1 in 4 chance of immunity to poison gas. Suffocation occurs in 1 hour if air tanks are improperly filled or connected
- 12-20.** No debris.

### Minerals

- 1-5.** Nothing.
- 6-8.** **Iron vein** worth 1d4\*200gp.
- 9-12.** **Copper vein** worth 2d4\*400gp.
- 13.** **Coloradoite**, mercury/tellurium crystal. Hisses mercury vapor if cracked, heated or dissolved. *Con save 18 or 5d10 poison damage.*
- 14-15.** **Silver vein** worth 3d6\*500gp.
- 16.** **Torbenite**, green uranium crystals. Luminescent. *Con save 12 or 1d4 poison damage* per hour of exposure. 3d8\*500gp.
- 17.** **Gold vein** worth 4d8\*1000gp.
- 18.** **Crystallized Electricity**, electric discharge if chipped or dissolved. 2D20 stones.
- 19.** **Eitr**, liquid origin of life. Savage poison. *Con save 20 on touch or 8D12 poison damage.* Creates living oddities if exposed to sunlight.
- 20.** **Aetherium** pebbles hover in air. Can be processed into cavorite for air travel.

### Hazards

- 1-4.** No danger.
- 5-6.** Intense cold. 1 cold damage a round unless artic clothes are donned.
- 7-8.** Heat and Steam. 1D4 scalding damage a round and danger of suffocation.
- 9.** Collapsed cave. Stones fall if disturbed. *Dex save 14 or 2d6 damage.* Beyond the rubble lie skeletons holding cyanide tins.
- 10-12.** Unstable. Cracks radiate the walls. 1 in 4 chance an hour of cave collapse.
- 13-15.** Dead air. Torches start to dim. Suffocate from low oxygen in 20 minutes.
- 16-17.** Methane. It's hard to breathe in the foul air. A roaring fire if torches are carried further. 6D12 *fire damage.* *Dex 16 for half.*
- 18.** Mudworms. A carpet of worms covers all surfaces. Attack at +4 for 1d4, every 5ft area is a 40hp swarm with 12 AC.
- 19.** Living shadow swirls underfoot to hide drops and danger. Its brother, the gust, blows out torches and pushes miners off ledges.
- 20.** Entrance to the underdark.



## Appendix E, Ancestor Visions

### Dwarf A

**1-2:** Titanic cavern. 21 dwarf statues by a 50ft giants crippled leg; his hand and eye gone.

Tears fall down like hammers as he swings maul to crush his work. The statue, dwarf A, looks up and winces in fear. A maul hesitates.

**3-4:** An underdark city towers high. Dwarves in armor resplendent tremble below as the ceiling shatters open. A one-eyed titan's head falls through. Then came the dragonfire.

**5-6:** Dwarf A the elder lectures a young dwarf living amongst humans. Quavering, the elder declares "Kreyzab. I'm dying. I'm the last to remember the caverns promised. Trust none but your own. Never integrate. They always betray us. To be dwarven is to feel the debt of your ancestors pain."

A stoic pause. "Quench the blade in my chest. It must be done! My soul in the sword will know the way. Build a fortress. Protect your people. Bring us home."

### Dwarf B

**1-2:** Dwarves huddle round a disfigured giant. Reptile roars shake the earth above. Dwarf B raises her spear. "No." says the giant. "The celestial court ruled that dragons be first created. I disobeyed and now they come for us. Flee deep below to hide from gods and dragons. The deepest cave lies full of riches promised you. It shall be your home."

**3-4:** A ragged dwarf council shivers in the tunnel. "A cave huge as an ocean, lined in mithril and jewel. Yet stone giants rule there. I fear we cannot take it." Dwarf B steps forward "The cave is our birth right. If you are scared then I shall lead." Cheers as Dwarf B is elected war-queen.

**5-6:** Bloody throng of panicked dwarves. Dwarf A begs of his queen, B. "The kingdom has fallen! You must flee with us! Please.... I love you." Dwarf B whispers through tears. "Take my shield, Olren, to protect our people. And a lock of my beard to remember me." "No! Please!" "Go... We will return. We will return." Dwarf A rallies the people to flee. Battle echoes from behind the fleeing crowd.

