

The Lost Crown of Tesh-Naga

TORCHBEARER
Sagas

A mid-level adventure by
C. Steven Ross & DDE Adventures



There are many tales to be told, too many for even one bard to recount. Sagas are third-party supplementary products and adventures for the Torchbearer RPG that have been reviewed and approved by Burning Wheel Headquarters.



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Torchbearer is published by the Burning Wheel,
New York, NY 11102

www.TorchbearerRPG.com | www.burningwheel.com

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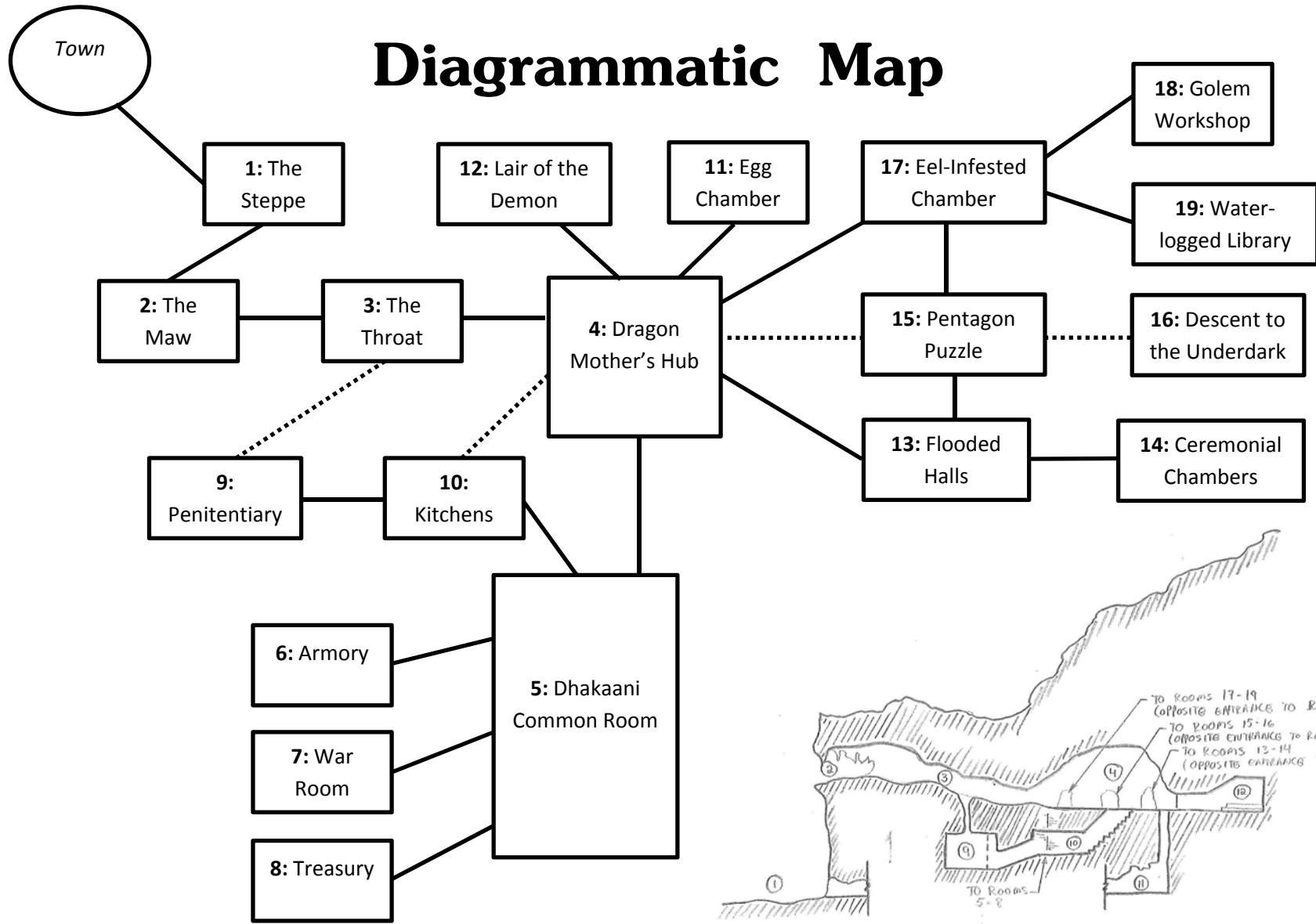
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The Lost Crown of Tesh-Naga is a mid-level adventure for Torchbearer. Dungeoneers should have gained the experience of completing at least one full adventure before stading this dungeon. The adventure has many areas and will take several sessions to explore fully.

Adventure Description

Dragon Keep is an imposing structure built into the defensible hillside. It was constructed during the Age of Dhakaan by a long-gone empire of Tiamat-worshipping Hobgoblins. Before its fall, it served as a sanctuary and meeting place for the once-wealthy priesthood. Dragon Keep was said to be a focal point of divine power and a direct connection to the torturous realms of the Five-Headed Goddess. It was here that unholy texts of dark power were stored. Legends tell that the final fall of the Keep was from an incursion of Dark Elves boiling up from the lightless depths below to attack the Hobgoblin defenders. The warrior-priests had grown soft and disorganized in their hubris, corrupted by the vile forces they pledged their lives to safeguard against. The Lost Crown of Tesh-Naga is said to still be hidden in these ruins; a fabled silver crown bearing nine shining jewels of conquered kings, with magical powers to bend the will of the weak-minded.

Goal Suggestions:

- ✧ I will loot this place for all its worth.
- ✧ I will drive off the Hobgoblin clan.
- ✧ I will recover a lost Dhakaan relic.
- ✧ I will uncover lost, ancient lore.
- ✧ I will banish any lingering demonic spirits.
- ✧ I will sanctify this unholy place.
- ✧ I will find the path into the secret realm of the Dark Elves.
- ✧ I will steal a fiery dragon egg.

Dungeon Ecology

Before the dungeoneers arrive in the dungeon, a certain ecology and balance of life exists between the various interests within the dungeon. When the dungeoneers come upon the scene, that balance is disrupted.

Ghaaldar is the self-appointed leader of a band of Hobgoblin warriors. These creatures have splintered off from their home clan in pursuit of the legendary artifact, The Lost-Crown of Tesh-Naga. The Hobgoblins under his command have placed their fate in Ghaaldar's hands,

leaving the relative safety of home for the chance of greatness in recovering The Crown. There is great religious and historic significance to The Crown and Dragon Keep, and Ghaaldar uses that as a tool to keep his subordinates in line in the face of their meager success. Ghaaldar is normally holed up in his defensible enclave, making plans for war against nearby villages and awaiting the return of Drum-Haak.

Drum-Haak is the natural rival to Ghaaldar. He is a wizened old shaman who has come along on Ghaaldar's quest in pursuit of his own ambitions. Long has he been passed over for what he believes is his rightful place in the clan hierarchy and leadership. Drum-Haak sees the journey to Dragon Keep as his last chance to seize power through The Crown. Ghaaldar has enlisted Drum-Haak's help because he knows that he will need Drum-Haak's arcane knowledge to win him The Crown and is willing to work with the old fool, despite his seething disgust for practitioners of the dark arts. Drum-Haak is normally either out in the Water-Logged Library researching the history of Dragon Keep, or in the Ceremonial Chambers studying the works of his long-dead ancestors.

The Hobgoblins have brought along with them a cadre of slaves to help in their quest. A hulking Ogre named Grishmok, captured long ago and beaten into submission, reluctantly serves her green-





skinned masters. Chains and whips keep her in line.

A group of small Goblins have also been forced into servitude. They serve Ghaaldar as porters, cooks, and lackies for any other menial tasks the Hobgoblins don't care to perform themselves.

A rogue Dark Elf hunter named Gorloga has come to call these halls her own in the past few decades. She wanders about, attacking those she sees as intruders from the shadows. She looks eagerly for valuable surface-dwellers whom she can enslave and bring back to Dark Elf society to sell for a profit.

Lastly, a treacherous horned demon dwells within a sealed chamber in Dragon Keep. He has been imprisoned by the ancient Hobgoblin paladins of ages past, trapped by a magic circle of sanctified salts. He rests on one of the severed marble statue heads of Tiamat. Biding his time through the centuries, he waits for an opportunity to corrupt a weak-minded dungeoneer into setting him free.

