

# BLOOD THRONE OF MAGLUBIYET

**HOMEBREW**

A 3-4 session adventure for 3rd level characters.



## INTRODUCTION

The heroes arrive in the town of Freystand to an unexpected sight: a hobgoblin horde has subjugated the city. The hobgoblin's search for a relic of their god, one that can empower their horde to further conquest of the region. Will the heroes save the town from the tyrannical goblinoids? Will they discover the true purpose of the throne and the more sinister threat that lurks below the city?

## WHAT'S GOING ON?

Long ago, the region was ruled by a civilization of Hobgoblins. Their crown jewel was the city of Freystand. The tyranny of hobgoblin's stretched far and wide, and all creatures lived under their yolk.

The hobgoblins of Freystand frequently dug below the city to create burial chambers for their honored dead. They fashioned a holy relic to their god, a throne from which he could watch them struggle in life or death battles for supremacy with their captured foes.

While performing further excavations, they inadvertently dug too deep and discovered something horrible: a cavern deep below the earth that contained all manner of creatures from the realms of madness, sealed away in primordial times. The hobgoblin who returned from this cavern said it was an Oculus to the truth: that all life on earth will end in fire and madness.

The empire was thrown into disarray as they were forced to do battle with the endless evil springing forth from this Oculus. Eventually they built a magic timepiece to freeze the Oculus in time and forever stay the threat. They made an effort to recover their throne before sealing the warrens, but failed and abandoned their god's prized relic.

Eventually the hobgoblin civilization fell to barbarian humans, and the hobgoblin's were driven far away. The humans took over the city and began worshipping the saint of the silver flame, who physically manifests as an everburning argent flame.

The hobgoblin's have returned, the legend of the Oculus having faded from their minds. Their warleader Thrugget seeks the Blood Throne of Maglubiyet, planning to make it a beacon to draw all hobgoblin's to his banner. To that end, he's conquered the city of Freystand. His forces now scour the warrens beneath Freystand for the Bloodthrone.

## GETTING STARTED

There are three potential starts to this adventure. If you've played through Sorrow of the Sand Lord, see Appendix A for the two beginnings that correspond to the end of that adventure. If not, read 3. Freystand Valley to begin. The players are wanderers, exhausted from the brutal wildernesses here at the edge of the world and eager to arrive at the bastion of civilization in the area: Freystand

## FREYSTAND VALLEY

**Location:** Slopes of the valley.

**Smell:** Trees, smoke, flowers

**Sound:** Wind, faint shouts and horns

**Sight:** Uneven ground covered in green growths, powerful waterfalls that descend into the valley.

**Dramatic Question:** What's going on with Freystand?

Freystand Valley lays itself before you: a rocky and uneven lowland between two massive peaks. The terrain here is covered in forest and shrubs, clinging to the slopes but growing more verdant as the slopes descend into the valley.

Standing in the center of the valley is a city, defended by thick walls and tall towers. Freystand. The moment of joy you experience at seeing civilization and safety is rocked as the smell of burning wood reaches your nose. Columns of smoke rise up from the city. Trouble in the city, no doubt. Surveying the farms that surround Freystand, some appear to be burned out shells. Some appear to be still intact. What do you want to do?

If your players aren't already, they level up to level 3 at this point.

## POINTS OF INVESTIGATION:

### FARMS

Players will cross many intact farms along the road. The inhabitants are cowering locals, tilling their fields. They've surrendered all their weapons and holy symbols. If questioned, the farmers say that Hobgoblin's have occupied the area and made it safer about a month ago.

### ENCOUNTER: BANDITS

While leaving a farm, a gang of deserters from the Freystand militia arrives. **5 bandits**, **1 apprentice wizard** named Vena, and **bandit captain** known as Captain DeWitt.

They introduce themselves as freedom fighters and invite the players to join the cause. Their objective is to raid the farmers and punish them for surrendering to the hobgoblins (and take their stuff, of course). The players are offered an equal share of the loot, or safety from harm if they don't interfere. Afterwards, these bandits could be convinced to return to Freystand to help with the rebellion, but otherwise are content to raid farms until they fall prey to a hobgoblin patrol ambush.

### ROAD TO FREYSTAND

The road to Freystand is patrolled by Hobgoblin forces. Travelers on the road soon encounter a patrol of **5 hobgoblins** and a **hobgoblin iron shadow**. The heroes will be questioned about their purpose in the area and if they've seen any rebels, but will otherwise allowed to pass. If any holy symbols are visible, the hobgoblins will demand the player renounce their god or and swear fealty to Maglubiyet. Or else.

Avoiding the road and sticking to the countryside is safe but slower. Have players make stealth checks, only natural 1's reveal them to the hobgoblin patrols.

## BURNED FARMS

The farms are hollow shells, some freshly burned and some days old. All have a picket line of spears stuck in the dirt out front, with the heads of those that resisted or would not convert. Holy symbols of goodly gods like Pelor and the Silver Flame hang from the bloody heads. No children are slain, they are instead brought into town for slave labor.

### ENCOUNTER: WORGs

4 females **worgs** plus an alpha (stats as **dire wolf**) have taken residence in a burned out mill next to this farm. They still wear bit and bridle, and with a successful handle animal check can be brought to heel for a short while, though the worgs will always obey goblinoids over the PC's.

The rebels of Freystand recently freed these mounts from the hobgoblins and about two dozen roam the countryside in total, preying on travelers.

## FREYSTAND

**Location:** Center of the Valley

**Smell:** horse dung, cooking food, smoke

**Sound:** hum of human civilization, harsh tongue of the hobgoblins

**Sight:** cobbled streets and mud alleys, collection of stone, wood housing, fearful populace and their marshal oppressors.