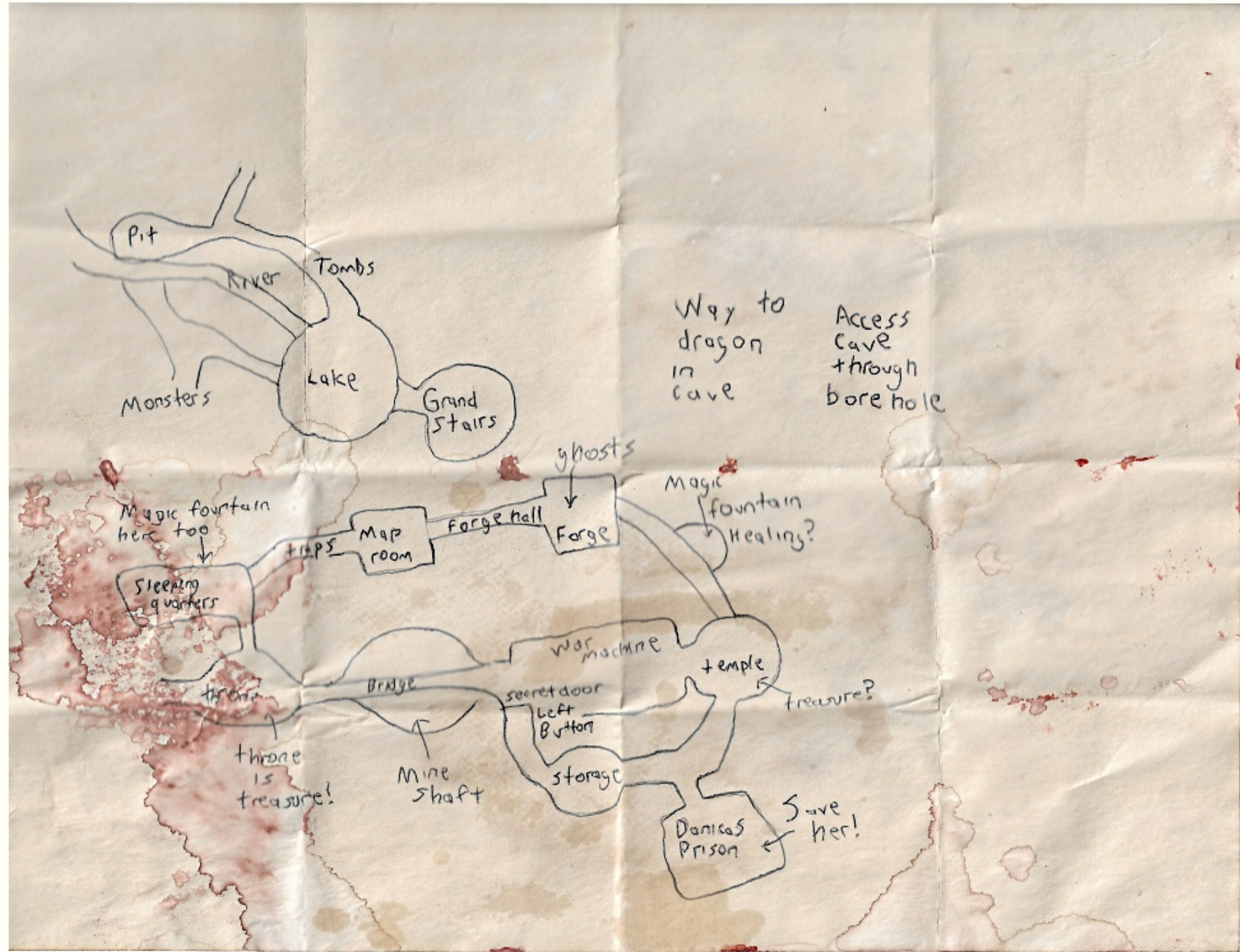
### Dwarf C

**1-2:** A one-eyed giant teaches dwarf C to judge a metals heat. The student asks "Is this how you made us?" The giant smiles wry "Yes. Though true creation needs sacrifice. I'll never make wonders like you again. Hardy, tireless, wise. You will need these strengths."