Wandering Monsters

1. A cold gust of wind blows through and extinguishes torches and candles.
2. You step into a spot of soft mud that sucks in your boots like quicksand.
3. Damaged Gear. Some important bit of gear is broken, ripped, or otherwise damaged and needs repair.
4. In a confined space, the earth shakes and the ground cracks open. The room is flooded with brackish water from an underground sea.
5. In a confined space, the earth shakes and the ground cracks open. Lava slowly creeps in from underground.
6. A growl issues from the depths of a nearby pit. 1d6+1 feral Goblins come looking for something to eat.
7. While deep in thought, a dungeoneer's mind is haunted by fiery visions from the horned demon. They must make an Ob 2 Will test, with +1 Ob for each relic in the dungeoneer's possession. Failure indicates the character is either led into a dangerous hazard, led closer to the horned demon, or made afraid.
8. While outside in the open, a cold wind blows in a snowy blizzard.
9. While outside among the trees of the forest, the party is found by a stalking owlbear.
10. While anywhere, the party is spotted by Gorloga. She takes an interest in capturing one of them; preferably a spellcaster, preferably male.
11. The earth shakes and the ground cracks open. The path ahead disappears into a deep sinkhole.
12. A roost of bats is disturbed from their slumber, who drop a massive amount of guano as they flee. It is highly flammable.
13. Nearby, you spot the bones of something that has been killed by a hidden trap left by Dragon Keep's original or newer inhabitants. You know something is around here, but where?
14. While outside, the dungeoneers are spotted by a patrol of 1d3 Hobgoblin Scouts.
15. While in the dungeon, the dungeoneers are spotted by a patrol of 1d3+2 Hobgoblin Warriors with 1d3 Goblin Slaves.



Hobgoblin Warrior

Might: 3	Nature: 3
Descriptors: Bullying, Raiding, Murdering	
Kill Conflict: 8	
<i>Flail:</i>	+1D Feint, -1D Defend Negates benefit of shields
Drive Off Conflict: 2	
<i>Flail:</i>	+1D Feint, -1D Defend Negates benefit of shields
Flee Conflict: 4	
<i>Weapons:</i>	None
Armor:	Leather
Instinct:	Steal what isn't nailed down; burn the rest.

Hobgoblin Scout

Might: 3	Nature: 3
Descriptors: Bullying, Raiding, Murdering	
Kill Conflict: 8	
<i>Spear:</i>	+1D Maneuver and +1D Defend in tight confines Negates leather, can be thrown in open quarters to turn an Independent Attack into a versus Attack against any weapon besides bow, crossbow, or sling.
Drive Off Conflict: 2	
<i>Spear:</i>	(see above)
Flee Conflict: 4	
<i>Weapons:</i>	None
Armor:	Leather
Instinct:	Always be on the lookout for trouble.

Goblin Slave

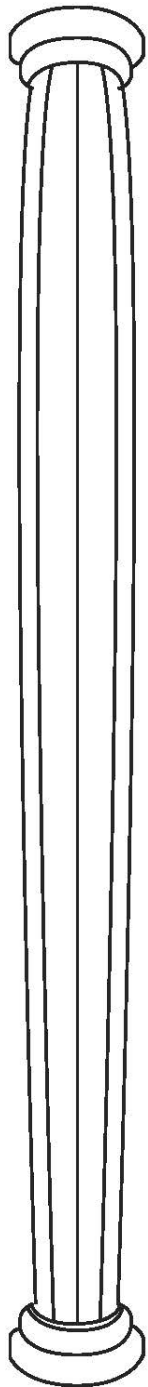
Might: 2	Nature: 2
Descriptors: Fighting, Stealing, Lying	
Kill Conflict: 6	
<i>Shiv:</i>	+1D Feint
Drive Off Conflict: 3	
<i>Shiv:</i>	+1D Feint
Flee Conflict: 2	
<i>Cunning</i>	+1D Feint
<i>Instincts:</i>	
<i>Sprinter:</i>	+1D Maneuver
Convince Conflict: 4	
<i>Weapons:</i>	None
Armor:	None
Instinct:	Always lie.
Special:	Can see in the dark, but suffers -1D in sunlight.

Feral Goblin

Might: 2	Nature: 3
Descriptors: Fighting, Stealing, Lying	
Kill Conflict: 6	
<i>Weapons:</i>	None
Drive Off Conflict: 3	
<i>Weapons:</i>	None
Flee Conflict: 2	
<i>Cunning</i>	+1D Feint
<i>Instincts:</i>	
<i>Sprinter:</i>	+1D Maneuver
Convince Conflict: 4	
<i>Weapons:</i>	None
Armor:	None
Instinct:	Always lie.
Special:	Can see in the dark, but suffers -1D in sunlight.

Gorloga the Dark Elf

Might: 3	Nature: 5
Descriptors: Enslaving, Lying, Hiding	
Kill Conflict: 8	
<i>Crossbow:</i>	+1s Attack, +1D Maneuver Additional +1D vs. Defend. Bypass Leather armor.
<i>Dagger:</i>	A successful Maneuver with a dagger counts as disarm against a spear, polearm, halberd, sling, bow, or crossbow.
Capture Conflict: 11	
<i>Weapons:</i>	(see Kill Conflict)
Convince Conflict: 5	
<i>Weapons:</i>	None
Armor:	Leather.
Instinct:	Always prepare an ambush.



Owlbear

Might: 4	Nature: 7
Descriptors: Stalking, Terrorizing, Tearing Limb from Limb	
Kill Conflict: 8	
Rending	+1D Attack
Claws:	
Crushing	+2s Attack
Beak:	
Unusual	+1s Maneuver
Agility:	
Flee Conflict: 11	
Unusual	+1D Attack
Agility:	
Owl Eyes:	+1s Maneuver
Capture Conflict: 6	
Rending	+1s Defend
Claws:	
Monstrous	+1s Defend
Bulk:	
Unusual	+1D Feint
Agility:	
Armor:	None
Instinct:	Always drag my prey back to my lair before eating it..
Special:	Owlbear Hug - If a character of lesser Might is eliminated from a kill, drive off or capture conflict by an owlbear, the character automatically suffers the injured condition. If already injured ... he or she is torn apart!

ACKNOWLEDGEMENTS

I'd like to thank ...

Dyson's Dodecahedron for the map 'Serszen's Seven Stairs', which was the original kernel that started the design of this adventure.

David Peterson's 'Peterson Bestiary' for the Owlbear.

Thor and Luke for Torchbearer in general, and so many bits and pieces lifted off of 'Dread Crypt of Skogenby' in specific.

Sean Nittner for inspiring me to hunker down, get to work, and knock this thing out.

All my playtesters who contributed to the betterment of this adventure through the suffering of their characters.

My wife, Erin, for putting up with my bullshit



AREA 1. THE STEPPE

THE DUNGEONEERS, HAVE TRAVELED TO THIS REMOTE DUNGEON, AND SEE ITS FORM BREAKING THE HORIZON: A CARVED MARBLE DRAGON'S MAW YAWNING OUT OF THE SHEER GRANITE CLIFF SIDE.

Features of the area

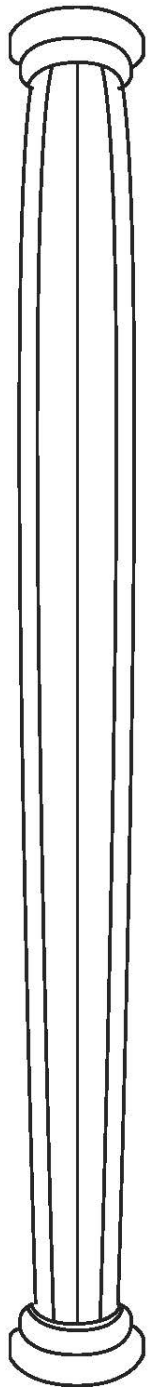
- ✧ *Light:* as per daylight conditions. Dim if the weather is overcast or stormy, darkness if night has fallen.
- ✧ A cold, wind-swept steppe leads up to a sharp mountain range where the fabled entrance to Dragon Keep is found.
- ✧ On approach, its visage is unmistakable: a steep granite cliff side wherein a naturally formed cave has been carved to resemble a great dragon's head roaring out of the mountains.
- ✧ Sparse sagebrush struggles to grow in the cold, arid, rocky climate.
- ✧ Huge boulders, taller than a man, have rolled down to the ground, and dot the landscape.
- ✧ The floor of the "mouth" of the cave is about 20 feet above the steppe.

Upon further investigation

- ✧ *Climb the cliffside:* Dungeoneer Ob 2 (ascending a vertical pitch). +1 Ob for backpack, +1 Ob for two people or +2 Ob for entire party
- ✧ The Hobgoblins have posted several scout patrols in the area to watch for both encroaching Humans and their own home clan whom they have abandoned.
- ✧ To make it easier to come and go to from their base of operations, the Hobgoblins have left a silver gong and mallet in a hole in the ground, hidden by one of the larger rocks.
- ✧ A warrior on guard at the mouth of the cave will soon come out to investigate upon hearing the ringing of the gong. (See Area 2).
- ✧ The gong and mallet are Carry 2 or Pack 2 and worth 1d3D together if bartered away.
- ✧ *Find the Silver Gong and Mallet:* Scout Ob 3 (small object).
- ✧ There is a small crack in the cliff wall that leads to an alternate entrance into the dungeon through a natural cave formation. Once found, though, the crack proves too small for most pack-laden dungeoneers to

squeeze through. The break in the wall leads to Area 11.