## OMENS

If you played through *Sorrow of the Sand Lord* and took Atok-Kaman black gem, the mummy lord appears in a player's dream and warns them to leave the black star behind or face his wrath.

if the players spend a few days in Freystand, a **mummy** tracker named Pashtun (armed with 1 javelin, lets him make one 'Rotting Fist' attack at range) summoned from Atok's under-temple arrives in the dead of night as a supernatural sandstorm blows in. He brings with him 4 **jackal** tracking dogs. The mummy resents Atok-Kaman but is compelled to do his bidding.

## POINTS OF INVESTIGATION: EXTERIORS

### WALLS OF THE CITY

The gray stone walls of Freystand are tall and strong, with manned towers. Giant silver-trimmed steel icons used to decorate the walls of Freystand, and their outlines can still be seen from the difference in weathering. Banners of the bloody axe of Maglubiyet hang from the walls.

### GATES

The gates are open but guarded by 5 bugbears and a bugbear chief, inspecting comings and goings from the city. The bugbears are lazy and only do cursory inspections and can be tricked or deceived. Any openly borne holy symbols or suspicious behavior will force them to demand players come with them to the beheading grounds for judgment.

### ENCOUNTER: AMBUSH

if players get in a tight spot with the local military power, the PC with the highest passive perception notices some rogues moving into position around the scene stealthily. 5 rebels (thugs) and their leader Joraskul (thug with 18hp, we idling a greatsword +3 to hit, 2d6+1 dmg a tall, muscular half-elf with a fresh-looking jaw scar) intervene to help. if the rebels survive, they invite the players back to their hideout. The rogues in general are very dirty and haggard, and a mix of men and women, humans, half-elves and dwarves.

### STREETS

The streets are full: while conquered, the people can go about their business. Few people bear arms, and nobody impedes or looks at the goblinoid patrols.

Patrols keep the city safe, public works projects are already underway on many streets to build wells, free housing, and ramp up industry useful to the war effort. (all on backs of enslaved military forces, criminals and rebels, of course).

### ENCOUNTER: DOOR-TO-DOOR INSPECTIONS

Door by door, 1d3 hobgoblin iron shadows inspect for religious paraphernalia, anyone who surrenders theirs and pledges to Maglubiyet before the inspection begins is spared. Anyone caught with such items are dragged to the beheading grounds to be offered to Maglubiyet.

### BEHEADING GROUNDS

In the square outside the defaced Church of the Silver Flame, the goblins have erected a throne of Maglubiyet cast in iron and silver, remnants of the symbols that adorned the city walls. The square stinks - spears adorned from base to tip in heads encircle the area, none of which are rotting, preserved through some fell curse. Some claim that the eyes sometime move or mouth wordless screams. A cadre of bugbears guard the church entrance while a nearby command tent contains priests-executioners of Maglubiyet. Anyone brought here are given a choice: beheading or prove their gods strength in single combat. When combat is chosen, the victim faces an endless string of challengers until they are slain.

This is also where the ravens are kept - these birds are the backbone of the hobgoblin communication lines.

## ENCOUNTER: CONTEST OF STRENGTH

When players approach, one such contest is currently underway with a former priest of the silver flame (1/2 hp, expended both 3rd level slots). An aged man named Piter, stuck in his ways and unwilling to surrender after being discovered hiding in the warrens. The rebels consider him a powerful ally, and he knows what's the hobgoblins search for below the city. 6 hobgoblin's wait patiently nearby for their chance to challenge Piter.

## ENCOUNTER: THE RUINED CHURCH OF THE SILVER FLAME

The temple's interior is defaced as much as the hobgoblins could - yet in the main cathedral hall the Silver Flame burns brightly and powerfully. No hobgoblin can approach it closer than 20 feet without starting to smoke and burn. Any other creature can approach the flame, and 5 times per day the flame can grant boons: a goodly creature that prays before it can have any cleric spell up to level 3 cast on them. While any buffs are active, the creature emits a silver glow. There is a secret passage behind the altar that leads into the Warrens.

## FORT SILVERAXE

The fort houses the hobgoblin high command. Currently in residence are the the head executioner Ukzo (stats as **priest**), the **bugbear chief** Nelk, an **arcanaloth** neutral ambassador from the nine hells named Salashaska and a **nilbolg** (nameless). The forts servants are replaced with 3d6 **goblins**, who perform all the menial tasks for the garrison like cleaning and preparing meals. At any time there are 2d6 hobgoblin's in the fort.

The warleader Thrugget is currently in the warrens, and refuses to emerge until the bloodthrone is found. The rest of the leaders reside in Silveraxe and spend their days bickering. Slaying any of these leaders will strike a serious blow to the hobgoblin forces. Salashaska has come from the nine hells to ensure the Oculus remains sealed once the hogbolin's retrieve their throne. While she doesn't share much info upfront, she's willing to make deals to ensure that the Oculus remains sealed and doesn't care about the fate of the townsfolk or the hobgoblins. She's currently searching for a rogue Barghest named Ogo that is supposed to be assisting her.

## ENCOUNTERS: INTEL GATHERING

Rebels would like to know what the hobgoblins are looking for. They will ask the players to sneak in and retrieve documents. The documents describe progress on the excavation and the search for the bloodthrone of Maglubiyet.

## EXCAVATION SITE

One district of the town is off limits - buildings are demolished, and a great ramp leads into the earth. 9 **bugbears** oversee 12 **goblins** and 20 slaves (stats as **commoner**) as they clear rubble and pile it out of the way. Some of the buildings are converted to sleeping quarters where another 20 **goblins** and 20 slaves rest. Huge pyres are here to burn any dead from the excavation, along with any Silver Flame religious implements found. The hole leads into the Warrens.

## ENCOUNTER: SLAVE-BREAK

The rebels plan to hit the dig site and free as many slaves as they can. For a successful raid however, they need a supply of weapons. Otherwise the slaves will be cut down by the well-armed goblins.

