

STEVE GILMAN

RETURN TO FEL'VALASHAR



Adventures compatible with the Swords and Wizardry rules

SWORDS AND WIZARDRY APPRECIATION DAY 2017

RETURN TO FEL'VALASHAR

DUNGEON MODULE D2

A collection of Swords and Wizardry mini adventures designed for four to six characters of levels 4-5.

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WHAT IS THIS?

This book is a collection of mini dungeon adventures with a small region that they take place in. Return to Fel'Valashar picks up where Dungeons of Fel'Valashar left off, and complements it instead of requiring it. Each of the adventures contained within this book is written in such a way that they don't have ties to each other or to Fel'Valashar. This means you can easily drop them into your own world with no fuss.

Like its predecessor, this book was written in celebration of Swords and Wizardry Appreciation Day, this time for 2017. This holiday takes place every year in April, and it's awesome. Publishers, bloggers, and gamers alike band together to celebrate our love for the game and have sales, giveaways, and much more.

FEL'VALASHAR

Long ago, the Kingdom of Valashar was a powerful and influential region of the world of Acteos. They were allies with their eastern neighbors, the dwarves of the Brightaxe Mountains, and colonized the uncharted lands to the west. Their relationship with their southern neighbors was much less positive.

Many savage tribes inhabited the lands to the south of Valashar. When Valashar wasn't at war with one tribe or another, their relations with the savage lands was unfriendly at best. This lasted until an orc chieftain named Waruk united the savage tribes and waged a long and brutal war, during which all of Valashar was lost.

Waruk waged this war not for conquest or power, but simply because he and his people hated the Valasharans. They laid waste to Valashar and then returned to their lands, leaving the region up for grabs to all manner of creatures including some enterprising

individuals that stayed behind to claim land of their own.

Only very recently have humans returned to the northern reaches of the region, now called Fel'Valashar. Adventurers, opportunists, and would-be heroes have flocked to the newly rebuilt city of Anshuar in search of riches and glory.

ANSHUAR

This large city has recently been rebuilt, though the majority of it is still in ruins. Most of the businesses that have moved in to Anshuar and funded the reconstruction are adventuring related. In addition to restaurants, inns, and taverns, there are many shops that exist to both sell and purchase goods. The Bledry Mercenary Group has also set up camp here, offering the services of hirelings to would-be heroes at only a marginally higher cost than average.

MANTICORE LAIR AND NORTH LAKESIDE

The town of North Lakeside, the cave to the north of it, and the creature that inhabits it are described in the micro adventure The Manticore's Lair.

SOUTH LAKESIDE

South Lakeside was destroyed during the war with Waruk's united tribes. The town still lays in ruins.

THE TOMB OF GIMM THE GRUESOME

This ancient underground tomb is the location of the adventure The Tomb of Gimm the Gruesome.

VAULT OF HAL'OM'SHIR

Hidden in the Southridge Hills, a historian in Anshuar named Sithric is looking to hire adventurers to escort him here in the adventure Vault of Hal'om'shir.

WESTGATE

This Anshuaran outpost has recently fallen, and Crusader Edrys in Anshuar is seeking adventurers to aid in a reclamation effort in the adventure *Wanton Wickedness* at Westgate.

ON THE ROAD

In the back of this book is a player map of south-western Fel'Valashar, if any of the players seeks to have their character procure such a thing. Depending on your style as a Referee, you may want to roll for random encounters during travel. Roll on the table below for wilderness encounters in south-western Fel'Valashar.

RANDOM ENCOUNTERS

Roll 1d12 to generate a random encounter in the wilds of south-western Fel'Valashar.

1. An abandoned campsite. Upon inspection, there are signs of a struggle and bodies being dragged in the direction of the Tomb of Gimm the Gruesome.

2-3. 2d6 enthralled humanoids ambush the travelers and attempt to capture them. Any captured travelers are brought back to Chlithektelec at the Tomb of Gimm the Gruesome.

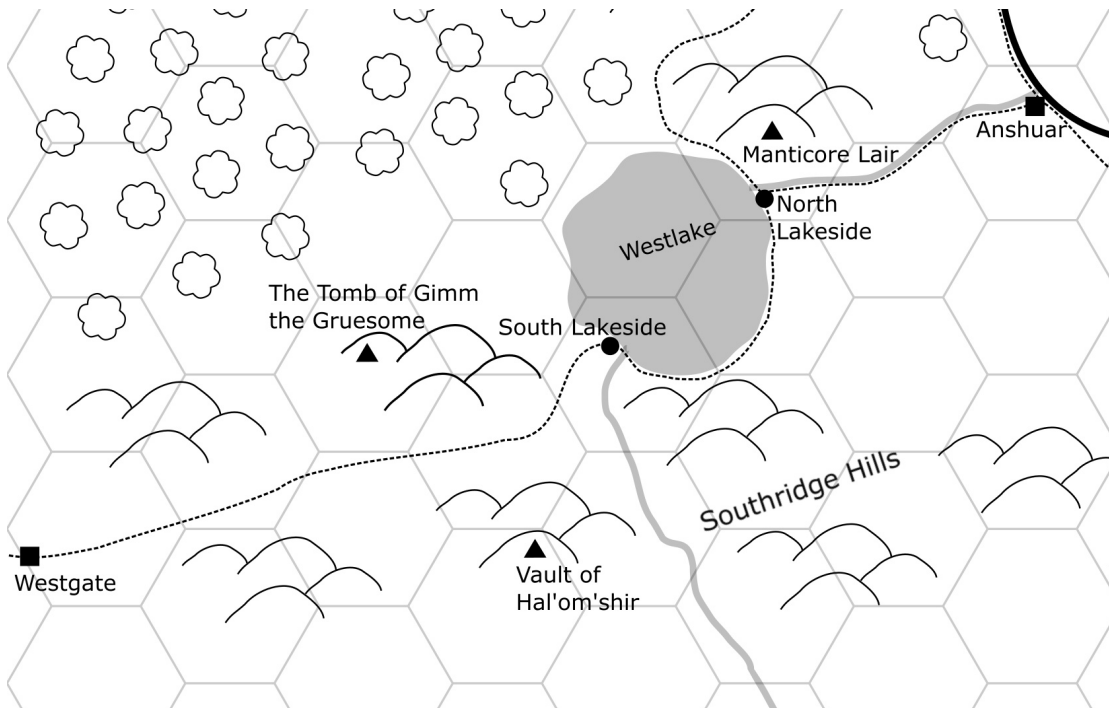
Enthralled Humanoid: HD 2; AC 7 [12]; Atk 1 weapon (1d8); Move 12; Save 16; AL N; CL/XP 2/30; Special: None