- ✧ *Find the cave opening:* Scout Ob 2 (medium sized object).
- ✧ *Break down the cave wall:* Health Ob 4.
- ✧ *Squeeze through the crack (one person):* Dungeoneer Ob 3 (negotiating a narrow squeeze). +1 Ob for backpack, +1 Ob for two people or +2 Ob for entire party



AREA 2. THE MAW

Features of the area

- ✧ *Light:* as per daylight conditions. Dim if the weather is overcast or stormy, darkness if night has fallen.
- ✧ The cave here has been carved to resemble the outstretched, open mouth of a dragon roaring out of the mountainside. Stalactites and stalagmites have been chiseled to resemble sharp teeth.
- ✧ A rusty iron pulley has been nailed into the roof of the mouth near one edge. A rope is looped through it, with one end of the rope knotted every foot or so.
- ✧ A dark tunnel descends down into the depths of the mountain. The tunnel floor is naturally formed, but worn smooth.
- ✧ Water continually drips from the ceiling, glistening across the floor as it drains downward.

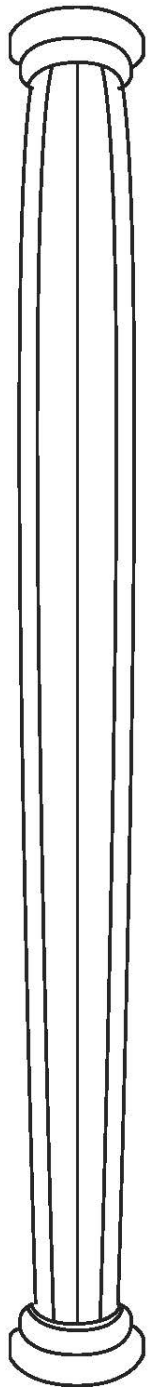
Upon further investigation

- ✧ It is here that, if enough noise is made or the *Silver Gong* from Area 1 is rung, 1d2 Hobgoblin Warriors will come out to investigate.

- ✧ The warriors are on the lookout for returning Hobgoblin Scouts (whom they will help up to The Maw via the knotted rope and pulley), and enemy combatants (whom they will attempt to delay while warning the rest of their troop).
- ✧ *Haul a person using the knotted rope and pulley:* Ob 2 Laborer test (hauling bodies, -1 Ob for pulley) with +1D bonus (right tools).

Hobgoblin Warrior

Might: 3	Nature: 3
Descriptors: Bullying, Raiding, Murdering	
Kill Conflict: 8	
<i>Flail:</i>	+1D Feint, -1D Defend Negates benefit of shields
Drive Off Conflict: 2	
<i>Flail:</i>	+1D Feint, -1D Defend Negates benefit of shields
Flee Conflict: 4	
<i>Weapons:</i>	None
Armor:	Leather
Instinct:	Steal what isn't nailed down; burn the rest.



AREA 3. THE THROAT

Features of the area

- ✧ *Light:* Darkness.
- ✧ A winding natural cave passage descends down into the heart of the mountain.
- ✧ Water trickles in from above, creating a smooth floor with slick footing.
- ✧ The dungeoneers find the lowest point of the narrow tunnel where the trickling water has formed a shallow pool. At the bottom of the fetid water is a decaying, brown tapestry whose surface has been obscured by rot.

Upon further investigation

- ✧ The slippery floor is not a challenge in its own right, but acts as a Factor in many tests made in this area.
- ✧ The tapestry is old, rotted, and moldy. It has no appreciable value, but does cover up a hidden pit trap. Creatures falling into the pit trap slide down a slippery stone chute.
- ✧ The roller coaster-like chute abruptly ends at the top of the ceiling in

Area 9, dropping creatures to the floor and trapping them in the Penitentiary.

- ✧ *Detect the pit trap:* Scout Ob 4 (pit trap, standing water).

- ✧ *Disarm the pit trap:* Dungeoneer Ob 2 (open pit, standing water)

- *Suggested Twist:* The dungeoneer falls into the pit trap, being sent down a slippery stone chute to be imprisoned in Area 9.



NOT ALL ELVES ARE FRIENDLY. A TERRIBLE FATE AWAITS SURFACE-DWELLERS WHO STEAD THIS DUNGEON!



AREA 4. MOTHER-DRAGON'S HUB

THIS ROOM IS THE CENTRAL CHAMBER OF THE DUNGEON AND YOU CAN EXPECT THE DUNGEONEERS TO VISIT HERE MULTIPLE TIMES DURING THEIR DELVING. THIS CHAMBER ALSO HOLDS THE CENTRAL PUZZLE AND MAGICAL ARTIFACT OF THE ADVENTURE - THE LOST CROWN OF TESH-NAGA - SEALED AWAY IN THE BASE OF THE STATUE OF TIAMAT.

Illustrations: Handout 1, Handout 2

Features of the area

- ✧ *Light:* Darkness.
 - ✧ The dungeoneers find themselves inside a huge, 8-sided chamber.
 - ✧ In the center of the chamber is a massive white marble statue of a dragon! Wings unfurled, its head roars out. It has four extra necks, two on each side of its head, that end in cleanly severed stumps.
- SEE HANDOUT 1**
- ✧ There are curvilinear inscriptions on the base of the marble statue.
 - ✧ The walls here are smooth and cleanly chiseled. The ceiling arcs up

high to form a smooth dome. The eight passageways are described as follows:

1. Winding, narrow caves. A cold breeze wafts in from that direction and chilly water trickles across the floor. (Leads to Area 3, where the dungeoneers likely first entered this room).
2. Heavy oak double doors with reinforced, untarnished steel around the edges. (Leads to Area 5).
3. A set of stone stairs end abruptly where part of the path has collapsed, forming a chasm about 5 feet across. (Leads to Area 10).
4. A warm, soft breeze of air wafts up from a jagged hole in the cave wall. (Leads to Area 11).
5. A rusty iron door lashed down with spiked chains and is held tight with a shining, pristine steel padlock. The padlock itself is shaped to resemble a cross. (Leads to Area 12).
6. A flooded passageway, filled with stagnant, fetid water about waist high. (Leads to Area 13).
7. A set of stone stairs end abruptly where part of the path has collapsed forming a chasm about 5 feet across. A wooden plank has

been nailed into the stone wall here with two lines of text written in red paint. Each line of text has an arrow; one points left, one points up. (Leads to Area 15).

8. A flooded passageway, filled with stagnant, fetid water about chest high. (Leads to Area 17).

Upon further investigation

- ✧ *Determine who made the statue or what it signifies:* Ob 3 Lore Master. The statue was made many centuries ago by an order of Hobgoblin paladins, known as the Dhakaani. The Dhakaani built this shrine to the five-headed draconic mother goddess, Tiamat, to protect them against demonic possession. The paladins' order died out long ago when the rulers of their ancient Hobgoblin empire abandoned this place in the wake of that empire being torn apart from within.
- ✧ Taking a stone rubbing of the inscriptions at the base of the statue is a *Good Idea* and doesn't take any time.
- ✧ *Deciphering the runes with access to a library in Town:* Scholar Ob 1.
- ✧ *Examining the runes:* Scholar Ob 2. Success reveals that the runes read,

"The mother-goddess shall bless those whose piety is righteous and whose devotion is pure."

- ✧ *Examining the wooden plank:* Scholar Ob 2. The words on the plank are written in an archaic form of Goblin-speak.
- ✧ A coerced Goblin or Hobgoblin can translate the runes on the wooden plank, or they can be magically deduced with the Wisdom of the Sages spell, Arcanist Ob 2 (far removed languages). Success reveals that the plank reads, "eels" (left) and "elves" (up).
- ✧ There are four severed marble dragon heads located throughout this adventure (Areas 6, 11, 13, and 15).
- ✧ When all five are brought back here and the statue restored, the magically sealed base of the statue opens up in a blaze of white light and a piercing dragon scream that echoes throughout the dungeon. The opened statue base reveals a secret chamber packed with a mound of gold coins (4D loot), upon which rests the fabled **Lost Crown of Tesh-Naga** (9D loot).

SEE HANDOUT 2

- ✧ Both Ghaaldar (Area 7) and Drum-Haak (Area 19) will hear this sound, recognize that someone has beat them to their quest, and come looking to see what has happened.
- ✧ *Restore a severed statue head:* Stonemason Ob 3 test (simple structure, small object, difficult to reach due to height of statue).
 - *Suggested Condition:* Angry or Exhausted
 - *Suggested Twist:* The head falls off before being secured, rolling away into a bad spot.
- ✧ *Pick the lock on the heavy oak doors:* Criminal Ob 2 (rusted simple lock).
- ✧ *Leap across a collapsed stair:* Health Ob 2 or Dungeoneer Ob 1 (+1 Ob backpack, +1 Ob two people or +2 Ob whole party).
- ✧ *Pick the steel padlock:* Criminal Ob 6 (masterwork lock).