## REBEL CAMP

The rebels consist of 12 people led by Joraskul, the former gravedigger at the church (stats as thugs) They hideout in a root cellar, hidden beneath an old seamstress shop. Their goal is to inspire the people of Freystand to rebel and expel the hobgoblins.

The Rebels have several objectives:

- Rescue Piter the priest.
- Make a slave break at the Excavation site.
- Kill all the ravens in the Beheading Grounds.
- Retrieve a cache of weapons rumored to be hidden in the Warrens.
- Kill any member of the hobgoblin leadership (Thrugget and Hlaaz being top targets, both of which are currently in the Warrens. Secondary to them are Ukzo, Nelk, Salashaska or the nilbog, all of whom reside in Silveraxe Fort.)
- Discover the hobgoblin's purpose for excavations, and once they know about the Bloodthrone of Maglubiyet, destroy it.

**If the players can perform three of these objectives**, it should be revealed that the hobgoblins search for the Bloodthrone of Maglubiyet beneath the city. The rebels believe destroying the throne would remove the hobgoblin reason for staying. Or at the very least revitalize the populace's desire to fight the invaders. Either way, the rebels ask the heroes to destroy the throne.

Cooler heads of the resistance will also explain that armed revolt will be difficult: the player's must complete 5 objectives total to gather enough public support, and one of the objectives must be securing weapons for the resistance. These can be found in the Warrens or Fort Silveraxe.

# THE WARRENS BENEATH FREYSTAND

**Description.** Beneath Freystand is a complex originally built as hobgoblin shrines and burial grounds. The human conquerors used the area as burial chambers briefly but grew superstitious of the area and sealed it away.

**Ways in.** There are three main ways into the Warrens. A secret passage in the Church of the Silver flame leads to 37. The surface excavation leads to 68. Finally, someone descending through the sewers drops down through a drain into 46.

## WARRENS COMMON FEATURES

**Dungeon Mechanic.** The blood thirst of Maglubiyet infects everything here. On the first round of combat, place a d6 on the table with 1 face-up. This is the blood thirst dice. All creatures chance to hit and damage is increased by the Blood thirst dice. At the top of each round, the blood thirst increases by 1. When the battle ends, the blood thirst die resets to 1.

**Doors.** A wooden door can be forced open with a successful DC 10 Strength check, or DC 15 if the door is barred or reinforced in some other manner. Increase the DC by 5 if the door is made of stone, or by 10 if it is made of iron. Decrease the DC by 5 if the door is weakened in some manner (such as by rot or corrosion).

**Secret Doors.** There are many hidden doors in the warrens. A character with a passive Wisdom (Perception) score of 15 or higher notices the secret door. The DC increases by 5 if the door is only dimly illuminated or in darkness. Otherwise, finding a secret door requires a search of the area and a successful DC 15 Wisdom (Perception) check to locate. Most doors are opened via applying pressure to a certain stone and pushing.

## LOOTING

- Hobgoblin's carry no gold.
- Goblins have 1d6 sp stolen goods (candlesticks, coins, carvings, silverware).
- Bugbears have 1d6 gp coin.
- Burial rooms yields 2d6gp loot weighing 5lb. (incense, reliquary boxes, silver plaques, jewelry or ornamental weapons/armor).
- Storerooms/Houses yield 2d6gp worth of loot weighing 15lb. (picks, shovels, sturdy wheelbarrows, thick rope, pulleys, block and tackle)

## WARRENS RANDOM ENCOUNTERS

Roll 2d6 for random encounters:

- After the party explores 6 rooms.
- When the party takes a short rest
- When they draw a lot of attention to themselves.
- Roll 4 times when they take a long rest.

On a 10+, the party has a random encounter.

Roll another 2d6 to determine the encounter.

## ENCOUNTERS:

Roll

2d6 Result

2 *Stalking Shadows.* 1d3 **hobgoblin iron shadow** stalk the party, waiting for an opportune moment to strike. A passive 15 perception spots them, however. They'll wait until the party is resting from a battle before striking. Their objective is to take a prisoner and return them to the excavation site for questioning. If spotted, they'll fall back before returning later using disguise self to appear as rebels.

3 *Break Time.* A **goblin boss** and 2d4 **goblins** are looking for a place to slack off. They won't immediately attack, preferring to avoid confrontation, but will definitely tell their superiors about the players when they make it back.

4 *Rebels With a Cause.* 2d4 rebels (stats as **thugs**) have come to stop the excavations. They will join the party but are extremely noisy, and will immediately engage any goblinoids encountered.

5 *A Light Rattle.* 1 **will-o-wisp** and 1d4 **skeletons** and wander the halls, looking for living interlopers to end. The players will initially see an approaching light and a rattling sound, giving them plenty of time to hide or avoid the fight.

6 *Slim Pickings.* 1d3 hungry **carrion crawlers** silently search for new prey, most of the flesh having been picked off the bones of the dead. They'll approach along ceilings or walls quietly for an ambush but passive 13 perception spots them.

7-9 *Mixed Company.* 1d4-1 **bugbears**, 1d4-1 **hobgoblin** and 1d4-1 **goblins** exploration party is nearby, either resting, or searching.

8 **The Call of the Oculus.** A **cult fanatic** and 1d6 **cultists** search the underground labyrinth for the entrance to the Oculus. They care not for the timepiece until its clear it's required to open the door. If let inside, they'll assist the star spawn (who don't care about them, and will slaughter them after the hobgoblins are dealt with).

9 *Family Reunion.* The next area the players enter have been infested with spiders. 1d3 **giant spiders** lurk in a lair of webs, and if disturbed 1d3 **swarms of spiders** emerge to assist their parents.

