



The Elemental Shrines

A Four-Map Adventure Supplement



The Hiltlands

1. Fort of the Dragon-Egg Guard
2. Dennabrough, the only city in the region
3. Shrine of the Winterflame
4. Cave of the Great Pearl
5. Temple of the Dragon's Eye

Setting description

Extract from *The Elemental Shrines of the Hiltlands*, a speech by Professor Xavis Weltirn, Doctor of Anthropology at Dennabrough University: “The natural elements are central to every aspect of our lives. Water, Fire, Air and Earth. Our bodies, our cultures, *our whole lives*, have evolved only in our responses to them. Throughout our history the elements were central to our acts of worship. Today, that worship is marginal in our culture, with devotion to the God of Light having surpassed it, but other cultures nearby, be they in harmony or conflict with ours, still mark the importance of the elements. I have studied this reverence in great depth and today will describe the concealed local shrines that I have uncovered which are dedicated to this worship. In each resides a ‘host’ representing one of the natural elements. In all cases this ‘host’ is both worshipped and protected by a set of guardians that dwells there, martialized and zealous.”

Story ideas

Plot One: Release the Elements

The party receives a sealed letter: “Friends, trouble has come to the Hiltlands and I am convinced that the contemptible sorcerer, Yarvia Poldis Gellbar, is behind it. Her power seems to have increased greatly in recent months and I believe she is using four sacred hosts to hold hostage the elemental powers for her own use. Destroying the hosts and freeing the elements will give us the opportunity to destroy Yarvia Poldis Gellbar and return peace to our lands. However, the hosts are both difficult to destroy and hard to access, as they are kept in guarded, obscure shrines. Please, you will recall well the favour that you owe me. Do not forget your old friend in the Hiltlands.”

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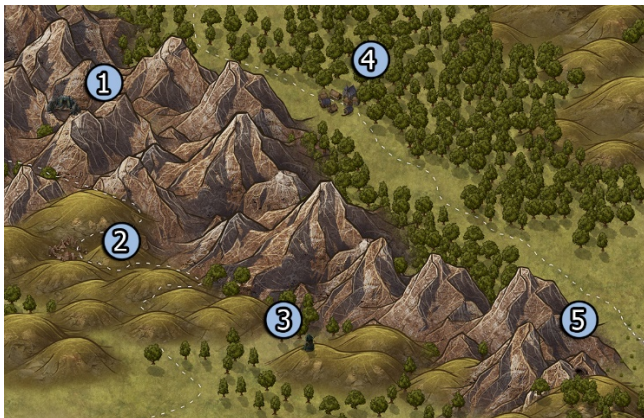
Plot Two: The Raising of the Fifth

With death on their minds, and a strange artefact in hand, the party's research has uncovered this paragraph in an ancient tome: “It is said that the Aitha Staff, when fully charged, allows the bearer to wield the quintessence and raise one who has crossed to the lands of the Dead. Once in the possession of the King of Fygs, the item is long-lost but may be recognised by its plaited wood-silver shaft and the dual gryphons that flank the ornate hook that tops the staff. A small gold disc stoppers the end of the hook and a single use of the staff may be acquired by charging the disc upon the hosts in which the four standard elements are made manifest. The gold disc is engraved with four interlocking rings, each of which is believed to glow once it has been charged upon the host.”

Plot Three: Quest of the Tomb Golems

The Emperor has died. The Imperial Magician, in preparing the funeral rites, succumbed to a broken heart and so neither the funeral nor the succession can take place. The Emperor's daughter, her Imperial Majesty, has sent you the Magician's diary, that you may finish, with great recompense, the work detailed therein. “...and for the Guardians of the Imperial Tomb, my Lord has chosen the elements of Wind, Water, Air and Earth. In the Great Library I have found legends of golems constructed that are imbued with elemental power and believe these will meet our needs. The Imperial Seer has determined for me that four exist in the region of the Hiltlands and that their location will be revealed to me by the elemental hosts in the four hidden shrines. The Seer states that I only need ask the hosts, but I fear that the task will not be made so easy!”

Fort of the Dragon-Egg Guard



The Fort of the Dragon-Egg Guard in the Desprune region is the local shrine that contains a host of the element Air. The fort is hidden deep within the dank caves that sprawl underneath and to the west of Rochemont Quarry. The caves have been actively fortified and a ruined stronghold has been adapted for living quarters. The elemental host is in the form of a large, scaled dragon egg.