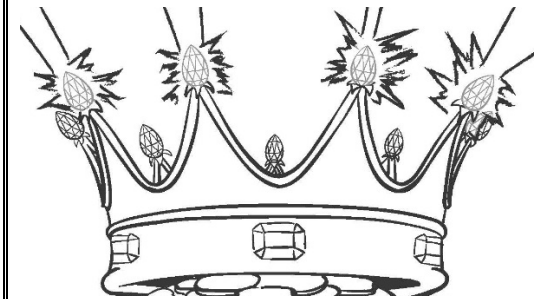
Lost Crown of Tesh-Naga

A silver crown bearing nine shining jewels with magical power to bend the will of the weak-minded.

Effect: The bearer adds 'Bullying' to Nature descriptors and can use the crown as a weapon in a Convince or a Convince Crowd Conflict (+1D Attack). If the bearer already has Bullying as a Nature descriptor, the crown grants +1D to Nature tests related to Bullying.

Inventory: Head (worn) 1

Type: Magical Clothing



AREA 5. DHAKAANI COMMON ROOM

Features of the area

- ✧ *Light:* Bright Light from Hobgoblin-supplied torches in wall sconces.
- ✧ The dungeoneers enter a grand hall, 100 feet long and wide enough to run a wing of cavalry.
- ✧ Torches have been set into sconces on the wall and a great stone fireplace is set into the end.
- ✧ Three wooden doors are set into the wall on the right.
- ✧ Two of the wooden doors are rickety and about to fall off their hinges (Area 6 & 7). The other wooden door is solid oak, reinforced with iron bandings around the edges and sealed with a massive keyhole lock (Area 8).
- ✧ A spiral stone stair opens up to the left, leading down into darkness (Area 10).
- ✧ The hall is filled with long wooden feast tables, though they remain mostly bare.
- ✧ Across one wall are a set of seven bunk beds. They are hobbled

together from felled trees still fresh and green and lashed together with twine.

- ✧ Towards the back corner, six green-skinned Hobgoblins sit at a wooden table rolling dice. Steel daggers are either slung at their sides or flat on the table.

Upon further investigation

- ✧ The Hobgoblins here are off duty, resting up between patrol and guard duties, and thus their stat blocks reflect them without armor. They have their weapons nearby, however, and will see dungeoneers as hostile intruders.
- ✧ The stone spiral stair leads to the kitchens (Area 10), where the sounds and smells of Goblin slaves roasting felled antelope drift up to the common room.
- ✧ As a Twist or as a development of the dungeoneer's deeds, Ghaaldar may make his presence here. See Area 7.
- ✧ One wooden door is cracked open and you hear a deep Hobgoblin voice shouting orders to a Goblin to attend to menial activities; cleaning a sword, fixing his bedding, oiling armor, and pouring wine. The same voice then begins speaking to more

Hobgoblins. They are going over plans for war and raiding a nearby village for murder and pillage.

- ✧ *Pick the lock to the reinforced door:* Criminal Ob 4 (complex lock). This door can also be opened quickly by using Ghaaldar's key ring, found in Area 7.

Hobgoblin Warrior (Off Duty)

Might: 3	Nature: 3
Descriptors: Bullying, Raiding, Murdering	
Kill Conflict: 8	
<i>Dagger:</i>	A successful Maneuver with a dagger counts as disarm against a spear, polearm, halberd, sling, bow or crossbow.
Drive Off Conflict: 2	
<i>Dagger:</i>	A successful Maneuver with a dagger counts as disarm against a spear, polearm, halberd, sling, bow or crossbow.
Flee Conflict: 4	
<i>Weapons:</i>	None
Armor:	Leather
Instinct:	Steal what isn't nailed down; burn the rest.

AREA 6 . ARMORY

Illustrations: Handout 3

Features of the area

- ✧ *Light:* Dim Light from the red fires in the kiln.
 - ✧ This mid-sized room is full of noise; the sound of metal being pounded on metal.
 - ✧ A massive Ogre stands in front of an anvil. She pulls a red-hot piece of steel out of a clay kiln and beats it mercilessly with an oversized hammer. Sweat beads down her face. She looks a little strange and out of place wearing a tough leather apron.
- SEE HANDOUT 3**
- ✧ Though powerful, the Ogre's swings are inaccurate. You can see that a pair of iron manacles bind her hands and feet together.
 - ✧ A pair of Hobgoblin warriors holds onto the Ogre with a chain leash in one hand. They threaten her with spears in their other hands.
 - ✧ A rack of weapons lay against one wall.

Upon further investigation

- ✧ The chained and subdued ogre in the back of the room is Grishmok. She has no loyalty to her Hobgoblin masters and will escape or even attack the Hobgoblins if given a helping hand from the dungeoneers.
- ✧ While chained, Grishmok is vulnerable, weak, and ineffective. She is treated as Order of Might 3 until freed.
- ✧ *Picking Grishmok's Manacles:* Criminal Ob 2 (rusted simple lock). The keys to the manacles on Grishmok are in Ghaaldar's war room (Area 7).
- ✧ The weapon rack holds the fruits of Grishmok's labors: 2 spears, 2 shields, a suit of leather armor, and a helmet.

Hobgoblin Scout

Might: 3	Nature: 3
Descriptors: Bullying, Raiding, Murdering	
Kill Conflict: 8	
<i>Spear:</i>	+1D Maneuver and +1D Defend in tight confines Negates leather, can be thrown in open quarters to turn an Independent Attack into a versus Attack against any weapon besides bow, crossbow, or sling.
Drive Off Conflict: 2	
<i>Spear:</i>	(see above)
Flee Conflict: 4	
<i>Weapons:</i>	None
Armor:	Leather
Instinct:	Always be on the lookout for trouble.

Grishmock the Ogre

Might: 3/4	Nature: 6
Descriptors: Man-eating, Lumbering, Bellowing	
Kill Conflict: 13	
<i>Giant</i>	+1s Attack, -1D Maneuver
<i>Hammer:</i>	Ignores chainmail and increases likelihood of damaging plate.
Flee Conflict: 9	
<i>Weapons:</i>	None
Convince Conflict: 6	
<i>Stupid:</i>	+1s Defend
<i>Intimidating:</i>	+1D Maneuver
<i>Bellow</i>	
Trick/Riddle Conflict: 3	
<i>Tricksy:</i>	+1D Feint
Armor:	Thick Hide (as Leather)
Instinct:	Always stick to my daily routine.
Special:	Brutish Fists - When unarmed or disarmed in a fight, the Ogre does not suffer the -1D penalty to all actions. Brutish Fists ignore chainmail and increases the odds of damage to plate armor.

AREA 7. WAR ROOM

Features of the area

- ✧ *Light:* Mostly darkness except for Dim Light from a melting candle on the table, illuminating only the Hobgoblins.
- ✧ This chamber has a low ceiling. Its main space is dominated by a round, oak table with a polished surface.
- ✧ Lying on top of the table are sheepskin maps drawn up of the nearby region and local human kingdoms.
- ✧ Four Hobgoblins stand around the table. They intently stare at the maps, point, and scrawl notes. The figures bear steel armor, spears, and shields.
- ✧ Among the creatures at the table stands a mighty green-skinned humanoid, powerfully built. He wears a brass-trimmed steel breastplate and helmet plumed in red dyed horsehair.
- ✧ The back wall is covered in preserved, mounted heads of beasts common throughout the lands – elk, bear, wolf, and the 3-foot stinger of

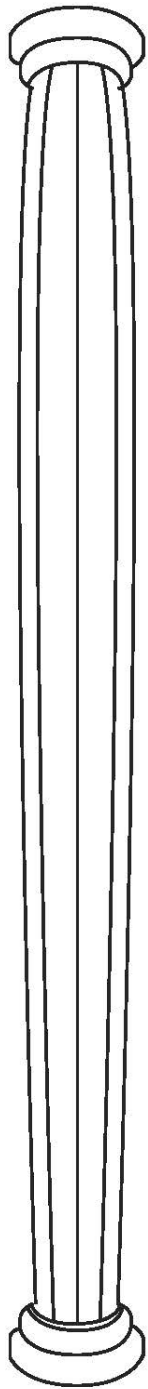
a massive scorpion.

- ✧ In the corner, a small cabinet opens up to a dumbwaiter. Inside is a battered wooden plate with an empty bottle and some gnawed bones (See Area 10). A frail Goblin stands there, furtively looking about the room.

Upon further investigation

- ✧ The helmeted warrior is the renegade chief, Ghaaldar. He dislikes humans, elves, dwarves, and halflings, but hates his rival Drum-Haak even more and may be convinced to work with the dungeoneers if they present a palatable deal to him.
- ✧ Ghaaldar bears a powerful magic weapon on his person at all times; an heirloom handed down to him from his father's lineage for twenty generations. It is a heavy war pick with a head made of pearlescent, translucent black stone, and a handle made of a long bone (2D loot). The bone handle is rumored to be a dragon's tooth.
- ✧ Ghaaldar's goal is to get the Tiamat heads and re-forge the Tiamat statue in Area 4. He distrusts his advisor, Drum-Haak, who is off exploring the water-logged dungeon ruins.