4-5. A group of dead adventurers or explorers. Their bodies have been drained of blood through large stab wounds.

6-7. A swarm of 4d6 blood-thirsty stirges.

Stirge: HD 1+1; AC 7 [12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; AL N; CL/XP 2/30; Special: blood drain (1d4), +2 to hit bonus

8-9. A statue of an adventurer with weapons drawn, which was made with an unsettling level of detail. This is actually an adventurer that was turned to stone by a cockatrice. 50% chance to also encounter the cockatrice while inspecting.



Cockatrice: HD 5; AC 6 [13]; Atk 1 bite (1d6 + turn to stone); Move 6 (Fly 18); Save 12; AL 0; CL/XP 8/800; Special: bite turns to stone

10. A cockatrice fighting an out-classed group of adventurers. Two have already been turned to stone, and the one remaining feebly attempts to fight off the beast.

11-12. A patrol of orcs and goblins from either northern Fel'Valashar or from Westgate, depending on proximity to Westgate. 1 orc warleader, 1d2 goblin shaman, 1d6 orcs, and 2d4 goblins.

Goblin: HD 1d6 hp; AC 6 [13]; Atk 1 spear (1d6) or 1 sling (1d4, 40 ft range); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight, swarming tactics

Swarming Tactics: Goblins receive a +1 bonus to hit an enemy with a melee attack for each additional goblin that is within melee range of their target.

Goblin Shaman: HD 3; AC 7 [12]; Atk 1 dagger (1d4), or conjured flame dart (1d4+1, 40 ft range); Move 9; Save 14; AL C; CL/XP 3/60; Special: -1 to hit in sunlight, spells

Spells: faerie fire 1/day, hold person 1/day, sleep 1/day. Can convert these spells into a destructive effect, dealing 2d8 (or 4d8 for hold person) fire damage on a successful ranged attack roll.

Orc: HD 1; AC 6 [13]; Atk 1 spear (1d6) or 1 light crossbow (1d4+1, 60 ft range); Move 12; Save 17; AL C; CL/XP 1/15; Special: None

Orc Warleader: HD 5+4; AC 5 [14]; Atk 1 battleaxe (1d8+1); Move 12; Save 12; AL C; CL/XP 5/240; Special: Blood-frenzy (when injured, enrages and gains +2 to atk, +4 to dmg)



THE MANTICORE'S LAIR

A micro adventure for four to six characters of levels 4-5.

After scouting out the area, settlers from Anshuar set out to rebuild the town of North Lakeside. They brought with them a company of mercenaries, and they were, for a time, successful. Four months ago, people started being brutally murdered and eaten. Some people went missing. A manticore that nests in the hills to the north of town had found the settlers and a new food supply. Some adventurers set out from Anshuar a few months ago, but no one has heard from North Lakeside in 2 months.

NORTH LAKESIDE

The greater area of North Lakeside is still in ruins from the war, but the center of town has been partially rebuilt. It is now a ghost town. Everyone who lived here has either been eaten or taken by the manticore. Searching the town, the heroes can find a dozen bodies that have been stripped of flesh by the manticore. In the mercenary leader's office is a journal that details the travel to the settlement, skirmishes with goblins and orcs, and most recently, the murders, disappearances, and some alleged sightings of a flying beast covered in golden fur.

THE MANTICORE'S LAIR

Hidden in the hills north of town is a large cave containing the nest of the manticore responsible for the deaths of all the townsfolk. On the far side of the cave is a raised platform 40 feet high at one end, with a slope leading down to section 30 feet up. The manticore nest is at the highest section of the platform. The manticore is here and is protecting two of her young.

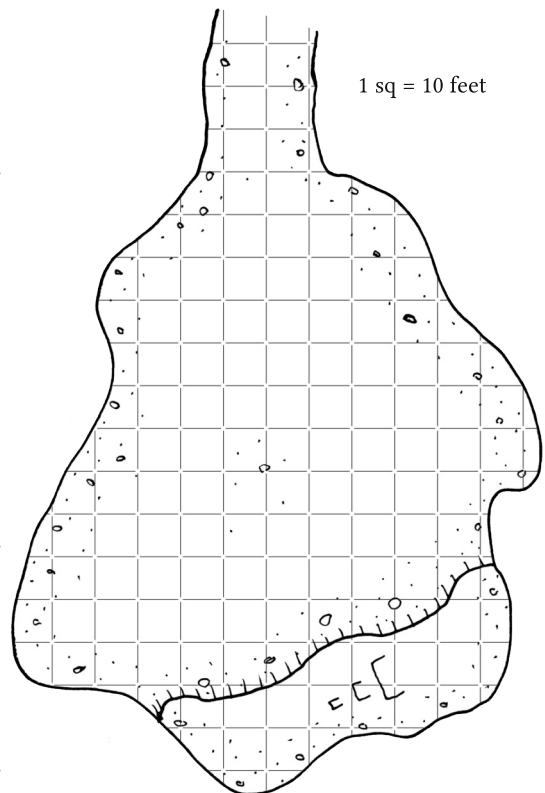
The manticore is well hidden, will attempt to surprise any intruders, and has a 3-in-6 chance to do so. She fires her tail spikes from range and then swoops down to finish off any remaining intruders. Once she is below half

hit points, the manticore flies back up to her nest to stand guard over her young.