10 *Bar Guest.* A goblin named Ogo will approach the party looking for booze, using charm person and suggestion as needed. If supplied, he'll move on. He'll also shy away from any fire held. If attacked, he'll shift into a **barghost** and defend himself.

11 *Chaos Variable.* Roll twice. Two random encounters are interacting with each other in the next room.

12 A ghostly hobgoblin appears before you, bedecked in wizard robes. "The Oculus must not be unsealed." suddenly a massive fist crushes their left arm and face, leaving a gory mass. The hobgoblin mutters again through a ruined mouth "Do not unseal the Oculus..." before fading away. If the players encounter this again, a ghostly light will appear before them and lead them towards 1 at 60ft/round, not stopping for any reason.

# WARREN ROOMS

## 1. THE TIMEPIECE

The 4-foot-tall stone door to this chamber is barred close with a stone draw bar. The bar bears a rune in hobgoblin signaling danger. Inside, the room is 4 feet tall. In the center of the small chamber a large, 3-foot hourglass made of a queer, dark-blue stone that appears to be like water solidified into rock. The hourglass is filled with obsidian pebbles all trapped in the top portion of the glass. The walls are wet and upon closer inspection it appears to exude blood.

## 1A. HALLS OF THE DEAD

This eerie, labyrinthine vault is filled with low stone chambers. Overlooking the ground floor are several raised platforms bordered by skull-encrusted columns. The light dances and plays wildly here, and the musty smell of decay is heavy. Water drips from stone-cut ceiling and forms small puddles on the floor.

4 **goblins** and 1 **giant poisonous snake** pet are rooting around here. After the first creature is slain, their blood flows into the bone pit and awakes a **giant skeleton**. The skeleton attempts to grapple (+5 athletics) anyone in the surrounding area. On its next turn, it will throw them for 3d6 damage. The skeleton will collapse into a pile again after 2d4 rounds.

The giant skeleton will attack anyone close by, including goblins.

## 2. BONE PIT

A set of stairs lead down into a pit filled with broken bones. The pit is surrounded by columns carved in the likeness of skulls and spines. If any blood enters the pit (by sacrifice or if any creature is slain in the surrounding area) a **giant skeleton** awakens in the pit for 2d4 rounds before collapsing. The bones could be thoroughly smashed to prevent its resurrection, but it would be a time consuming and lengthy task.

## 3. FLAYING CHAMBER

A wave of stale, disgusting air wafts out of this room. It's lined with stone tables, and gruesome rusted instruments hang from the wall for flaying skin. Several skin drying racks, rotted to nothing, sit against the far wall.

## 4. BONE CARVING ROOM

The floor of this room is covered in a thick layer of white dust. Several workbenches along with rusted chiseling and carving tools adorn the walls. A few unfinished pieces of bone still sit on the workbenches, some carved into mugs or candle holders.

## 5. BURIAL NICHES

The door to this room is trapped. The first person to touch it without speaking Maglubiyet name must make a DC11 Wisdom save or be teleported to room 70. Disabling the magic requires a DC12 investigation check and DC10

From floor to ceiling are burial niches stuffed with bones. Some are neatly arranged; some niches are stuffed with two or three sets of remains. A dais on one side of the room supports an open book.

## 6. FLOODED BURIAL CHAMBER

This room is reached by taking a few steps downward. From floor to ceiling this room is filled with burial niches. The room has flooded and bones and rags float freely in murky water.

## 7. SKULL ROOM

This carved stone room is relatively rough on the eastern side except for a few cavern walls, which are adorned with wooden doors swollen from moisture and banded in iron.

On the western side of the room, the ceiling vaults to reveal a massive carved skull with two bulging eye holes. Its mouth hangs open and the jaw forms a ramp to two stone doors set inside the skull, covered in depictions of bones.

## 8. POOL

A clear pool here is filled by dripping water, and transparent fish can be swimming in its depths.

## 9. HALL OF SOULS

A small tree holy to Maglubiyet grows here. Black fruit hang from its boughs, and when thrown onto the ground transform into sentient ravens loyal to hobgoblins. This relic is treasured by the hobgoblins. Anyone attacking the tree will be beset by a **swarm of ravens**.

## 10. GLOWING CAVE

This cave is composed of calcium deposits that appear to 'drip' down from the ceiling like thousands of icicles. It's warm here, and on the walls lives a type of glowing worm that bathes this cave in a eerie white-blue light.

A **doppelganger** impersonating a hobgoblin is resting here – the creature known as Quell is trying to take the place of higher-ranking bugbears but has so far been unsuccessful. He's not above making a deal with the players, or betraying them if the time is right.

## 11. STORE ROOM

The humans who used this area used this side-room to store digging implements, wooden beams, ropes and the like.

## 12. UNSTABLE CAVERN

This cave has shifted from weight from the city above and is not in a stable condition. If a particularly loud explosion occurs in the area, everyone in the cave takes 2d10 damage from falling debris, requiring a DC15 athletics check to escape. The area will become impassable after that.

## 13. NEST

1d3 **carriion crawlers** nest here. 50% chance they are out hunting.

## 14. STATUE

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There is a defaced statue of a silver flame here.

## 14A. ANCESTRAL CHAMBER

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This tomb contains one stone sarcophagus set behind a rod-iron gate.

## 15. SAND-FILTER

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The walls here are porous and steadily drip water. A small river of water, covering the stone floor in slick algae, fills the hallway to the shins and runs and leaks through the doorway at 47.

## 16. NARROW PASSAGE

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The passage way here is wet, dark and narrow.

## 17. PRAYER ROOM

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This small room contains a rotten leather whip on the wall, and is spotted with blood.

## 18. CELL 1

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This cell contains the rotting remains of former adventurers. They have a crude map showing the shape of 1d3 nearby rooms.

## 19. CELL 2

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This cell's door hangs open, but is empty.