- ✧ Ghaaldar has already recovered one of the Tiamat statue heads, which he holds in his armory (Area 6).
- ✧ Rooting through Ghaaldar's belongings, you find a ring of copper keys attached to his belt.
- ✧ The keys on the key ring open many locked doors throughout this dungeon; Grishmock's manacles in Area 6, the door to Area 5, and the gate in Area 9.
- ✧ *Search through the maps:* Cartographer Ob 4 (moderate size, transmitted by notes). The party finds useful notes and can update their maps with a safe path to a local village and Areas 1 through 11 in the dungeon.
- ✧ *Analyze the maps:* Commander Ob 3 (small force, assess strength). The dungeoneers discover vital information on a force of two dozen Hobgoblin raiders, already in the wilds, about to plunder the nearby village. The events of the Hobgoblin raiders are beyond the scope of this dungeon.



Ebontooth

A heavy war pick with a head made of pearlescent, translucent black stone, and a handle made of a long bone.

Effect: +1s Attack, -1D Defend, +1D Feint

Inventory: Hand/carry 1 or belt/weapon.

Type: Magical Weapon

Ghaaldar, Hobgoblin Chief

Might: 3	Nature: 5
Descriptors: Bullying, Raiding, Murdering	
Kill Conflict: 9	
<i>Ebontooth:</i>	+1s Attack, -1D Defend, +1D Feint
<i>Shield:</i>	+2D Defend
Drive Off Conflict: 4	
<i>Ebontooth:</i>	+1s Attack, -1D Defend, +1D Feint
<i>Shield:</i>	+2D Defend
Flee Conflict: 4	
<i>Weapons:</i>	None
Battle Conflict: 7	
<i>Slavering Horde:</i>	+1s Maneuver
<i>Wolf Riders:</i>	+1D Feint
Armor:	Chain
Instinct:	Never bow down before another.
Belief:	It is the duty of the strong to cull the weak.
Goal:	Use the <i>Lost Crown of Tesh-Naga</i> to gain power over rival Hobgoblin clans.

Hobgoblin Guard

Might: 3	Nature: 3
Descriptors: Bullying, Raiding, Murdering	
Kill Conflict: 8	
<i>Shield:</i>	+2D Defend
<i>Spear:</i>	+1D Maneuver and +1D Defend in tight confines Negates leather, can be thrown in open quarters to turn an Independent Attack into a versus Attack against any weapon besides bow, crossbow, or sling.
Drive Off Conflict: 2	
<i>Spear:</i>	(see above)
Flee Conflict: 4	
<i>Weapons:</i>	None
Armor:	Leather
Instinct:	Always protect your commander.

Goblin Slave

Might: 2	Nature: 2
Descriptors: Fighting, Stealing, Lying	
Kill Conflict: 6	
<i>Shiv:</i>	+1D Feint
Drive Off Conflict: 3	
<i>Shiv:</i>	+1D Feint
Flee Conflict: 2	
<i>Cunning</i>	+1D Feint
<i>Instincts:</i>	
<i>Sprinter:</i>	+1D Maneuver
Convince Conflict: 4	
<i>Weapons:</i>	None
Armor:	None
Instinct:	Always lie.
Special:	Can see in the dark, but suffers -1D in sunlight.



AREA 8. TREASURY

Features of the area

- ✧ *Light:* Darkness.
- ✧ The room is blocked by a heavy oak door, reinforced with iron bindings and a massive keyhole lock (See Area 5). The copper key ring from Ghaaldar opens the door.
- ✧ The room itself is little more than a dusty closet. Inside, however, it holds the wealth of the Hobgoblin expedition.

Upon further investigation

- ✧ The threshold of the door is trapped. A tripwire is strung across the doorway. A guillotine blade from above on the first creature to trip the wire.
- ✧ *Spot the tripwire:* Scout Ob 3 (concealed).
- ✧ *Disable the tripwire or blade:* Dungeoneer Ob 1 (tripwire).
 - *Suggested Twist:* The blade drops, but narrowly misses the character's neck, instead slicing his or her backpack or satchel in half.

- *Suggested Condition:* Injured.

- ✧ Inside are treasures and a beautifully carved, blue-veined marble dragon head (Carry 2 or Pack 4, See Area 4). The treasure consists of a large copper platter inscribed with Goblinoid family names (Pack 2, 1D); a smooth silver bracelet inscribed with a Hobgoblin proverb "*Words are leaves, deeds are fruits.*" (Pack 1 or Hands (worn) 1, 1D); and a small sack half-filled with gold coins not minted in over 1000 years (Pack 1, 2D).

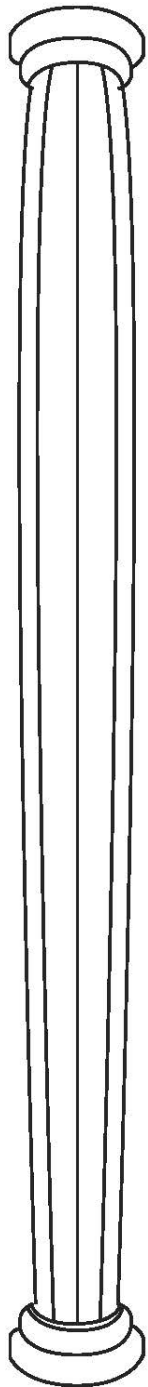
AREA 9. PENITENTIARY

Features of the area

- ✧ *Light:* Darkness.
- ✧ This round chamber appears to be a natural cave formation.
- ✧ Steel bars extend from floor to ceiling, forming a wall that divides the room in half. A locked door is formed in the center of the bars.
- ✧ On the locked side of the room there in the center of the ceiling is a circular opening. A trickle of scummy water dribbles down from the hole and onto the floor (See Area 2).

Upon further investigation

- ✧ The lock can also be opened instantly with the keys from Ghaaldar's war room (Area 7).
- ✧ *Picking the lock:* Criminal Ob 3 (rusty decent lock), with +1 Ob for the awkwardness of trying to pick it from inside the jail.
 - *Suggested Twist:* A Goblin Slave, Hobgoblin Scout, or Gorloga comes down this way to investigate any noises made by captured dungeoneers.



AREA 10. KITCHENS

GOBLIN SLAVES, CAPTURED BY GHAALDAR LONG AGO, TOIL ENDLESSLY IN THE KITCHENS HERE. THEY HAVE LEARNED TO COWER AWAY AT ANY SHOW OF STRENGTH.

Features of the area

- ✧ *Light:* Dim Light from the glow of the oven.
- ✧ A smell of roasting meat delights your senses as you enter this cramped chamber. Across the walls are counters full of knives and other cookery, as well as a stove.
- ✧ The dungeoneers see six Goblins, standing on each other's shoulders in pairs, attending a variety of pots and pans boiling over onto a cooking range. They wear funny white hats.
- ✧ There is half of a freshly killed antelope carcass hanging off of a hook in the ceiling.
- ✧ Just past the antelope, the walls give way to a collapsed portion of the chamber. A deep sinkhole yawns open, forming a 5-foot wide chasm (Leads to Area 4).
- ✧ At one end of the room, a tightly wound spiral staircase of stone rises

up (Leads to Area 5).

- ✧ On the left side of the room is a small sliding door, which slides up to reveal a rope and pulley dumbwaiter setup. It is down and has an empty glass bottle on it.
- ✧ At the opposite end of the room is a natural cave opening that leads to a twisting, dark passageway (Area 9).

Upon further investigation

- ✧ The Goblins are slaves to the Hobgoblins upstairs and are here to do their bidding.
- ✧ Rummaging through the cabinetry reveals a clear glass bottle full of ruby red wine.
- ✧ A dungeoneer cooking here has the *Right Tools* and is granted a +1D to Cook tests.
- ✧ The half of an antelope carcass can be easily harvested for food, (Fresh Rations, 6 portions).
- ✧ *Leap across a sinkhole:* Health Ob 2 or Dungeoneer Ob 1 (+1 Ob backpack, +1 Ob two people or +2 Ob whole party).
 - *Suggested Twist:* The noise brings up a pack of 1d6+1 dangerous Feral Goblins.

Goblin Slave

Might: 2	Nature: 2
Descriptors: Fighting, Stealing, Lying	
Kill Conflict: 6	
<i>Shiv:</i>	+1D Feint
Drive Off Conflict: 3	
<i>Shiv:</i>	+1D Feint
Flee Conflict: 2	
<i>Cunning</i>	+1D Feint
<i>Instincts:</i>	
<i>Sprinter:</i>	+1D Maneuver
Convince Conflict: 4	
<i>Weapons:</i>	None
Armor:	None
Instinct:	Always lie.
Special:	Can see in the dark, but suffers -1D in sunlight.

Feral Goblin

Might: 2	Nature: 3
Descriptors: Fighting, Stealing, Lying	
Kill Conflict: 6	
<i>Weapons:</i>	None
Drive Off Conflict: 3	
<i>Weapons:</i>	None
Flee Conflict: 2	
<i>Cunning</i>	+1D Feint
<i>Instincts:</i>	
<i>Sprinter:</i>	+1D Maneuver
Convince Conflict: 4	
<i>Weapons:</i>	None
Armor:	None
Instinct:	Always lie.
Special:	Can see in the dark, but suffers -1D in sunlight.