In the lower section of the platform, the manticore has stored valuables it has taken from its prey. The following valuables can be found here: a sapphire worth 104 gp, a silver longsword worth 120 gp, 40 square yards of silk worth 1,000 gp, 100 pounds of silver bars worth 500 gp, and 491 gold pieces.

Manticore: HD 6+4; HP 49; AC 4 [15]; Atk 2 claws (1d3), 1 bite (1d8), 6 tail spikes (1d6); Move 12 (Fly 18); Save 11; AL C; CL/XP 8/800; Special: Flies, tail spikes (24)

Manticore, Young (2): HD 1; HP 7, 6; AC 8 [11]; Atk 2 claws (1d2), 1 bite (1d3); Move 6 (Fly 9); Save 17; AL C; CL/XP 1/15; Special: Flies



THE TOMB OF GIMM THE GRUESOME

A mini dungeon for four to six characters of levels 4-5.

In the ancient ages of Valashar, Gimm the Gruesome was a notorious murderer who was cursed, mummified, and entombed in what is now the Southridge Hills of Fel'Valashar. The six adventurers who captured Gimm sacrificed their lives to eternally stand guard over his tomb. Gimm's tomb had remained undiscovered until a few years ago when Chlithektelec, an intelligent, giant spider with venom that enthralls humanoids, uncovered the tomb and claimed it as its lair. Chlithektelec has enthralled a small force of humans and orc-kind, which have been searching the hills west of Anshuar for additional people to capture to become slaves and/or food.

CAPTURED HEROES

If the heroes are captured by enthralled humanoids in the wilderness, they are brought to area 2 where they meet with Chlithektelec. The spider will bite each hero, injecting them with venom. Any that do not fall under the spider's domination will be cocooned and placed in area 4.

GIMM'S TOMB

1. Concealed on the hillside is a large set of double doors leading into Gimm's tomb complex. Two enthralled humanoids stand guard on the inside of the door and will raise an alarm if they detect intruders.
2. This vestibule is used by Chlithektelec to meet with her thralls and receive captured people for enthrallment. Those that do not succumb to her venom are cocooned in webs and stored in area 4 for future consumption. If the alarm was sounded as the heroes entered the complex, 12 enthralled humanoids are here at the ready to defend their home from the intruders. They will use the adjacent halls to flank the heroes if possible. If the alarm was not

sounded, 4 enthralled humanoids are here awaiting orders from their master.

3. This room is completely empty and is used for sleeping chambers for Chlithektelec's thralls. If the alarm was sounded, the thralls that were in this room have moved to area 2 to defend the complex. Otherwise, 8 enthralled humanoids rest here, laying on the stone floor.
4. This great hall is completely covered in thick spider webs. There are many cocoons here containing humanoids, some alive but many dead. Moving through this room requires a series of saving throws made at the Referee's discretion. A failed saving throw reduces movement to 5 feet per round. Chlithektelec is hiding at the far end of the hall and will attack if the heroes become stuck in the webs, and retreats to area 5 when reduced below half hit points. In combat, Chlithektelec focuses on biting as many enemies as possible to attempt to enthrall them.
5. More webs fill this room, though less in density than the great hall. Chlithektelec has adorned the room with treasures captured from its prey. Valuables have been stuck into the webs on the walls of this room in a manner similar to hanging pictures on a wall. There are three potions (healing, extra healing, and heroism), a bronze statue of a woman worth 157 gold pieces, a beautifully crafted battle axe worth 138 gold pieces, a suit of full plate armor, and an ancient chest containing exactly 100 platinum coins.
6. This hall is the tomb of Gimm the Gruesome. Chlithektelec has purposefully avoided entering this room, both out of fear of the undead contained within and in hopes that any intruders would end up here and be taken out by the mummy. Six doors line the side walls of the hall, but have no

noticeable opening mechanism. Behind these six doors are the six adventurers who now stand eternal guard over Gimm's tomb. At the end of the hall is an ornate door that is inscribed with warnings written in the ancient tongue, which, if deciphered, proclaim this as the eternal prison for Gimm the Gruesome and warn off all who dare to enter. The door is locked, and must be either forced open or picked. Opening the door causes the other six doors to loudly slide into the floor, after which the guardians will attack. Gimm has been waiting for thousands of years for the door to open and will take any opportunity he can to use both the heroes and the guardians to his advantage against each other. In addition to Gimm's magical blade, there is a large ruby inset into the lid of his sarcophagus that is worth 770 gold pieces.

GIMM'S BLADE OF MURDER

The true name of Gimm's blade has been lost to the ages. This sword is of an ancient design that most closely resembles a present-day short sword, and functions as a +1 short sword, +2 versus humans. Once the blade has tasted the blood of a human, it becomes charged with chaotic energy, causing it to deal 1d6 additional points of shadow damage on each successful hit for the next 24 hours. This blade also has a terrible curse laid upon it, which compels the blade's owner to satiate the blade's thirst for blood at least once per day. A saving throw is allowed to avoid each instance of the compel, but the blade will not stop until its thirst is sated.