**3-4:** Dwarves stumble aimless deeper down. Tired. Hunted. Parched whispers ripple that there is no promised cavern. Dwarf C screams whilst hammering a wall. Shimmering water stream out and he bellows "This is a test! The stone will guide us if we learn to listen!"

**5-6:** Dwarf B enters Dwarf C's forge-shop. "When I pray." She says "I no longer feel the mason. I'm scared." Dwarf B mumbles whilst hammering a shield "I know your fear. Beauty is leaving my sight. Our divine spark wanes." He deftly springs to manacle his queen. "What is this!" In response he smiths grimly. "The worst will come. My soul shall be more useful in this shield. Do not cry. This is for our people." The smith falls dead with his final blow whilst the queen howls in grief.

# Appendix F, Mages Map



# Appendix G, Adventure Outline and options

## Beginning

**Opening Events:** Both events in a row occur at once. Next row begins when an event in the prior row is handled.

**Time Counter:** +1 to counter for each event in the opening players interact with and every rumor they seek out. Note the time counter when players go to the mesa.

**Girelda:** Appears at time counter 2, 3, and 4. Gives Hadviya after being refused each time.

**After the Village:** Roll 1d4 for any named npc the players failed to aid in the intro. On a 1-2, that npc is dead.

**Mesa and Redoubt:** Use time counter information on map to determine where orcs are when players first enter.

## Mesa

**Encounters:** Roll 1d12 on list of monsters in kreyzabanes army when players pass through the mesa. If that monster group is rolled, the players encounter them at the mesa.

**Birds:** Birds start by following the players, then increase in aggression. Birds rarely enter the dungeon but are common in mesa.

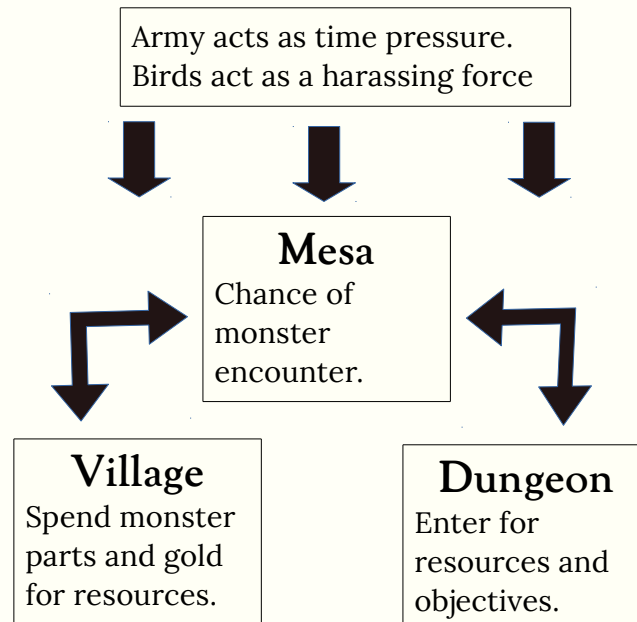
**What the dragon knows:** Events in the mesa are relayed to Kreyzabane in 12 hours.

## Time

Roll 2d4(type) and 1d8(action) every 7 days for new monsters. -1 days if doubles are rolled.+2 days wait if Guurgen dies. Roll 1d4 after a level is cleared to learn how many days pass until a monster group moves into it.

**If army is size 50:** The army and dragon attack the village to enslave them.

**Villagers:** Roll 1d4 for both dead villagers and villagers who become healthy when new monsters arrive.



## Alternate Start

To start at the wedding raid rather than en media res, have 18 peasant defenders. For the assault, use 45 orcs, Guurgen, Vahagn, Thagul and 6 war dogs. Note that this is 6 more orcs than are actually present in the adventure.

## As a shorter adventure

Remove all levels except level 1, remove areas B and E from the mesa. Area C leads to room 18. Remove references to the 5 magic blades, the angel-egg and the dragon. The blackbirds serve Guurgen directly as mercenaries. The ring should be non-magic..

An option is to run this 1 level dungeon for a 1<sup>st</sup> level party. In this case, repeated raids will be needed to win. Since the adventure will take longer, the army will be more pertinent.