AREA 11. EGG CHAMBER

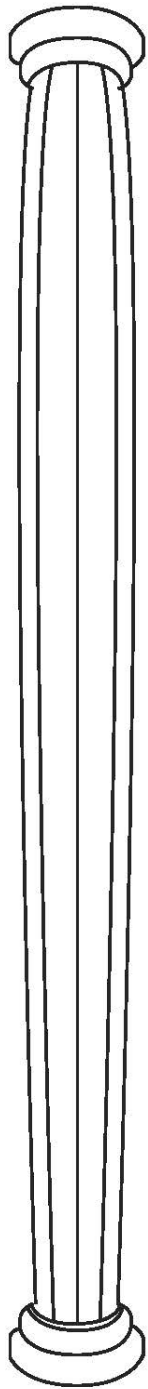
Features of the area

- ✧ *Light:* Darkness.
- ✧ The floor in here is sandy and the air is strangely warm.
- ✧ Looking up, you see the ceiling of the cave section extends upwards maybe 50 feet towards an opening.
- ✧ Looking around, you find the floor to be littered with tiny stalagmites and chunks of shattered boulders.
- ✧ The source of warmth is a two-foot-long, oval-shaped, perfectly smooth stone. Veins of red and black intertwine across its dark gray surface. Sitting atop of the stone is a black scorpion; small enough to fit in your hand, but potentially deadly just the same.

Upon further investigation

- ✧ The scorpion is not likely to be a deadly threat, but ignoring it and grabbing the stone, or a botched attempt at shooing it away, might get a character stung and poisoned
 - *Suggested Condition:* Sick.

- ✧ One wall has a series of regularly spaced holes drilled into it, each about 1/4" diameter and the depth of a small finger.
 - *Suggested Twist:* Suddenly the rate at which the lava flows into the room increases, making the room a deadly hazard.
- ✧ The smooth stone is, in fact, a dragon egg. It is Pack 2 / Carry 2 and worth 2-7D to an interested buyer. Finding a wealthy patron interested in such a bauble, however, is a difficult task (Circles Ob 6) and can only be attempted in a Town that has a minimum difficulty of Ob 3 Haggling.
 - *Suggested Twist:* Suddenly the rate at which the lava flows into the room increases, making the room a deadly hazard.
- ✧ The dragon egg is dormant and can be hatched with much skill and patience. Each winter it must be kept in a warm place away from the elements and ideally in a very hot place such as a roaring fireplace. If it is kept this way and a successful Hunter Ob 4 test is made during the next Winter Phase, the egg hatches in the following spring to reveal a baby dragon.
 - *Suggested Twist:* The egg explodes in a massive fireball, engulfing the current town in flames.
- ✧ The egg also produces its own heat, granting the same bonus as a cloak to resist the elements. These bonuses cannot be combined.
- ✧ When the egg is pulled away, it is revealed that it was plugging up a small hole in the floor from which bubbling magma slowly oozes up into the room.
 - *Suggested Twist:* Suddenly the rate at which the lava flows into the room increases, making the room a deadly hazard.
- ✧ *Climbing up the walls:* Dungeoneer Ob 2 (ascending a vertical pitch). +1 Ob for backpack, +1 Ob for two people or +2 Ob for entire party
- ✧ The regularly spaced holes in the wall are the remains of a ladder that was once nailed into the walls many centuries ago. This may inspire characters to do likewise and make a make-shift ladder themselves.
- ✧ *Make a ladder:* Carpenter Ob 2.



AREA 12. LAIR OF THE DEMON

Features of the area

- ✧ *Light:* Darkness.
- ✧ A demonic figure crouches on the bare floor of a small chamber. Its lanky, spindly body is curled up, its wings folded over its arms, and its barbed tail whips languidly across the floor. Ram horns protrude out from its forehead in a long, tight spiral. The creature looks up at your approach from a heavy brow.
- ✧ The creature sits atop a marble dragon head, white with red veins, severed cleanly at the neck.
- ✧ A thin circle of white salt on the ground surrounds the creature.

Upon further investigation

- ✧ The circle of salt is a protective ward cast thousands of years ago by ancient Hobgoblin paladins. While active, the circle protects the demon completely, but also imprisons it. This has led to eons of brooding hatred. It can be easily broken with a splash of water.
- ✧ The demon tells the group that it is imprisoned and that it will help

them in exchange for its release. It offers gold and riches and the Tiamat head upon which it sits. The demon is actually a liar, of course, and hates everything.

- ✧ The piece of statue is a beautifully carved, red-veined marble dragon head (Carry 2 or Pack 4, See Area 4).
- ✧ The horned demon happily tells the dungeoneers how to free it.
- ✧ If the dungeoneers can find out the demon's true name, Sheogorath (See Area 14), they can use it as a weapon in a Banish Conflict (+1D +1s any).

Bound Demon (Sheogorath)

Might: 5	Nature (demon): 6
Descriptors: Slaying the Living, Corrupting Souls, Making Unfair Deals	
Kill Conflict: 13	
<i>Ancient Runic Blade:</i>	+2D Attack
<i>Whipping Tail:</i>	+1s Maneuver
Banish Conflict: 10	
<i>Burning Flames of Hell:</i>	+1s Attack
<i>Ritual Wards:</i>	+1s +1D Defend
Convince Conflict: 7	
<i>Hellish Intimidation:</i>	+2D Attack
<i>Twisted Words:</i>	+1D +1s Maneuver, +1D +1s Feint
Armor:	Chain
Instinct:	Always twist peoples' words.

AREA 13. FLOODED HALLS

Features of the area

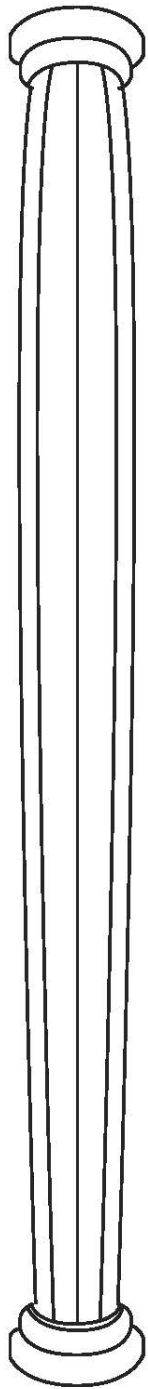
- ✧ *Light:* Darkness.
- ✧ This large, open space is a crossroads of sorts between four separate paths: stairs leading to a large octagonal chamber (Area 4), a hallway that cracks open in places and dead-ends at a painted mural, a narrow hallway sloped upward out of water (Area 15), and a closed iron door (Area 14).
- ✧ The deep water is covered in a gross film of slime, making it near-impossible to see the chamber floor.
- ✧ The passage way comes to a curious dead end. The walls here are made of tight fitting, jagged stones and have a painted mural depicting a flight of six differently colored dragons, one dragon on each stone.
- ✧ The dragons are colored ivory, jet, gold, olive, azure, and crimson.

Upon further investigation

- ✧ Pressing the gold dragon opens a secret door. The solution to this puzzle is an homage to roleplaying games lore. Classic gamers will instantly recognize that the dungeon is themed around the five-headed Dragon-God Tiamat. Gold represents the color yellow, the only color represented here that is not associated with one of the heads of Tiamat. Additionally, the Pentagon Puzzle (Area 15) gives a hint that the color yellow does not belong with the other five colors.
- ✧ The hidden door pulls back to reveal a white marble dragon statue head with green veins (Carry 2 or Pack 4, See Area 4) tucked away in a tiny closet.
- ✧ Pressing any other dragon activates a trap (See Twist, below). The floor of this room begins sinking lower and lower into the depths of the mountain, with the relative level of water in the room rising higher and higher.
- ✧ *Disarm Trap:* Dungeoneer Ob 4 (complex mechanism)
 - *Suggested Initial Twist:* The room lowers to half height, the level of water reaching over 5 feet above

the floor. The deep water counts as a factor in most tests. Dungeoneers can still climb out, but doing so abandons the puzzle and the room closes shut.

- *Suggested Final Twist:* The room is completely submerged, adding an additional factor to most tests, and the dungeoneers face the possibility of drowning to death.
- *Suggested Final Condition:* Dead.