MONSTER LISTING

Enthralled Humanoid: HD 2; AC 7 [12]; Atk 1 weapon (1d8); Move 12; Save 16; AL N; CL/XP 2/30; Special: None

Gimm the Gruesome: HD 5+1; HP 34; AC 3 [16]; Atk 1 blade of murder (1d6+3) or 1 fist

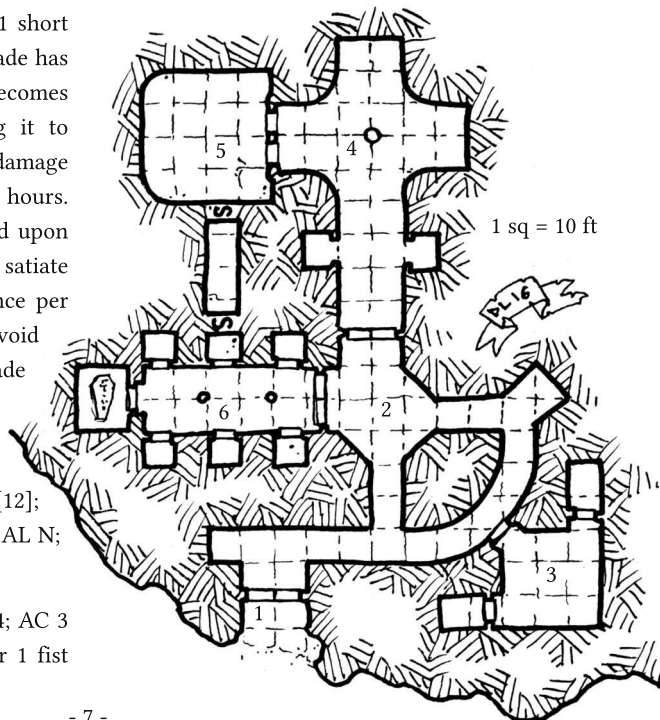
(1d12); Move 6; Save 11; AL C; CL/XP 7/600; Special: Rot, hit only by magic weapons, half damage from magic weapons, blade of murder

Rot: Touch inflicts a rotting disease that prevents magical healing and causes wounds to heal at one-tenth of the normal rate. A Cure Disease spell increases natural healing to one-half normal, but a Remove Curse spell is required to completely lift Gimm's curse.

Blade of Murder: Gimm wields an ancient +1 short sword that gains an additional +1 to hit and damage versus humans. If the blade hits a human, it becomes charged with chaotic energy and deals an additional 1d6 points of shadow damage per hit for the next 24 hours.

Skeletal Guardian: HD 1; AC 7 [12]; Atk 1 longsword (1d8); Move 12; Save 17; AL C; CL/XP: 1/15; Special: Takes half damage from edged weapons

Spider, Enthralled: HD 5; AC 4 [15]; Atk bite (1d6+2) + poison; Move 18; Save 12; AL C; CL/XP: 7/600; Special: enthralling venom (on bite, save or become dominated), webs



VAULT OF HAL'OM'SHIR

A mini dungeon for four to six characters of levels 4-5.

Long ago, the Valasharan arch-mage Hal'om'shir practiced powerful magic using shards of crystals to defend himself and as offensive weapons. He used the crystals to craft powerful magic items as well as to create an army of crystalline constructs. When the Emberstorm came hunting for him to destroy the knowledge of his magical art, Hal'om'shir hid his creations in various vaults across the northern kingdoms. One such vault is in Fel'Valashar.

STARTING THE ADVENTURE

A historian named Sithric has come to Fel'Valashar looking for one of the vaults of Hal'om'shir. He believes he has determined where one was hidden, and his knowledge is correct. He is offering 500 pieces of gold to any group that can escort him to the vault and keep him safe. In addition, he only makes claim to items found that he deems to be of historical value.

Sithric is a practitioner of the arcane arts. This is a secret that he keeps until he finds it necessary to reveal it, typically because the use of his limited magic is needed for survival.

Sithric: HD 2; HP 5; AC 9 [10]; Atk staff (1d6) or lightning spark (1d4, 40 ft range); Move 12; Save 16; AL L; CL/XP 2/30; Special: spells

Spells: detect magic 1/day, read languages 1/day. Can convert either of these spells into a healing effect, healing a touched creature for 1d8.

CRYSTALLINE CONSTRUCTS

The vault is guarded by numerous crystalline constructs. These creatures are attuned to the relics of Hal'om'shir and will not attack if presented with one, such as the shield in the vault. Otherwise, they attack any intruder on sight. Full details on the crystalline constructs can be found in the appendix.

TRAPS

In addition to the constructs, Hal'om'shir set up several traps throughout the halls of his vault. The pit traps are all covered pits 20 feet deep, and there is a 2-in-6 chance when sprung of having a grey ooze trapped inside them. The other traps are marked on the map and described below.