## Flavor: Orcs and Trog

The monsters may not fit your settings flavor. The orc expy should focus on brutish masculinity taken to a dark extreme. Replace trogs with a disgusting race based on fears of contagion. I suggest the descendants of slime diseased humans.

# Orc Redoubt: Monsters

## Cave Bees (Small Beast 25 XP)

**AC** 14, **HP** 7 (2d6), **Spd** 50ft fly

**Str** -8, **Dex** +4, **Con** +0, **Int** -5, **Wis** +1, **Cha** -4

**Stinger:** +5 (1d8). Bee dies after a successful attack.

## Danica (Medium Fiend 1100 XP)

**AC** 15, **HP** 55 (7d8+12), **Spd** 30ft, fly 50ft

**Str** +1, **Dex** +1, **Con** +1, **Int** +3, **Wis** +2, **Cha** +5

**Wis save** +7, **Advantages:** deception and stealth.

**Resistance:** cold, fire, poison, non-magic weapons

**Magic:** Polymorph and teleport at will. As spell.

**Charm:** 18 cha save. Charm 1 day. Save once/day.

**Kiss:** 6d10 psychic damage. Charm. Cha 17 for half.

**Claw:** +9 (1d3+1)

**Kiss/Charm:** Humanoids only. Monsters save with advantage unless she's in a monster form.

**Eyelash:** Advantage deception/manipulation for 1 day

## Gūrgen (Medium Humanoid 1100 XP)

**AC** 16, **HP** 45 (6d8+18), **Spd:** 30ft

**Str** +5, **Dex** +1, **Con** +3, **Int** -1, **Wis** +0, **Cha** +1

**Con save** +3, **Athletics:** +9, **Darkvision:** 60ft,

**Multi-attack:** 3/round.

**Bully:** Shove as bonus action. Athletic/acrobatic vs athletics(+7). Knock prone or push 10ft.

**Roar:** Attract 1d6 orcs as a bonus action.

**Hevgar(Longsword):** 3/round +8 (1d0+6), magic

**Guurgen Spleen:** +8 damage on next attack made.

## Orc (Medium Humanoid 100 XP)

**AC** 12, **HP** 6 (1d8+1), **Spd:** 30

**Str** +2, **Dex** +0, **Con** +1, **Int** -3, **Wis** -1, **Cha** -1

**Con save** +3, **Darkvision:** 60ft

**Battle-lust:** +2 temp hp until the end of combat anytime they do damage.

**Greatsword:** +4 (2d6+2), **Shortbow:** +2 (1d6+1)

**Orc Spleen:** +1 to attack/damage. Wis save 16 or attack ally if closest target. Last 1d4 round.

## Spectral Demon (Small Fiend 200 XP)

**AC** 10, **HP** 14 (4d6), **Spd:** 50ft fly

**Str** +2, **Dex** +2, **Con** +0, **Int** +0, **Wis** +1, **Cha** +0

**Resistances:** acid, fire, lightning, bludgeoning, piercing, and slashing from non-magic weapons.

**Immunities:** Necrotic and Poison

**Drain:** It gains in hp any damage it deals

**Incorporeal:** Move through others as difficult terrain. Take 1d10 damage if turn ends in object.

**Claw:** +4 (1d10) necrotic damage. Ignore armor.

## Sunnhild (Medium Human 10 XP)

**AC** 10, **HP** 4 (1d6), **Spd:** 30ft

**Str** +0, **Dex** +0, **Con** +0, **Int** +1, **Wis** +0, **Cha** +1

**Unarmed:** +0 (1)

## Slave/Peasant (Medium Human 10 XP)

**AC** 10, **HP** 4 (1d6), **Spd:** 30ft

**Str** +0, **Dex** +0, **Con** +0, **Int** +1, **Wis** +0, **Cha** +1

**Unarmed:** +0 (1)

## Thagul (Medium Humanoid 700 XP)

**AC** 12, **HP** 27 (5d8+5), **Spd:** 30

**Str** +1, **Dex** +1, **Con** +1, **Int** +0, **Wis** +2, **Cha** +0

**Con save** +3, **Wis save** +3, **Darkvision:** 60ft.