## 20. CELL 3

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A key is hidden in the rotten straw mat of this cell. It has a 10% chance of unlocking any locked door in Freystand or the Warren, and afterwards only opens that lock.

## 21. SECRET ANTECHAMBER

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This antechamber contains the skeletons of hobgoblin's and crude carvings on the wall, cursing the silver flame.

## 22. BURIAL CHAMBER 1

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This burial chamber is filled with stone sarcophagus's stacked on top of one another, some having tipped over and spilled out dusty contents. In the back, a small hidden crack runs to 33.

## 23. BURIAL CHAMBER 2

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2d4 **goblins** and 1 **goblin boss** are searching this room for valuables and avoiding work,.

## 24. BURIAL CHAMBER 3

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This burial chamber is roughly carved and is filled with pots of varying sizes, all containing ashes of the dead.

## 25. BURIAL CHAMBER 4

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One side of this burial chamber has collapsed, and those picking through the rubble can emerge into a system of natural caverns.

## 26. BURIAL CHAMBER 5

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This burial chamber is half carved, clearly not completed. A rotted painting stands against the wall, depicting a man in rags. It smells like the goblins are using this room to poop.

## 27. BURIAL CHAMBER 7

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This room is well-traveled, and the sarcophagi have been pushed aside to clear a path through,

## 28. BURIAL CHAMBER 8.

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This room's floor is cracked and uneven, but otherwise the floor is cleared.

## 29. SECRET STATUE ENTRANCE

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There is a secret entrance here into the burial chambers via a hidden door. The entrance is concealed underneath the statue of the silver flame that has been defaced, requiring a passive 15 perception check or a DC15 Wisdom (Perception) check to find it for those actively looking.

## 30. WORSHIP CHAMBER

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This worship chamber has room for the pennant to pray before the silver flame. Offerings are scattered all over the floor, having been kicked by passing goblins.

## 31. HALL

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This main hall is covered in stone doors. A collection of 1d4 **goblins** and their **giant spider** pack mule are using this area as a base of operations to search the chambers.

## 32. INTERSECTION

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Standing in this intersection water can be heard from the north, while wind blows from the south. The halls to the east are carven and clearly go to somewhere proper.

## 33. TREASURE VAULT

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A cache of hobgoblin treasures exist here, hidden. It contains 1800 cp, 1100 sp, 100 gp, Bloodstone (50 gp), Sardonyx (50 gp), Star rose quartz (50 gp), 3 x Zircon (50 gp), 2 x Potion of Healing (common, DMG 187)

## 34. BURIAL CORRIDOR

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This claustrophobic hallway is lined with standing sarcophagi. The last's ones door is spring loaded, and is held firmly shut from this side.

## 35. RESERVOIR

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This room has access to an underwater well, and is filled with a large pool.

## 36. CARVEN ENTRANCE

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This small antechamber is lined with skulls.

### 37. CHURCH OF THE SILVER FLAME

#### ENTRANCE

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The wall here is illusory and transparent from the silver flame side. The hallway leads back up into the silver flame church.

### 38. SLIME

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This small storage chamber is filled with a **black pudding**.

### 39. DIG SITE

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This is where the hobgoblin's are currently trying to break into a sealed part of the lower level vault where the blood throne is supposed to be. At any time, there are 1d12 slaves (stats as **commoners**) and 2d4 **goblins** overseeing their work.

### 40. UNSTABLE CAVE

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This dig site is unstable and has a chance of collapsing if a particularly loud explosion occurs in the area, dealing 2d10 damage to anyone caught in the area and burying them, requiring a DC15 athletics check to escape. The area will become impassable after that.

### 41. WET CAVES

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The walls and floors of this cave are slick and rounded, and covered in water.

### 42. CAVERN TUNNEL

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This uneven dug passageway leads to the main dig site.

### 43. CISTERN

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This is a central cistern for the city, A large pool rests in the center, and water up to your knees fills the rest of the space. A thin walkway runs along the edges.

### 44. BUTCHER ROOM

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1 **wight** lairs in the secret abattoir. He was a serial killer before the fall of the city and turned feral eating the dead.

### 45. STONE ROOM

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This featureless stone room is square.

### 46. FLOODED CHAMBER

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A hole in the ceiling here lets water flow downwards into the dungeon.

### 47. SURGE ROOM

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The water flows through this room to 48.

### 48. CHANNEL ROOM

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A thin channel runs to 49.

### 49. CISTERN ENTRANCE

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The water flows here into an enchanted cistern, a wide and deep reservoir of water. Over a period of a week, any water in the cistern is purified to drinkable standard.

### 50. STONE CHAMBER

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Plain stone chamber bereft of notable features.

### 51. HIDDEN ARMORY

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This room is stacked with rusted swords, rotten shields, broken arrows and corroded armor. Enough to arm a small militia if any of it worked.

### 52. FUNGAL COLONY

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A large number of mushrooms have spored here, coating the ceiling and floor. Need to be cut down to proceed.

### 53. COBWEB CHAMBER

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This chamber is thick with cobwebs that obscure vision past 10ft.

### 54. LAIR

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A rogue **barghest** lairs here, drinking its hours away. 50% chance it's home or coming back soon.

### 55. CAUSTIC POOL

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A low pool rests here, filled with an acidic liquid. 2d4 acid damage per round while standing in it. A *potion of greater healing* twinkles at the bottom, protected in a crystal flask.

### 56. SINKHOLE

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The floor slopes sharply, descending 30 feet into this low cavern. It's colder here.

### 57. NATURAL CHAMBER.

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A natural tunnel winds along here before coming to a cave in.

### 58. SINKHOLE

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The water proceeds downwards through a squeeze. Daring creatures can make a DC15 athletics check to pull through and reach 43. Otherwise, they are stuck and drowning.