- a) This magical trap triggers as any living creature passes through this hall and silently alerts all the constructs that someone has entered. If the trap has been sprung, none of the constructs can be surprised. Disarming this trap requires the use of Dispel Magic or similar spell effect.
- b) As the pressure plate on the floor is weighed down, crystalline spikes extend from both walls. These spikes attack with a +5 to hit and deal 1d8 points of damage. They reset immediately if the weight is taken off the pressure plate.
- c) If the pressure plate on the floor is weighed down, a large block of stone falls at the western entrance to the hall. This blocks passage through this way. Resets after 1d6 days.
- d) As the door is opened, a cable connected to the door pulls, causing the area in front of the door to be flooded with magical fire from spouts in the ceiling. Deals 2d6 fire damage (saving throw to avoid) and lasts as long as the door is open.
- e) Crystals in this hallway reflect light from any light-source, shooting a beam into the room and triggering the trap. Magical shards of crystal shoot repeatedly about the room, attacking any creature in the room or adjacent hallway once per round. The shards attack with a +5 to hit and deal 1d6 points of damage. The effect lasts for 10 minutes, after which the trap resets and can be sprung again.

f) As either door is opened, a cable connected to the door pulls, causing the area in front of the door to be flooded with magical fire from spouts in the ceiling. Deals 2d6 fire damage (saving throw to avoid) and lasts as long as either of the doors are open.

g) A thin beam of light shoots across the room from the corner and across the pit trap. Breaking this beam causes a crystalline shard to shoot out, attacking in a line until it successfully hits a creature. It attacks with a +5 to hit and deals 1d6 points of damage. This trap shoots each time the beam is broken and once per round while the beam stays broken.

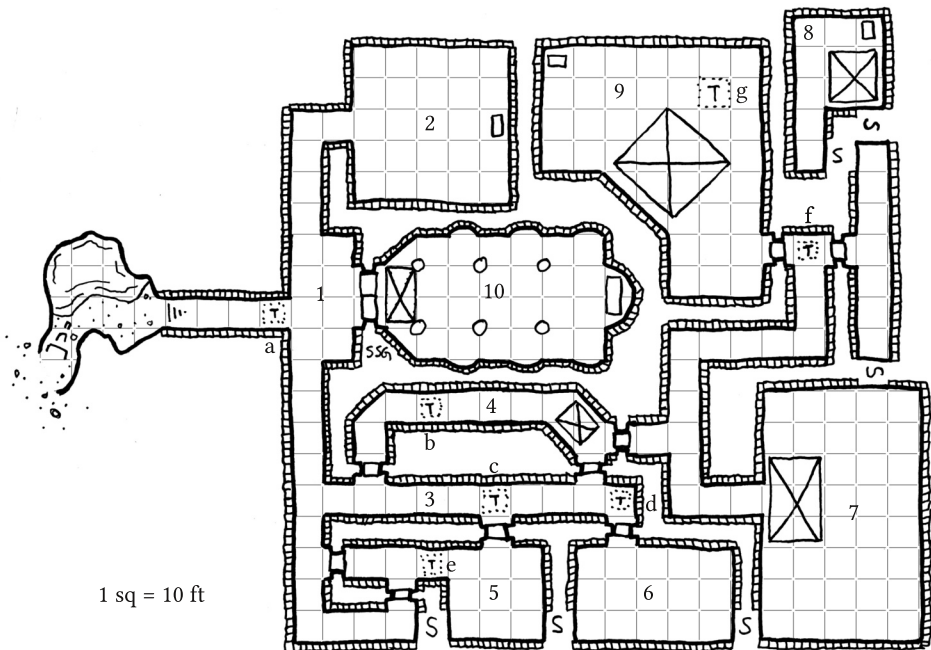
ROOMS IN THIS DUNGEON

None of the rooms or hallways in this dungeon have ever served any purpose other than to provide obstacles for intruders attempting to gain access to the vault. Unless otherwise specified, the rooms are completely barren and unfurnished.

1. The cavern leads down to an underground complex of worked stone. The two large

double doors are decorated with crystal formations. These doors are magically sealed and can only be opened by finding the control device further in the dungeon.

2. This large, empty room has a stand with a smashed panel on the far end. This control device is a decoy and has never been functional.
3. Crystal formations along the walls of this hall reflect light and cause any light source to illuminate the entire hall.
4. Two crystalline shard-throwers stand in this hall between the two traps. They throw shards at any creature that comes into view in an attempt to draw intruders into the traps.
5. Crystal formations along the walls of this room reflect light and trigger the trap in this room.
6. A crystalline behemoth stands guard in this room.
7. Two crystalline shard-throwers stand guard in this room. They attempt to draw intruders into the room to spring the pit trap.



8. This hidden room contains the real control panel to unlock the vault door. On a stand in the corner is a panel with a 3-inch diameter socket. There is also a 3-inch diameter crystal laying on the panel. As long as the crystal is inserted into the socket, the door to the vault (area 10) remains unlocked.
9. In the far corner of this room is another decoy panel. 2 shard-throwers and one behemoth stand guarding the panel, and they attempt to draw intruders through the 2 traps in this room before engaging in melee combat.
10. This large vault room contains chests of valuables. Standing up on a crystalline display on the far side is a shield made of crystal. This shield is Crysalar, the Protector of Hal'om'shir. The combined total of all the chests is: one pair of bracers (bracers of defense AC 6 [13]), a chipped amethyst worth 5 gp, a hematite ring worth 2 gp, a crystalline hand mirror worth 98 gp, a signet ring worth 55 gp, 998 pieces of gold, 8,418 pieces of silver, and 4,220 pieces of copper. There is also a handful of books which Sithric lays his claim on. If Sithric sees the signet ring, he attempts to claim it as well, but can be haggled to pay 55 gp for it (his remaining gold after paying the party for their services).