1. Ancient and abandoned dwarven mines
2. The ruined village of La Chapelle-Martin
3. Moulin Chevalier, a windmill reputedly haunted
4. Village of Petitroche
5. Entrance to the goblin caves which lead to the shrine

Shrine Guardians: The Dragon-Egg Guard

The Guardians of this shrine are a highly trained war-band of goblins who refer to themselves as the Egg Watch. The Worm Mold tribe have been watching over the large egg at the back of the cave for many centuries, having been tasked by a dragon with its protection. This is a task they are sworn to execute at all costs and which they perform with great, war-like gusto. Although the goblins do not realise the egg is a host of the Air elemental, its presence has seeped into their practices and beliefs. They give thanks to the Spirit of the Winds, they conduct their daily rituals to a schedule based on the direction the breeze blows that day, they have learned to harness the Luck of the Air in a manner that causes their arrows and spears to fly true and with great accuracy.

Leader of the Guardians: Stumiglarts

A clever tactician and a devoted leader, Stumiglarts will not waste the lives of her goblins unnecessarily — if she can negotiate with an intruder, she will.

Second-in-Command of the Guardians: Tovilguugi

Born with a bow in his hands, Tovilguugi is an expert archer who leads a group of highly-trained goblins. He is adept in identifying the best position to place his archers. If the egg is threatened, the invaders will be filled with arrows before they know what's happening.

What interesting finds might result from a random search? (roll d10)

- 1 The decaying body of an adventurer, covered in fungi that have burst from his corpse.
- 2 A small shield, seemingly made from dragon scales. It is very heavy.
- 3 A section of rockface that looks worryingly like a human face, frozen in agony.
- 4 A leather pouch containing a dozen dried, severed ears.
- 5 A child's porcelain doll. A large spider has made a nest in one of the eye sockets.
- 6 A water-damaged journal. Most of the writing has been obliterated, except for the heavily-inscribed name 'Gertrude'.
- 7 A length of tightly coiled iron chain. At the centre, beneath several layers of metal, is a single bone.
- 8 A necklace made of tiny teeth. Each one has been carefully drilled and threaded.
- 9 A flagon half-full with a yellow liquid. On the side has been scratched the words 'Not Yours'.
- 10 A pilgrim's token, not far from an ancient skeleton. It bears the symbol of a book and the curse-prayer of St Hurrin.

Other combatant creatures wandering in the area

- 1 A corrupted myconid, repeatedly blooming with spores
- 2 A giant centipede
- 3 Spore-claimed Zombie-Goblin, screaming
- 4 A pool lurker, flapping near the surface
- 5 A trio of bugbear bandits
- 6 2 Sporewolves racing through the caves

Plot Pieces

Plot One: Release the Elements

The host is only destroyed by the egg hatching, which releases the Air elemental and also a baby dragon! You will need to persuade the goblins to let you hatch the egg or remove from the cave either the Egg Watch or the egg! Prolonged exposure to fire should hatch the egg.

Plot Two: The Raising of the Fifth

Once the Aitha Staff has been charged here, the Air sector on the gold disc glows and the bearer has the ability to cast a focused blast of air.

Plot Three: Quest of the Tomb Golems

If you are able to access the egg and ask for the location of the Golem of the Air, the egg will inform you that it is hidden in the Sky Temple Ruins of Aerinaya.

Cave of the Great Pearl



The nearest Water shrine can be found on the remote Isle of Gulls. At the southern tip of the island is a dangerous bay, sheltered from visitors by the Wreckrocks. Accessed via sea caves exposed only at the lowest of tides, the Cave of the Great Pearl lies beyond a series of flooded tunnels. The eponymous treasure is of course the host of the Water elemental and it sits in a temple-cave surrounded by a Triton settlement.

1. Wyvernciff Drop, a local place of execution
2. Little Mellons, a small village
3. The Old Nun House
4. Entrance to the sea caves leading to the Cave of the Great Pearl
5. The dangerous Wreckrocks

Shrine Guardians: The Triton tribe 'The People of the Pearl'

The People of the Pearl, to which their name translates in Common, have long lived here in these caves, worshipping the Great Pearl and protecting it from those who seek to obtain this incredible treasure. Folk of the Triton species, they are adept on both land and in the water and have built their dry settlement around the watery shrine. They are drawn to worship the pearl as the spirit of the Water elemental that inhabits it has long blessed their people with the strength of the sea. In turn, they use this great strength in the cause of the Pearl's protection. Attack them at your peril.