### 60. SLAVE HOVEL 1

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This dark crowded room is home to the slaves that dig in 39 or are sent ahead to trigger traps in the complex. About a dozen slaves (stats as **commoner**) sleep here.

### 61. SLAVE HOVEL 2

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Five expert dwarven miners live here (stats as **commoners**). The hobgoblin's keep close tab on these ones, as there earthwork knowledge is key to the excavation.

### 62. GOBLIN HOVEL

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A dirty, disgusting hovel for the goblins in the area. 2d4 **goblins** and 1d3 **goblin boss** are here resting.



### 63. BUGBEAR LONGHOUSE

Decapitated heads of rebellious slaves adorn spikes outside the longhouse. 2d4 **bugbears** lounge here at all times, avoiding work.

### 64. HOBGOBLIN BARRACK

Clean, orderly barracks for the hobgoblins. At anytime there are 1d6 **hobgoblin**'s here training, sleeping or eating.

### 65. STOREHOUSE

This building is filled with food and water, along with digging supplies.

### 66. COMMAND HUT

The **hobgoblin** warleader Thrugget (stat as **hobgoblin captain**) and the **bugbear chief** Hlaaz make their plans in this hut. In case of invasion, they will rally a counterattack and hunt the players down. Slaying these two leaders will strike a serious blow to the hobgoblin forces.

### 67. HOBGOBLIN SHRINE

Two hobgoblin priests (stats as **priest** except they have the Martial Advantage feature found on hobgoblin's.) tend the executioner block here.

### 68. EXCAVATION SITE

This area is frequented by patrols, roll for random encounter every 10 minutes but only give the Mixed Company result. Any battle will draw the occupants of the buildings in 1d6 rounds.

### 69. EXPLORED ROOM

This square room has an odd crystalline east wall that allows occupants to view 70.

### 70. STAGING POINT

This large circular room is used as a staging point to explore the rest of the complex. A **hobgoblin captain** keeps time for the goblin patrols and processes their reports at a wooden lectern. Every ten minutes, roll for a random encounter in this area but only give the Mixed Company result.

### 71. FORTIFIED HALLWAY

This hallway has a broken down ballast on the southern end and has low stone cover to defend against intruders coming down the hallway.

### 73. SEALED ROOM

This room is sealed closed. Inside it stinks like acid and the walls and floors are covered in circles the star spawned grue have carved over the years. It contains 4 **star-spawn grue** and 1 **choker**. They are in a dormant state but awaken as the doorway is opened. They are escapees from the Oculus.

### 74. UNSEALED ROOM

The corpses of hobgoblins and star-spawned grue litter the ground here. The captain's ordered the bodies left behind, as they all fester with a strange disease.

### 75. TRAP ROOM

The walls of this room are scorched and several goblin corpses lie here, toasted. The floors are pressure plate triggered trap. DC15 to find, DC10 to disable, any creature in a 20ft cone of the wall take DC12 Dexterity saving throw or take 2d10 fire damage, or half on a success.

### 77. THRONE ENTRANCE

Large iron double doors dominate the end of this room, splashed with blood. A crossbar blocks the way forward, and a hourglass indentation magically seals the doors closed. The key is an hourglass hidden in Room 1.

The contents of these rooms are magically locked in time, the final moments of a desperate losing battle stretched into infinity.

### 78. THRONE AMPHITHEATER

This room is dominated by a large amphitheater that descends downwards 50ft, with a sandpit bottom. A battle rages between two sides: 1 **star spawn hulk**, 5 **star-spawn grue** versus 1 **hobgoblin warlord** and 5 **hobgoblin**'s. The Hobgoblin warlord wields *Unbroken*, a magical battleaxe.

If the player's don't interfere, the hobgoblin's will be slain and the hulk will be at 68hp and 1 star-spawn grue will remain.

**Unbroken** *Wondrous Item, Major, Uncommon*. Battleaxe. You have +1 bonus to attack and damage made with this weapon. Once per day, recharging at dawn, the wielder of Unbroken can deal an additional die of damage to a creature it hit if that creature is within 5ft of an ally of the wielder that isn't incapacitated.

### 79. THRONE

A dozen slain hobgoblins and star-spawn creatures litter the broken, uneven ground around the Blood Throne of Maglubiyet. The throne sits in the center of this room, a unholy monolith of steel built for a giant. It's base is carved with the skulls of a variety of races, and spikes stick out of the back like a halo, slowly dribbling blood from a set of impaled heads. The earth around the throne is cracked and heaved and a deep-green eldritch glow comes from beneath.

Mounted on the walls of this room and displayed in decorative stands are enough ancient arms and armor, though mismatched, could supply a 100 men.

A hobgoblin wizard, smashed flat by the hulk's fists, lies at the base of the throne.

If the players search the hobgoblin wizard, they find clutched in his fist a *necklace of fireballs*.

If they players peer down into the cracks in the floor, read the following:

The cracks descend into a tunnel lined with swirls like that of nebulas and twinkle with starlight, descending into darkness.

The breath like that of a great beast wells up at regular intervals.

**Bloodthrone.** Any creature who swears fealty to Maglubiyet can kneel before the throne and beseech the god for aid. If Maglubiyet deems them worthy, they can receive at cleric spell up to level 3 cast of them. This effect can occur 5 times a day. While a spell is active on a creature, they shed a orange light and are filled with the urge to do battle. The throne can be destroyed by anyone bearing a holy symbol of another god.

**Treasure.** Scattered around the throne are also offerings to Maglubiyet: 1900 cp, 1200 sp, 100 gp, a fistful of precious stones worth 60gp, and a tube containing a scroll of *vicious mockery*, (common, dmg 200), a scroll of *locate object* (uncommon, dmg 200), and a *potion of healing* (common, dmg 187).