CRYSALAR, THE PROTECTOR OF HAL'OM'SHIR

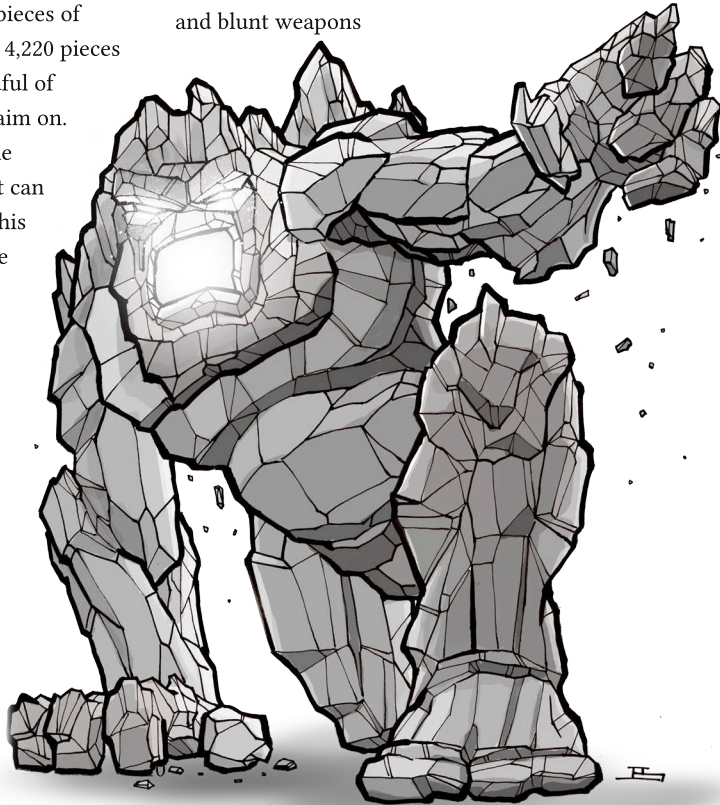
This +1 light shield is made from a formation of crystals. It is as hard as steel but extremely light, weighing only 3 pounds. Magic-users can wield this shield and gain its full benefits without any impact to spell-casting. Once per day, the wielder can use the shield's magic to refract light toward a target, blinding them for 1d4 rounds on a failed saving throw.

MONSTER LISTING

Crystalline Behemoth: HD 4; AC 3 [16]; Atk slam (2d6); Move 12; Save 13; AL N; CL/XP: 5/240; Special: explosive death

Crystalline Shard-Thrower: HD 3; AC 4 [15]; Atk slam (1d6) or thrown shard (1d6); Move 12; Save 14; AL N; CL/XP: 4/120; Special: explosive death

Grey Ooze: HD 3; AC 8 [11]; Atk 1 strike (2d6); Move 1; Save 14; AL N; CL/XP 5/240; Special: Acid, immune to spells, heat, cold, and blunt weapons



WANTON WICKEDNESS AT WESTGATE

A mini dungeon for four to six characters of levels 4-5.

For the Kingdom of Valashar, Westgate tower was a key strategic point since it guarded the north-west road leading into the kingdom. Travelers were stopped here for inspection before being allowed admittance to the kingdom, and if one wanted to avoid inspection they would have to travel through the hills or through the Aldwell Forest to the north. A small garrison of troops from Anshuar had been stationed here, and Westgate served as a hub for reclamation efforts in the area. The garrison was recently overrun by orc soldiers from the northern tribes.

STARTING THE ADVENTURE

One of the many groups that have taken up post at Anshuar is a group of warrior-priests led by Crusader Edrys. She is interested in reclaiming Westgate for her expedition but cannot currently spare the troops necessary to do so. She is looking to hire a group of adventurers to lead a few of her warriors in a campaign to retake Westgate. She is offering 2,000 pieces of gold plus an additional 25 gold piece bonus for each confirmed orc and goblin kill. The hired adventurers will accompany Sergeant-brother Bearn and two of his subordinates.

Sergeant-brother Bearn: HD 3+3; HP 21; AC 4 [15]; Atk 1 longsword (1d8); Move 9; Save 14; AL L; CL/XP 3/60; Special: Inspiring presence (grants subordinates a +1 to hit on attacks made against the last creature Bearn attacked)

Equipment: Longsword, chain mail, light shield.

Shield-brother Feran: HD 2+2; HP 17; AC 3 [16]; Atk 1 spear (1d6); Move 9; Save 16; AL L; CL/XP 2/30; Special: none

Equipment: Spear, chain mail, heavy shield.

Sword-sister Lynet: HD 2+2; HP 14; AC 5 [14]; Atk 1 two-handed sword (1d10); Move 9; Save 16; AL L; CL/XP 2/30; Special: none

Equipment: Two-handed sword, chain mail.

WESTGATE TOWER

1. The entryway to the tower is on a large step that is 10 feet up from the ground. A ladder is used to climb up, which has been pulled up into the tower by the defending orcs and goblins. The doorway into the tower was bashed in when the orcs took the tower, and has not been repaired. Two orcs protect the entry, using their crossbows and switching to spears to stab anyone who attempts to climb up to the door.
2. On the roof of the tower are 3 orcs and 3 goblins, who shoot at invaders with their crossbows and slings from a position of cover. Due to the construction of the battlements, only three of the defenders can have line of sight on a particular target.
3. A small supply room beneath the main floor is accessed through a trapdoor. The room contains 5 spears, 100 crossbow bolts, 1 light crossbow, 1 light wooden shield, and 20 days of crude, but eatable, rations. 2 orcs hide behind the secret door waiting to ambush the invaders while they rummage through the supplies and search the room.
4. Stairs lead down to a hidden complex built beneath the tower, which was built into a cave structure. On the right wall, ten-foot up is a ledge overlooking the entry where 3 goblins are ready to rain sling bullets down on the invaders. There are also 2 orcs hiding around the corner waiting to surprise the invaders as they are engaged by the goblins.
5. This large hall has a set of stairs on the far side that lead up to a 10-foot raised platform. The statues here once depicted great human soldiers but have since been

defaced. The orc warleader, his goblin shaman, and 2 of his orcs are on the platform, overlooking 2 more orcs and 6 goblins. The orcs and goblins have their ranged weapons at the ready and will shoot before dropping them to engage with melee weapons when necessary. The warleader watches the fight from the platform, but he will engage if he feels his troops aren't decisively winning. If the defenders suffer heavy losses, or the warleader drops below half hit points, he will attempt to flee and regroup with his rear guard in area 8.