**Horrific Vision:** wis save 15. Target frightened 1d4 rounds. 4/day.

**Heat Metal:** Contact with metal deals 2d8 damage. 60Ft range. 2/day.

**Mud Spikes:** Spikes from stone deal 2d10. 15ft radius, 60ft range. Dex save 15 for half. 2/day.

**Summon Demon:** As reaction, summons a spectral demon. 1/day.

**Ceremonial dagger:** +3 (1d4+2)

**Thagul Spleen:** +4 to spell DC and spell attack of spells cast for 1 round.

## Vahagn (Medium Humanoid 450 XP)

**AC** 16, **HP** 26 (5d8+8), **Spd** 30

**Str** +1, **Dex** +2, **Con** +2, **Int** +0, **Wis** +0, **Cha** +1

**Con save** +6, **Darkvision:** 60ft,

**Multi-attack:** 3/round

**Refuses to die:** At 0hp doesn't die for 1d4+1 rounds or until taking damage again. -1 to all rolls.

**Longsword:** 2/round, +5 (1d8+1),

**Vahagn Spleen:** Advantage on sleight of hand or disarming an opponent for 1 round

# Slime Cave: Monsters

## Abedaylo (Medium Humanoid 1100xp)

**AC** 16, **HP** 30 (4d8+12), **Spd:** 30ft

**Str** +3, **Dex** +1, **Con** +3, **Int** +1, **Wis** +1, **Cha** +2

**Con save** +4, **Wis save** +5, **Darkvision:** 120ft,

**Multi-Attack:** 3/round.

**Chameleon:** Advantage on stealth to hide.

**Eggs:** As egg trog but, 20hp, +3 (1d4+1) attack, cast 1 random 1<sup>st</sup> level wizard spell each round.

**Slime:** Smear as action. Removes 1 condition.

**Stench:** If within 5ft, con save 15 or poisoned for 1 round. Immune for 1 hour on success.

**Spellbook:** Cast at +4 or 14 save. Cast as scrolls.

**Demon Form:** fly, resist non-magic, +7 (1d12+8) claw, ignore armor. Takes 2 damage/round.

**Eyeball Laser:** Removes eyeball. Eye: Fly 20ft, 18AC, 6hp. Eyebeam: +7 (2d6+2)

**Feeblemind:** +4 attack for 4d6 psychic damage. Int save. Int/Cha become 1 on failed save. 2/day.

**Bite/Claw:** 3/round +7 (1d4+3)

**Abedaylos Skin:** Oil. Spells affect you as if cast at 2 spell levels higher. 1d4 rounds.

## Cave Bees (Small Beast. 25 XP)

**AC** 14, **HP** 7 (2d6), **Spd** 50ft fly

**Str** -8, **Dex** +4, **Con** +0, **Int** -5, **Wis** +1, **Cha** -4

**Stinger:** +5 (1d8). Bee dies after making a successful attack.

## Giles Oldershaw (Medium Human 25xp)

**AC** 10, **HP** 2 (1d6-1), **Spd:** 30ft

**Str** -2, **Dex** +0, **Con** -1, **Int** +3, **Wis** -1, **Cha** -2

**Eldritch Blast:** +5 (1d10). 3/day

**Ligature:** +1hp if in same round dmg taken. 2/day.

**Snillocs Snowball:** Summons a single snowball that always hits for zero damage. 2/day.

**Dagger:** -2 (1d4-2)

## Mervyn Pinfield (Medium Human 25xp)

**AC** 10, **HP** 5 (2d6-2), **Spd:** 30ft

**Str** -1, **Dex** +0, **Con** -1, **Int** +1, **Wis** -2, **Cha** -1

**Control Flame:** Only mundane flames. 2/day.

**Disguise Undead:** Disguise undead as a living thing. Wis save 13. 1/day.

**Dominate Mouse:** 1 mouse. 2/day.

**Unarmed:** -1 (1)

## Porcupine, Giant (Large Beast 450xp)

**AC** 17, **HP** 42 (5d10+15), **Spd:** 20ft

**Str** +3, **Dex** +1, **Con** +3, **Int** -4, **Wis** +1, **Cha** +0

**Quills:** If tail hits, 1d6 quills are stuck. Each deals 2 damage if removed. -1 dex/str per quill stuck.