## END THE ADVENTURER

**The throne can be destroyed** by anyone bearing a holy symbol of another god, or with the use of the *necklace of fireballs*. If the throne is destroyed the people of Freystand will be inspired to rise up against the invaders. People will once again bear the icon of the silver flame. If the players do not destroy the throne, the hobgoblins will do all they can to reach it and move it out of the city.

**If the timepiece is placed on the door** again the world is safe from the creatures lurking in the Oculus. If it's left unsealed, roll at the beggining of each week on the following table to see what happens.

### OCULUS OCCURENCES

#### 2d6 Roll

2 A **war priest** named Valiant Dimargo arrive in the city, seeking hands to help them descend into the Oculus to seal it again.

3-6 1d2 **star-spawn mangler** take up residence in the Warrens, defending the Oculus.

7-9 2d6 **star-spawn grue** and a **choker** emerge, prowling the night in the city.

10- 1d4 **star-spawn hulks** emerge to terrorize the  
11 townsfolk during all hours of the day.

12 The **star-spawn seer** emerges, mastering all star-spawn that have emerged so far. Permanent twilight falls over Freystand Valley, and swirling nebulas and glittering stars become a permanent fixture of the sky. Meteorites regularly rain down into the valley, bringing more star-spawn.

**Driving the hobgoblin's away.** If the players can amass enough arms for the people and complete some of the city encounters, they can inspire an uprising led by Joraskul to drive the hobgoblins away.

**If the player's descend into the Oculus,** they are in trouble. The shaft descends 400ft into a dark, monolithic cavern dotted by stalagmites the size of castles. Among these pillars, dozens of **star spawn grue** lurk lead by a **star spawn seer**. The seer has seen where the players will arrive, and will take the timepiece before allowing them to return to the surface and warn its fellows that doom is coming. if the players fight, they will certainly be annihilated.

## LEGAL

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## CREDITS

**Cover Art.** *Idyllis of the King* by Gustave Dore.

# APPENDIX A: ALTERNATE STARTS

## START 1: UNDERGROUND

You land with a sploosh in a thick liquid that clogs your eyes, throat and ears. Sputtering, gasping, desperately wiping thick substance away from your face, you pull yourself out of the tar.

You're lying on your back, gasping, in a cave, on the shore of a pool of thick tar. The entrance you fell through has collapsed - bits of rubble rain down into the black tar and sink. Purple fungus grows on one side of the room, giving the place an unearthly light. The roof is low, with stalactite within arms reach. You are trapped.

**Location:** Deep underground, edge of a tar lake **Smell:** Acrid lamp oil. **Sound:** Far-off dripping. **Sight:** Very little - purple glow from fungus. **Dramatic Question:** Can we escape from this hole?

### OMEN

if you've played through *Sorrow of the Sand Lord*, those were Infected with mummy-rot notice their flesh is cracked and desiccated - and It hurts terribly. Every 24 hours, they will lose 1 Constitution. This will continue until they die or have a remove curse cast on them.

### POINTS OF INVESTIGATION:

Whichever way players decide, they are now wandering through caverns of the deep earth. Use the following Exploration mini-game to resolve.

At the beginning of the day, have the players choose roles. if you have more than 4 characters, they can double up for advantage in one area.

if the navigator succeeded their check, add a d4 to the navigator dice pool. Then roll the pool and consult the table for what the player's encounter.

if the lookout succeeded, the players Identify this encounter beforehand and can go around or prepare. Otherwise the scene opens with them In the thick of It.

if the mapper succeeded, the players can re-roll the navigator pool if they've already encountered this particular encounter. This only happens once a day.

## EXPLORATION SUMMARY

Role	Check
Navigator	Wisdom (Survival) to try and find a way out. Success: Add a cumulative 1d4 to the next encounter roll. Failure: Nothing.
Forager	Intelligence (Nature) to identify safe food/water. Success: Find enough food/water for everyone. Failure: Players have three points of energy storage. Eating/drinking adds 1 storage. Not eating/drinking for a day depletes 1 storage. At the end of the day, if they have no energy stored everyone takes 1 point exhaustion.
Lookout	Wisdom (Perception) check. Success: Notice the next encounter. Failure: Stumble into next encounter without time to avoid, stealth or prepare.
Mapper	Needs a way to map. (quill & ink, chalk, carve into skin). Success: Re-roll navigator pool if you roll an encounter you've already had. Only do this once a day. Failure: Roll Encounter.

### Result Encounter

0	You wander back into the tar-pit room, where you began. This is going to be a long journey.
1	Village accessed by a squeeze - 4 dog-headed humanoids, stats as warriors (remnants of Atok Kaman's people) live underground, worshiping 2 magma mephits (they call them motes of the sun). Humanoids have ever seen the sun and fear to seek it out. Humanoids could be convinced to help if you have the golden staff from Sorrow of the Sand Lord. Mephits won't like that. if encountered again, the humanoids have run out of food - the PC's should do.
2	.5-mile wide cavern with low jagged ceiling-underground lake. 1d8 sightless mermaids lurk here. non hostile, but know no way out. Will supply food and water for 3 days. Ruined camping gear, packs, shredded bedrolls on one shore. mermaids pretend innocence, sharp fangs showing. if encountered again, the mermaids will cast nets and attempt to drag the PC's down for a meal.
3	2d4 <b>goblin</b> bones scattered about in a ruin of a three-level cave-village. Each one only bears one wound: a piercing of the skull where a mindflayer drained their brain. if encountered again, a <b>mindflayer arcanist</b> floats among the ruins, enacting rituals to resurrect them as <b>skeletons</b> . He'll accept sincere offers of help against his foe, a beholder.
4	The sound of clinking equipment and moaning announces their presence: 4 corpses of adventurers, tangled in ropes. None of these 4 <b>ghouls</b> can be ten feet apart from one another due to the ropes. if encountered again, a lone priest is encountered (Ekan, <b>halfling priest</b> ). he's searching for his lost friends. "must be around here somewhere..." He has a week's worth of rations, can cast remove curse if the player's are willing to help him.