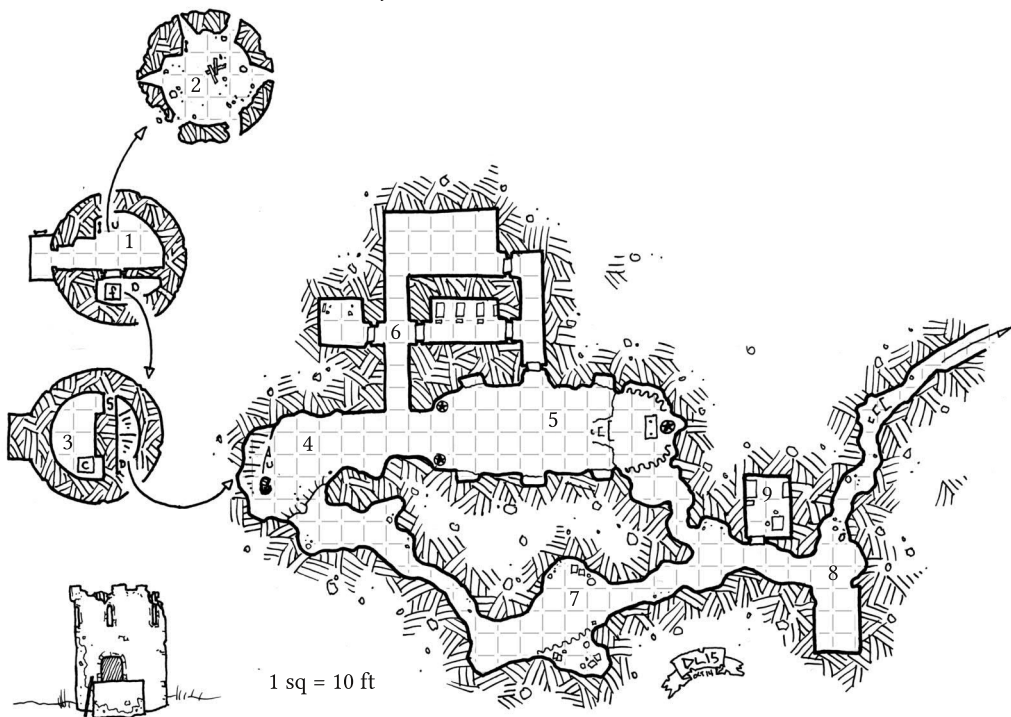
6. A few rooms in this area serve as living quarters for the orcs and goblins. One room has a few nicer beds, but otherwise the rooms have been filled with crude bedding. Searching through these rooms results in a total of 46 pieces of gold, 12 pieces of copper, and a cheap ring with a chipped peridot worth 4 gp.
7. The current inhabitants have repurposed this supply room into a dining hall and kitchen. Several old crates have been set up on one side of the room to function as tables. Behind the curtain is 83 days worth

of crude rations, 3 barrels of water, and a partially eaten hog that smells like it was roasted at least a week ago.

8. 4 orcs and 4 goblins are stationed here as the outpost's rear guard. The cave tunnel leads up and out of the complex to a hidden back entrance in the hills.
9. Much nicer than the other living quarters, this room serves as the warleader's quarters. In a chest on the right wall is the sum of the warleader's wealth: 385 pieces of gold and a sapphire worth 148 gold pieces.

CONCLUDING THE ADVENTURE

After Westgate has been reclaimed, the remaining warrior-priests take up a defensive position here. Sergeant-brother Bearn writes a letter to be brought back to Crusader Edrys that details the accomplishment and requests additional warriors when available. He also includes details on the bounty, including how many orcs and goblins were slain as well as any losses (such as if a warrior-priest fell in combat, or if any of the orcs managed to flee). Upon receipt of this letter, Edrys will pay out the promised amount to the party.



MONSTER LISTING

Goblin: HD 1d6 hp; AC 6 [13]; Atk 1 spear (1d6) or 1 sling (1d4, 40 ft range); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight, swarming tactics

Swarming Tactics: Goblins receive a +1 bonus to hit an enemy with a melee attack for each additional goblin that is within melee range of their target.

Goblin Shaman: HD 3; AC 7 [12]; Atk 1 dagger (1d4), or conjured flame dart (1d4+1, 40 ft range); Move 9; Save 14; AL C; CL/XP 3/60; Special: -1 to hit in sunlight, spells

Spells: faerie fire 1/day, hold person 1/day, sleep 1/day. Can convert these spells into a destructive effect, dealing 2d8 (or 4d8 for hold person) fire damage on a successful ranged attack roll.