**Tail:** +5 (1d8+3). Quills.

**Bite:** +1 (1d4-1)

## Reginald (Large Monstrosity 3900xp)

**AC** 20, **HP** 51 (6d10+18), **Spd** :10ft Climb 10ft

**Str** +5, **Dex** +1, **Con** +3, **Int** +2, **Wis** +3, **Cha** +1

**Con save** +7. **Wis save** +7. **Stealth** +5.

**Multi-Attack:** 3/round

**Constrict:** On hit, grapple target. Disadvantage str/dex. One target per tentacle. 15 to escape.

**Reel:** As bonus action, move grappled target 25ft.

**6 Tentacles:** 3/round. +10 (4d8+5) 80ft range.

**Tentacle Powder:** Rubber Bones for 1 day. Advantage on dex, disadvantage on str.

## Slime Trog (Medium Humanoid 100XP)

**AC** 12, **HP** 13 (2d8+4), **Spd:** 30ft

**Str** +0, **Dex** -1, **Con** +2, **Int** -2, **Wis** +0, **Cha** +0

**Con save** +4, **Darkvision:** 120ft,

**Multi-attack:** 3/round

**Chameleon:** Advantage on stealth to hide.

**Slime:** Smear as action. Removes 1 condition.

**Stench:** If within 5ft, con save 12 or poisoned for 1 round. Immune for 1 hour on success.

**Bite/Claw:** 3/round +4 (1d4+2)

**Trog Skin:** Oil grants stench ability, 1d4 rounds.

## Egg-Trog (Trog Variant) (+50XP)

**Eggs:** Release swarm if slain. 12hp. AC 12. +2 (1d4), spd 5ft, -1 hp/round. +1 atk/dmg, +15ft spd in slim

## Inner Keep: Monsters

### Cleaning (Skeleton variant +25xp)

+10hp

**Magic Mop:** + 4 (2d6+2) Slowly dissolves what it touches. On a natural 20, reduces enemy AC by 1.

**Potion:** Dilute solvent into lesser disintegration potion. Deals 6d6 damage on contact.

### Cloud of Birds (Large Swarm 75xp)

**AC** 12, **HP** 49 (14d8-14), **Spd:** 10ft, 50ft fly

**Str** -2, **Dex** +2, **Con** -1, **Int** +1, **Wis** +1, **Cha** +1

**Advantages:** Perception

**Swarm:** Can occupy enemy space and vice versa. Gains no hp. Can move through bird sized areas.

**Resistances:** Bludgeon, Piercing, Slashing

**Peck:** +4 (2d8). 1D10 damage if cloud is under 25hp.

### Drop-out (Medium Human 100xp)

**AC** 11, **HP** 7 (2d8-2), **Spd:** 30ft

**Str** -1, **Dex** +1, **Con** -1, **Int** +2, **Wis** -1, **Cha** -2

**Int save:** +4, **Skills:** Arcana +4, History +4

**Spell Slots:** 3, 1<sup>st</sup> lvl

**Mage Armor(lvl 1):** AC becomes 14.

**Time Rewind(lvl 1):** As reaction. Negate damage from the last attack against the mage.

**Void Strike(lvl 1):** +4 spell attack. 30Ft range. 2D8. (3d8 if cast at lvl 2)

**Dagger:** +1 (1d4-1)

### Jale Slime (Large Ooze 1100xp)

**AC** 8, **HP** 68 (8d10+24), **Spd:** 30ft, climb 30ft

**Str** +3, **Dex** -2, **Con** +3, **Int** -2, **Wis** -2, **Cha** -3

**Immunities:** Acid, Cold, Lightning, Slashing

**Immune:** Blind, Charm, Deaf, Fear, Prone.

**Psychic:** If touched or melee attacked, attacker takes 2d8 psychic damage.

**Psychic Blast:** 2/round. 10ft range. +5 (5d10 psychic). Cha save 15 or dazed for 2 rounds.

**Jale Slime:** 1d4 use. Con save 12 or fever dreams of prophecy for 1 hr. In an event that week, declare it was dreamt. GM must give 1 secret of the situation.