## Result Encounter

5 Open, sprawling cave filled with stalagmites/stalactites. Floating among them are 1d6 **gas spore's**, their beady eyes sightless. Passive perception 5. if encountered again, a **Beholder** with central flaming eye is patrolling the area. He's searching for his foe, a mindflayer, and promises gold if they find the creature.

6 A rubble-strewn passage that appears to have been recently cleared after a cave-in. A breeze and the scent of wood leads you on. The surface must be close. If encountered again, 4 hook horrors are doing battle with 8 drow warriors. Neither faction has interest in letting the heroes live. Roll 1d3 to determine how many die on each side per turn. Drow have ammo and 8 rations but no gold.

7 T-intersection, a strong draft can be felt here. surface air? ground is muddy and difficult terrain. A giant centipede corpse lies nearby, moldering. inspection reveals it was pierced from above. if encountered again, the last three people passing thru the intersection is attacked by 3 pierces. Ceiling is 10ft high.

8+ You climb up a narrow tunnel and stand in the rim of a natural underground spring. A mighty waterfall tumbles through the center of the room, and a river lies 50 ft below. A narrow stone formation connects your side of the cavern to the opposite. Blessed, beautiful daylight streams in from a tunnel on the opposite side, and you can hear birds chirping, and clean air brushes past you. As you cross the stone bridge, a figure moves to block your path on one side. A possessed suit of dwarven animated armor, haunted by the spirit of a dwarven knight. He must be defeated in an honorable duel or defeated by wit of a riddle. if challenged to a fight he'll engage on the bridge, mixing in shove actions. Otherwise if the players ask a riddle, have them make an Intelligence DC15 check. if the characters simply pelt him with ranged attacks, he'll retreat across the bridge and take cover. The armor has a hoard from all those he's defeated. His willing to part with them against a noble opponent that bests him. Hoard (181 gp 59lb): 2,100 cp, 800 sp, 60 gp, 25gp Pair of engraved bone dice, 2 potions of healing. The cave entrance opens up on a ridge, and players will see Freystand valley and the city itself nearby. Proceed to Freystand Valley section at the beginning of this book.

## START 2: MOUNTAINS

You crawl up a slope, sweat beading on your brow. It's been a few days since you've left the desert, and this mountain range is proving to treacherous. You know there is a fort on the other side of the range, one of the few points of light in these wild borderlands.

**Location:** Wild mountain range.

**Smell:** Dust, cold wind, sweat.

**Sound:** Wind, echoing eagle cries.

**Sight:** Scree covered slopes, rocky cliff-faces, small shrubs wracked by wind.

**Dramatic Question:** Can we cross this mountain range?

## OMEN

if you've played through *Sorrow of the Sand Lord*, those were Infected with mummy-rot notice their flesh is cracked and desiccated - and it hurts terribly. Every 24 hours, they will lose 1 Constitution. This will continue until they die or have a remove curse cast on them.

## POINTS OF INVESTIGATION:

Whichever way players decide, they are now wandering through wild mountain range. Use the Exploration minigame outlined earlier to resolve.

## Roll Encounter

0 It's been a rough, rocky day with many twists and turns. You come across your campfire from this morning...this is going to be a long journey.

1 You come across a set of chiseled stairs in the mountainside. Following them, they climb about 91 feet up the mountain side before ending abruptly on a flat rocky outcrop. A wide, clear pool of water has formed here, and bushes covered in thick edible berries grow around it. You can find 3 days worth of rations here. *Climbing the stairs once more, two eagle-lion crossbreed (stats as **hippogriff**) animals are slurping water. They look up at you, a hungry look in their eyes.*

2 You've been traveling along a goat-path, making good time. A rock crashes nearby and looking up the slope you see a 9-foot-tall gray-skinned man, laughing heartily before drinking from a horn. A drunk Goliath named Gauth (stats as **barbarian**) with a violent temperament challenges the players to a rock-throwing contest. if he loses, he'll angrily demand a wrestling contest. if he loses, he'll challenge someone to a battle to the death. *You come across a young woman Goliath, looking for her brother. He's a drunk, and wanders off to go climbing on its own frequently. if she discovers he has been slain, she apologizes for the trouble. if the players help her find her brother, she will bless the navigator, which will let him re-roll his next Survival check.*

3 A collection of stone obelisks, gray and featureless but clearly erected here. Bones scatter the ground in this area. *You come across a collection of stone obelisks. 4 **hobgoblins** are busy tying ropes around them to pull them down.*

4 You spy a ravine covered in thick webs. Going another way subtracts navigation dice. 7 **Giant wolf spiders** lurk in the area.

5 Banners flap in the breeze. Up ahead, you spot an encampment. A **skeletal warhorse**, 3 flesh-picked **zombies** lurk around the fire and a **ghoul** broods over maps of the journey they were undertaking in life. Taking the maps add a bonus navigation dice to the next roll. 7 **goblins** have made this camp their home, serving the undead if they haven't been slain. *They know what's going in Freystand.*

## Roll Encounter

6 A nearby peak is smoking and is rent. Molten-hot magma oozes down the side. You can continue on, but you'll be forced to walk along a twisting path that overlooks a magma flow. *if encountered again, 4 **magma mephits** lurk along the banks of the lava. They are cruel but stupid.*

7 A group of mountain men returning from a raid. 5 **bandits** and 8 **mastiffs**. They are refugee's from Freystand. *if encountered again, these men are doing battle with 8 **hobgoblins** on patrol. Roll 1d3 each round to find out how many die on each side.*

8 You round a hilly bend, the wind whipping fiercely. Suddenly, the valley below you is revealed. Proceed to the Freystand Valley section.