Orc: HD 1; AC 6 [13]; Atk 1 spear (1d6) or 1 light crossbow (1d4+1, 60 ft range); Move 12; Save 17; AL C; CL/XP 1/15; Special: None

Orc Warleader: HD 5+4; AC 5 [14]; Atk 1 battleaxe (1d8+1); Move 12; Save 12; AL C; CL/XP 5/240; Special: Blood-frenzy (when injured, enrages and gains +2 to atk, +4 to dmg)

NEW MONSTERS

CRYSTALLINE CONSTRUCTS

Creature Type:	Crystalline Behemoth	Crystalline Shard-Thrower
Hit Dice:	4	3
Armor Class:	3 [16]	4 [15]
Attacks:	Slam (2d6)	Slam (1d6) or thrown shard (1d6)
Saving Throw:	13	14
Special:	Explosive death	Explosive death
Move:	12	12
Alignment:	Neutrality	Neutrality
Challenge Level/XP:	5/240	4/120

These constructs resemble humanoids whose entire bodies are composed of crystals. Shard-throwers are about the size of a human, while behemoths stand about ten feet tall. Crystalline constructs are crafted by powerful magic-users and are typically used to guard lairs. When a crystalline construct dies, its body shatters in an explosion of crystal shards. All creatures within 10 feet suffer 2d6 points of damage (a successful saving throw halves the damage).

Crystalline Behemoth: HD 4; AC 3 [16]; Atk slam (2d6); Move 12; Save 13; AL N; CL/XP: 5/240; Special: explosive death

Crystalline Shard-Thrower: HD 3; AC 4 [15]; Atk slam (1d6) or thrown shard (1d6); Move 12; Save 14; AL N; CL/XP: 4/120; Special: explosive death

SPIDER, ENTHRALLING

Hit Dice: 5

Armor Class: 4 [15]

Attacks: Bite (1d6+2) + poison

Saving Throw: 12

Special: Enthralling venom, web

Move: 18

Alignment: Chaos

Challenge Level/XP: 7/600

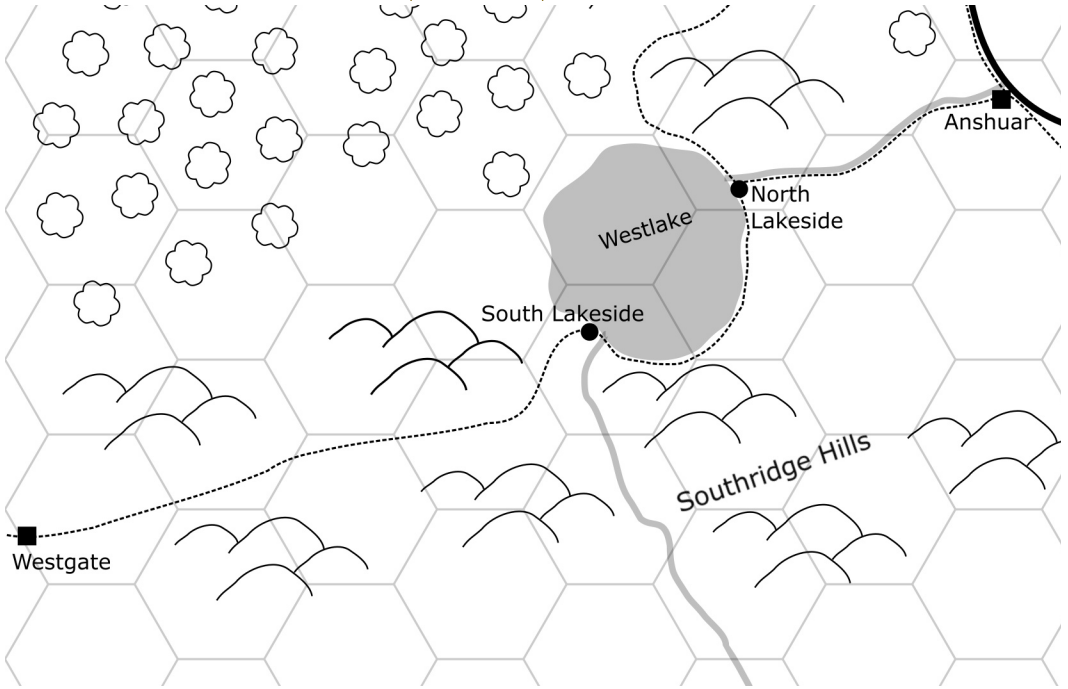
These enormous, intelligent spiders occupy caves and subterranean structures that have long been abandoned. They build lairs in these underground complexes, where they set webs to trap invaders and are defended by their thralls. They are rarely seen outside of their lairs and prefer to instead send their thralls to capture and bring back people for enthrallment and food. Enthralling spiders cannot speak or understand spoken word but can communicate orders telepathically to their thralls.

An enthralling spider's body is about six feet wide. Their bite causes any living creature with human-like intelligence to become completely enthralled. Enthralled creatures live to serve their spider master and follow any commands it gives them. Bitten creatures are allowed a saving throw to avoid the effect, and enthralled creatures may make an additional saving throw once per week to recover from the effect. Thralls are completely aware of what they are doing but are unable to do anything but follow their master's command. If a thrall's spider master is slain, they remain a thrall and continue to carry out their last order. When their next weekly saving throw comes up, they automatically succeed.

A creature that passes through an area webbed by an enthralling spider must make a saving throw to avoid becoming stuck. Those who make a saving throw can fight in and move through the webs, but movement speed is limited to 5 feet per round.

Spider, Enthralling: HD 5; AC 4 [15]; Atk bite (1d6+2) + poison; Move 18; Save 12; AL C; CL/XP: 7/600; Special: enthralling venom (on bite, save or become dominated), webs

SOUTH-WESTERN FEL'VALASHAR (PLAYER MAP)



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