### Kaijar (Medium Undead 2900xp)

**AC** 18, **HP** 60 (8d8+24), **Spd:** 50ft fly

**Str** -1, **Dex** +3, **Con** +3, **Int** +0, **Wis** +0, **Cha** +4

**Dex Save:** +6, **Cha Save:** +7, **Darkvision:** 60ft,

**Advantages:** deception and stealth

**Immunities:** Charmed

**Incorporeal:** Move through others as difficult terrain. Take 1d10 damage if turn ends in object.

**Madness:** If target of telepathy or charm, person causing the effect takes 2d8+8 psychic damage.

**Sun Sensitive:** Disadvantage attack/sight in sun

**Babble:** wisdom save 18 within 60ft or affected by hypnotic pattern(spell)

**Life Drain:** +7 (3d8+9) Ignore armor. Con save 20 or lower max hp by damage taken until long rest

**Animate Skeleton:** Dwarves only. 2 rounds.

### Lucian Bradley (Medium Human 1100xp)

**AC** 13(bracers of protection), **HP** 55 (10d8+10), **Spd:** 30ft

**Str** +1, **Dex** +1, **Con** +1, **Int** +3, **Wis** -1, **Cha** +1

**Int save:** +6 **Skills:** Arcana +6, History +6,

**Spell slots** 4, 1<sup>st</sup> lvl/ 3, 2<sup>nd</sup> lvl/ 3, 3<sup>rd</sup> lvl

**Floor is Lava(lvl 1):** 100ft. 1 target. Wis save 16 every round or think floor is lava. Must climb up.

**Ice Shield(lvl 1):** Reaction. Base AC is 16 until end of casters next turn. (items/dex bring it to 19 AC)

**Lose Hope(lvl 2):** 2 targets, 40ft. Cha save 16 or 5 psychic damage a round for 5 rounds at end of their turn. Lower targets max hp by 5 on failed save.

**Chromatic Orb(cast at 2):** 90ft. +6 attack. Acid, cold, fire, lightning, poison or thunder. 4d8. (5d8 if lvl 3)

**Electric Slide(lvl 3):** 120ft range. Teleport to target. All in 5ft of origin and target must dex save 16 or 5d6 electric damage. ½ on success.

**Zero G(lvl 3):** 30ft radius. 2 minutes. Zero gravity.

**Dagger:** +4 (1d4+1)

### Dwarf Skeleton (Medium Undead 100xp)

**AC** 20(shield/plate), **HP** 11 (2d8+2), **Spd:** 20ft

**Str** +2, **Dex** +2, **Con** +2, **Int** -2, **Wis** -1, **Cha** -2

**Darkvision:** 120ft, **Fast:** +5 initiative (+7 total)

**Resistances:** Piercing, Slashing

**Immunities:** Poison, Cold

**Spear:** +4 (1d8+2) **Crossbow:** +4 (1d10+2) reload. AC 19.

**Bone Flour:** If baked, feels filling but no nutrition.

## Outside Mesa: Monsters

### Bugbear (Medium Humanoid 200xp)

**AC** 16, **HP** 20 (3d8+6), **Spd:** 30ft

**Str** +3, **Dex** +3, **Con** +2, **Int** -1, **Wis** +0, **Cha** -1

**Stealth** +7, **Survival** +2, **Darkvision** 60ft

**Silent:** Bugbears make no sound. All hearing based perception rolls fail against them.

**Surprise:** Deals +1d8 during a surprise round.

**Cleaver:** +5 (2d8+3) if melee. (1d8+2) if ranged.

**Paw pads:** Can be sewn into shoes after preparation. Advantage on stealth vs perception (hearing) if moving at half speed over stone.