AREA 14. CEREMONIAL CHAMBERS

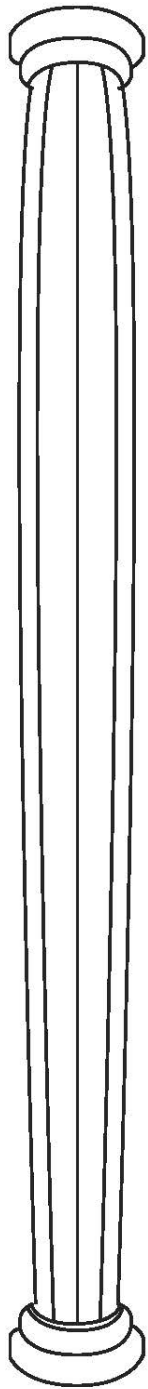
Features of the area

- ✧ *Light:* Darkness.
- ✧ You are in a rectangular room. The walls, floor, and ceiling are made of cream-colored stone block mortared together.
- ✧ Chipped and smeared stone statues line the walls. The statues depict robed Hobgoblins in dramatic poses, reading from carved scrolls with writing chiseled into them, and wielding commanding scepters.
- ✧ Grandiose rugs, now covered with great spots of black mold, cover the floor.
- ✧ Four copper braziers sit in the corners, now tarnished through and through. Charred, petrified wood and ashes lie in them.

Upon further investigation

- ✧ Taking a stone rubbing of the stone scrolls is a *Good Idea* and doesn't take any time.
- ✧ *Deciphering the information with access to a library in Town:* Scholar Ob 1.
- ✧ *Examining the scrolls:* Scholar Ob 3 (histories). Success reveals that the stone scrolls describe the history of Hobgoblin paladins trapping the fiery demon, whose true name is Sheogorath, into a circle of sanctified salt. The paladins began a ritual here to sacrifice their lives in flames in an effort to destroy the demon, but were unwilling to pay the price. They only succeeded in binding the demon, instead of destroying it.
- ✧ A coerced Goblin or Hobgoblin can translate the scrolls, or they can be magically deduced with the *Wisdom of the Sages* spell, Arcanist Ob 1 (similar languages).
- ✧ The demon's true name can be used as a weapon in *Abjure/Banish* Conflict (+1D +1s any).
- ✧ If the four braziers are ignited and a sacrifice of a living being is burned upon each of them, the horned

demon Sheogorath is slain. A howl of pain and anguish can be heard echoing throughout the halls.



AREA 15. PENTAGON PUZZLE

Features of the area

- ✧ *Light:* Darkness.
- ✧ This room is a small square chamber. Stairs lead up to it from two sides (north and south), to the adjoining halls flooded with fetid water (Areas 13 and 17).
- ✧ On the west side, the walls give way to a collapsed portion of the chamber. A deep sinkhole yawns open, forming a 5-foot wide chasm (Leads to Area 4).
- ✧ On the east side, the wall is set with an arched opening that leads to a darkened tunnel. Elvish words have been chiseled into the keystone of the arch, reading “*Darkness Dwells Within*” (Leads to Area 16).
- ✧ On the floor in the center of the room are five raised flagstones. The flagstone are raised up about an inch from the surrounding floor, and each is colored differently in chipped and scuffed pigments: white, black, green, red, and blue.
- ✧ When any one of these flagstones is weighed down, such as by a

dungeoneer standing on it, it depresses to be flush with the surrounding floor. The flagstones spring back to their original position when there is no weight on them.

Upon further investigation

- ✧ If at least 100 lbs. is placed on all five flagstones, a secret chamber is revealed in a corner of the room containing a white marble dragon head with veins of black (Carry 2 or Pack 4, See Area 4) and a brass flute inlaid with ivory (Pack 1, 3D loot).
- ✧ *Detect secret door:* Scout Ob 3 (hidden).
 - *Suggested Twist:* The ropes holding the dragon skull finally snap. Each character in the room must make a Health Ob 5 test or be crushed.
 - *Suggested Condition:* Injured.
- ✧ *Leap across a sinkhole:* Health Ob 2 or Dungeoneer Ob 1 (+1 Ob backpack, +1 Ob two people or +2 Ob whole party).

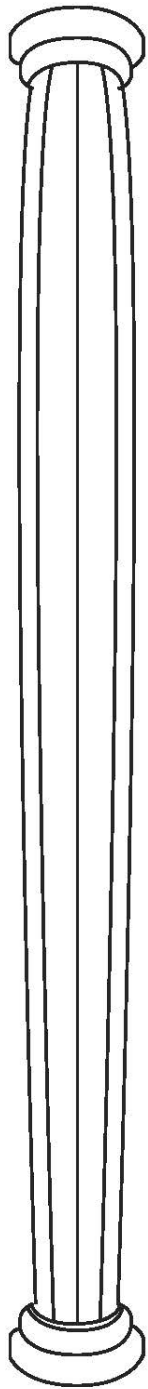
AREA 16. DESCENT TO THE UNDERDARK

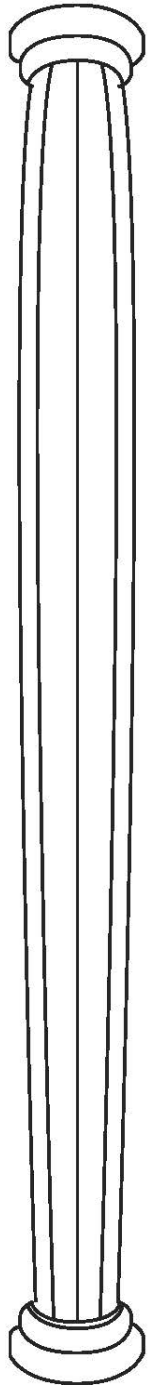
Features of the area

- ✧ *Light:* Darkness.
- ✧ The narrow hallway in front of you is choked in rubble from a recent collapse.
- ✧ Among the debris is the crushed body of a dark skinned elf, with blood pooling out of her mouth. A crossbow is gripped in her one dead hand, pinned under the weight of the stone.

Upon further investigation

- ✧ *Dig Out The Rubble:* Laborer Ob 3.
 - *Suggested Twist:* The tunnel collapses even more, blocking this tunnel completely.
 - *Suggested Twist:* Gorloga returns here and blames the dungeoneers for the tunnel collapse.
- ✧ Once the tunnel is cleared, the crossbow can be recovered. The tunnel descends down into the secret realm of the Dark Elves and other locations outside the scope of this adventure.





AREA 17. EEL-INFESTED CHAMBER

Features of the area

- ✧ *Light:* Darkness.
- ✧ The corridor leading to this space is a ramp sloped downward. Fetid, filthy, black water gets higher and higher as you descend.
- ✧ The floor evens out into a triangular shaped room and the water is up to your chest.
- ✧ To the left is a rotted wooden door, half an inch open (Leads to Area 19).
- ✧ To the immediate right is another door, closed shut and locked with a deadbolt on the dungeoneers' side (Leads to Area 18).
- ✧ Past that, the watery corridor continues down a dark path into the heart of the mountain.

Upon further investigation

- ✧ A small swarm of five Dire Eels lurk underneath these waters, hidden from sight. They are blind; attracted by sound and vibrations in the water which they think is caused by prey.

- ✧ *Walk without rhythm to slip past the eels:* Dungeoneer Ob 2.
- ✧ The water level in this chamber acts as an additional factor to most tests (not included in listed Obstacles). The Dire Eels are in their natural environment and do not suffer this factor.

Dire Eel

Might: 2	Nature (demon): 2
Descriptors: Biting, Swimming, Ambushing	
Kill Conflict: 6	
<i>Needle-sharp Teeth:</i>	+1D Attack
<i>Slimy Skin:</i>	+2D Maneuver
Drive Off Conflict: 3	
<i>Needle-sharp Teeth:</i>	+1D Attack
<i>Slimy Skin:</i>	+2D Maneuver
Flee Conflict: 2	
<i>Darting Swim:</i>	+1D Feint
<i>Underwater Dweller:</i>	+1s Maneuver
Capture Conflict: 6	
<i>Needle-sharp Teeth:</i>	+1D Attack
<i>Slimy Skin:</i>	+2D Maneuver
Armor:	None
Instinct:	Always strike silently from below.



AREA 18. GOLEM WORKSHOP

Features of the area

- ✧ *Light:* Darkness.
- ✧ This chamber is flooded to chest height in filthy, fetid water.
- ✧ A massive slab of red clay stands half-submerged in the water, about 3 feet around and 7 feet tall. Faint runes have been etched onto the clay's surface.
- ✧ In the center of the Golem's forehead is a shining green gemstone, an emerald. (Pack 1, 3D loot).

Upon further investigation

- ✧ The water level in this chamber acts as an additional factor in most tests (not included in listed Obstacles).
- ✧ *Understanding the runes:* Lore Master Ob 4 (arcane symbols). This slab of clay is the first step in creating a subservient Clay Guardian. To transform the lifeless material into an animated clay Golem, it must be carved correctly and then have a holy ritual cast upon it.