### Goblin (Small Humanoid 50xp)

**AC** 14, **HP** 5 (1d6+1), **Spd:** 30ft, climb 30ft

**Str** +0, **Dex** +1, **Con** +1, **Int** -1, **Wis** -1, **Cha** -2

**Dex Save** +4, **Stealth** +5, **darkvision** 60ft.

**Advantages:** On stealth if in nature.

**Cowardly:** If fleeing, moves at double speed and gains dash/hide/disengage as bonus actions.

**Mob:** +1 damage per 5 goblins in combat up to +4. +1 attack if commanded by a bigger monster.

**Spear:** +3 (1d6+1)

**Goblin blood:** Con 12 or vomit if ingested or a large amount is smelled.

### Giant (Huge Giant 2900xp)

**AC** 15, **HP** 103 (9d12+45), **Spd:** 40ft

**Str** +7, **Dex** -1, **Con** +5, **Int** -3, **Wis** +0, **Cha** -2

**Con save** +8, **Multi-attack:** 2 attacks/round.

**Building Destroyer:** Destroy wooden walls in 1 attack. Stone in 4. Fortified take 1 extra attack.

**Rock Hurling:** +10 (3d10+7) 80ft range

**Tree Trunk:** +10 (4d10+7).

**Giant Heart:** +6 str and con for 1d4 rounds after eating. -4 str/con for 1 day after. 1d4 uses/heart.

### Kobold (Small Humanoid 25xp)

**AC** 12, **HP** 4 (1d6), **Spd:** 30ft

**Str** -1, **Dex** +1, **Con** +0, **Int** +0, **Wis** -1, **Cha** -1

**Darkvision:** 60ft.

**Scurrying:** 2 kobolds can fight in one 5ft square. Up to 16 can surround a medium size opponent.

**Sunlight Sensitivity:** Disadvantage on attack and sight based rolls if in sunlight.

**Trapmaster:** Kobold traps deal +1 dice of damage.

**Tricky:** Advantage on throwing flasks. Caltrops deal +1 damage when used by kobolds.

**Stone spear:** +3 (1d4+1)

**Kobold horn:** Know the location of dragons within 10 miles to accuracy of ½ mile for 1 hr.

### Manticore (Large Monstrosity 1100 XP)

**AC** 16, **HP** 57 (6d10+24), **Spd:** 30ft, Fly 60ft

**Str** +4, **Dex** +4, **Con** +4, **Int** -2, **Wis** +1, **Cha** -1

**Multi-attack:** 3 attacks/round

**Bite/Claw:** +6 (1d8+4), **Tail spike:** +6 (1d10+4) 100ft range. con save 16 or spikes deal +2d10 poison.

**Poison Bladder:** 4d10 poison. Con save 18 or half.

### Orc (Medium Humanoid 100 XP)

**AC** 12, **HP** 6 (1d8+1), **Spd:** 30

**Str** +2, **Dex** +0, **Con** +1, **Int** -3, **Wis** -1, **Cha** -1

**Con save** +3, **Darkvision:** 60ft

**Battle-lust:** +2 temp hp until the end of combat for every time they deal damage.

**Greatsword:** +3 (2d6+2), **Shortbow:** +1(1d6+1)

**Orc Spleen:** +1 to attack/damage. Wis save 16 or attack ally if closest target. Last 1d4 round.

### Wolf (Medium Beast 100 XP)

**AC** 13, **HP** 13 (2d8+4), **Spd:** 40ft

**Str** +1, **Dex** +2, **Con** +2, **Int** -4, **Wis** +1, **Cha** -3

**Con save** +3, **Darkvision:** 60ft

**Advantages:** Perception with hearing/smell.

**Pack Tactics:** Advantage on attack if in 5ft of ally.

**Canine trip:** Deals 1d4+2 damage if using shove.

**Bite:** +4 (2d4+2)

# Legal Information & Credits

OPEN GAME LICENSE Version 1.0a The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trade-mark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson. System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

End of License

**Open Content:** The only portion of this product designated as Open Game Content is the rules content (creature stat blocks and names of skills, etc., taken from the SRD) as defined in the Open Game License version 1.0a Section 1(d). All other parts of this product including all text not specifically designated as Open Game Content is not Open Game Content. All portions of this work other than the material designated as Open Game Content is released under creative commons as CC0, no rights reserved.

## Playtest Credits

**DM:** Zach

**Players:** Nick, Rob, Mike, Damien, Dalton, and Wesley

**Editors:** Zach

**Art, writing, layout, design:** Oswald