- ✧ *Crafting the Golem:* Stonemason Ob 6 (reinforced, moderate size).
- ✧ *Animating the Golem:* Ritualist Ob 4, +1 Ob if the emerald is removed. The dungeoneers can find a description of the ritual in the Water-Logged Library (Area 19).
- ✧ If the dungeoneers succeed at both constructing the Clay Golem and completing the ritual invocations, the Golem animates and lumbers behind them. The Golem acts as a Hireling, following the dungeoneers and Helping with the following nature descriptors: *guarding, pummeling, avenging evil.*

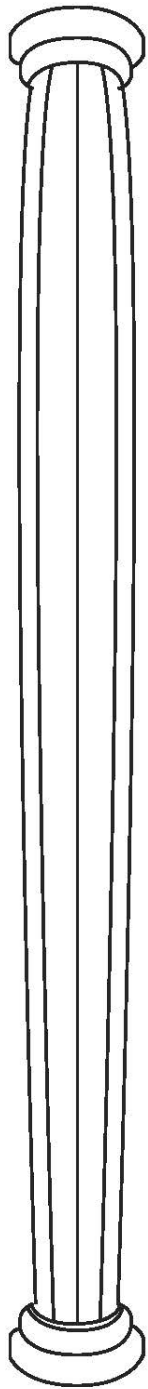
AREA 19. WATER-LOGGED LIBRARY

Features of the area

- ✧ *Light:* Bright Light.
- ✧ The air of this mystic laboratory is charged with magic. Motes of lightning dance like fireflies across the low arched ceiling.
- ✧ This chamber is flooded to chest height in filthy, fetid water.
- ✧ Moldering bookshelves line the walls. The books are almost all submerged, but the top row of books remains above the water line (though still damp).
- ✧ Standing in the room, reaching over to the books, is a Hobgoblin you have not seen before. He is not as tall and nowhere near as strong-looking as the others. He walks with a hunch to his back and has long, gray hairs growing out of the back of his withered ears.

Upon further investigation

- ✧ The water level in this chamber acts as an additional factor in most tests (not included in listed Obstacles), for both the dungeoneers and for Drum-



Haak.

- ✧ *Searching the books for useful information:* Scholar Ob 3 (histories). A successful test reveals a description of the ritual to animate a Clay Golem, two magical scrolls, and information leading to two other dungeons.
- ✧ The bookshelves contain materials and descriptions on how to craft and animate a Clay Golem. This allows dungeoneers to animate the Clay Golem in Area 18.
- ✧ A scroll of *Daemonic Stupefaction* (Torchbearer p. 44) and a scroll of *Phantasmal Vision* (Torchbearer p.47) have not yet succumbed to mold and mildew and can be found among the histories described in this library.
- ✧ Reading the books grants lore about another lost sanctuary and vault of the Dhakaani, "Demon Hill". The books also contain information regarding burial crypts underneath this temple that were abandoned due to Dark Elves' encroachment. The location and details of Demon Hill and the Underdark Crypts are left to the Dungeon Master and are beyond the scope of this adventure.
- ✧ The Hobgoblin is Drum-Haak, an old and wise shaman of his clan.

He has been passed over for leadership time and again. He harbors deep resentment towards his current leader, Ghaaldar. He wishes to use the powers of the Lost Crown for himself and usurp Ghaaldar.

- ✧ Drum-Haak knows that the ancient Hobgoblin paladins didn't have the stomach to do what was necessary to banish this evil, so they compromised and cast a ritual of binding that didn't require the kind of sacrifice that disagreed with their delicate sensibilities.
- ✧ Drum-Haak is keenly interested in acquiring four victims to sacrifice to complete the full banishment ritual. He is also concerned with all manners of arcane arts, and the downfall of Ghaaldar.



Drum-Haak, Hobgoblin Shaman

Might: 3	Nature: 5
Descriptors: Scheming, Complaining, Cursing	
Drive Off Conflict: 8	
<i>Eldritch</i>	+1D Attack
<i>Darts:</i>	Attack counts as versus against an opponent's Attack and independent against an opponent's Maneuver, except against bow, crossbow, or sling.
<i>Veil of the Chameleon:</i>	+1s Feint, +1D Maneuver
Capture Conflict: 5	
<i>Eldritch</i>	+1D Attack
<i>Darts:</i>	Attack counts as versus against an opponent's Attack and independent against an opponent's Maneuver, except against bow, crossbow, or sling.
<i>Veil of the Chameleon:</i>	+1s Feint, +1D Maneuver
Convince Conflict: 6	
<i>Weapons:</i>	None
Armor:	None
Instinct:	Always offer an opinion, even if it is unwanted.
Belief:	Wisdom and treachery will defeat youth and vigor every time.
Goal:	Use the <i>Lost Crown of Tesh-Naga</i> to take my rightful place as clan chief.



Hobgoblin Raider

Class	Raider
Raw Abilities	Will 2, Health 6
Skills	Fighter 4, Scavenger 3, Commander 2, Manipulator 2, Laborer 2, Rider 2
Trait	Disciplined A long history of military tradition and values has instilled in you a sense of restraint and pride that serves you well in dangerous or high-stress situations. That same unbending attitude leaves you rigid, inflexible, and unable to adapt to a quickly changing threat.
Weapons	Any
Armor	Any
Age	12 - 17

Level	Hobgoblin Raider Benefits	
1	Raider	
2	Armored	March to War
3	Skirmisher	Flail Expertise
4	Endurance	Pillaging
5	Servant	Formation Fighting
6	War Captain	Warlord
7	Expert	Shield Wall
8	Veteran	Crusade
9	Heroic Ability	Transformed
10	Warmaster	Legendary Destiny

Hobgoblin Nature Questions

Do you push around your underlings and rule through fear, or do you treat them well and inspire respect?

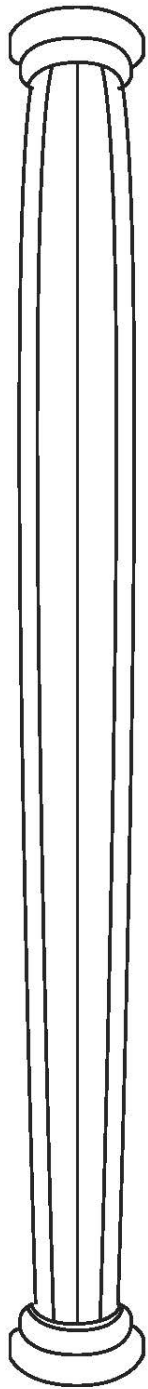
- ✧ If you rule by fear, increase Nature by one.
- ✧ If you treat your servants well, you may increase or replace your home trait with Honorable or Generous.

When competing with your chief rival for leadership of your clan, do you challenge him publicly by the ancient rules of ascension, or do you have him secretly murdered by others under cover of night?

- ✧ If you would abide by the ancient rules, no ratings change.
- ✧ If you have your rival murdered, increase Nature by one, but reduce your starting Fighter skill by one.

Would you go to war to pillage your defeated enemies' homes for loot, or would you trust in the craftsmanship and labors of your people to build your wealth?

- ✧ If you would pillage your enemies' homes, increase your Nature by one.
- ✧ If you would trust in honest work, you may replace or increase your home trait with Quiet, Rough Hands, or Thoughtful.



Level 1

Raider: You can wield any weapon, wear any armor, use a shield and wear a helmet.

Level 2

Armored: As the Level 2 Warrior ability.

March To War: You cannot be made hungry/thirsty as the result of failing a test related to traveling overland on foot.

Level 3

Skirmisher: As the Level 3 Warrior ability.

Flail Expertise: Treat the Inventory of Flails as hand/carried 1.

Level 4

Endurance: As the Level 4 Warrior ability.

Pillaging: When raiding fallen civilizations, the hobgoblin may invoke pillaging. Pillaging gives a free turn (or check) to the hobgoblin to steal, break, or otherwise corrupt the illustrious trappings of noble society. He cannot be helped unless your companions have an appropriate Instinct.

Level 5

Servant: As the Level 5 Warrior ability, *Henchman*.

Formation Fighting: While wielding a shield in a kill, capture, or drive-off conflict, Allies gain +1D on Defend actions. If another ally is using a shield, you gain +1D on Defend actions.

Level 6

War Captain: As the Level 6 Warrior ability.

Warlord: Reduce factors of all tests made to recruit hobgoblin allies to your cause by one.

Level 7

Expert: As the Level 7 Warrior ability.

Shield Wall: When you or an ally uses a shield in a kill, capture, or drive off conflict, negate all benefits of bows, crossbows, and slings used against you or the ally.

Level 8

Veteran: As the Level 8 Warrior ability.

Crusade: Increase your Might by one in all battle conflicts. Combine this bonus with other bonuses from spells and magic weapons.

Level 9

Heroic Ability: Choose Fighter, Scavenger, Commander, or Manipulator. The chosen skill becomes "heroic". When rolling this skill, 3-6 indicates a success (rather than the standard 4-6). This ability does not interface with Health as base of fight conflicts.

Transformed: Change one Nature descriptor. You may choose: conquering, restoring, or slaving.

Level 10

Legendary Destiny: At the end of each session, gain a fate point if you have acted in a manner befitting you glorious and noble heritage of conquest and rule over all other lesser races. In addition, take +1D to Resources (in addition to other bonuses) when selling loot plundered from conquered enemies.

Warmaster: Increase Might by one (from 3 to 4).



PLAYER HANDOUTS