Leader of the Guardians: Sablous

A devout warrior, he is the father of many of the soldiers in his command and thus inspires great devotion from them. Can call upon the waters to rise in his defence.

Second-in-Command of the Guardians: Coquilla

A daughter of Sablous, she wields two tridents and wears a breastplate of a supernaturally hard nacreous material — a prize earned for the devotion she has shown to the Great Pearl. Tough, relentless and keen to spill blood.

What interesting finds might result from a random search? (roll d10)

- 1 A rusty cutlass, the blade embedded in a large piece of coral.
- 2 A wooden chest encrusted with barnacles. It contains a fine steel dagger, wrapped carefully in oilskin.
- 3 A large crab carapace. It contains corroded mechanical parts, possibly from a failed attempt to animate it.
- 4 A trident, neatly sheared into a dozen pieces.
- 5 A set of eggs the size of human heads that have been laid on the rockface and attached with a strong, secreted resin.
- 6 An articulated shark skeleton, carefully mounted on the wall.
- 7 An old vase filled with dozens of coins. Inspection reveals them to be ancient coins of the Empire.
- 8 Six human skulls fastened to the wall. Beneath each one is a horizontal clam shell, filled with a grey opaque liquid.
- 9 The tattered remains of a flag, possibly from a ship. It carries the image of a lighthouse with a black light spilling from top.
- 10 An old telescope, missing a lens. A hermit crab has cheerfully turned it into a home.

Other combatant creatures wandering in the area

- 1 A Giant Crab, sidling along the waterline
- 2 Two Sahuagin, patrolling the cave
- 3 A giant Rocktopus, camouflaged along the cave wall
- 4 A Green Hag, collecting limpets
- 5 A pirate wraith searching for his gold
- 6 4 drowned zombies, pulling on the legs of any that pass near

Plot Pieces

Plot One: Release the Elements

Destroying the elemental host is only possible once the Tritons' defence of the Pearl is halted. Unprotected, the Great Pearl can easily be smashed using a hammer made of Dwarven granite.

Plot Two: The Raising of the Fifth

Charging the Aitha Staff upon the Great Pearl lights the Water sector on the gold disc and confers the power to call rain.

Plot Three: Quest of the Tomb Golems

If you can approach the Great Pearl and ask it for the location of the Water Golem, it will let you know that it can be found in the Sunken Ruins of Blightstone Abbey.

Temple of the Dragon's Eye



The volcanic Polvonegro Mountains are an unforgiving land. Crossing the rivers of lava and avoiding the murderous orcs is difficult enough, but locating the entrance to the Temple of the Dragon's Eye and then dealing with the kobold band who live there seems an insurmountable task. The gemstone housed within the carved rock dragon skull is imbued with the spirit of the Earth elemental and the kobolds protect it with their lives.

1. The Torre de Dolor Infinito, inhabited by a devil
2. Entrance to the elemental shrine the Temple of the Dragon's Eye
3. Settlement of the Fingerscale Orcs
4. Nosmira, the statue of a god positioned above a caldera
5. El Pozo del Sacrificio, a notorious place of sacrifice to demons

Shrine Guardians: Guardianes de la Cadena, Kobold Warriors

The kobolds who dwell in the fortified Temple of the Dragon's Eye are sworn to the Chain. Forged in the lava that bubbles around the dragon skull, each warrior is granted a section of the great chain as their primary weapon. They bless it each day upon the Ruby Eye and in turn the Earth elemental, which is hosted therein, grants the Chain the power of the Earth — the power to shatter rocks and the power to lift and throw them with the chain, as a skilled whipcrack might grab an object. Sworn to the Chain for life, the kobolds will protect the lifeless rock of the dragon skull, which they believe to be the source of the power, until their death. Where the giant ruby came from originally and who housed it in this carved skull is lost to time.

Leader of the Guardians: Iskil

An old warrior, Iskil bears the scars of many battles upon his scales. He dresses head to toe in a mish-mash of salvaged orc armour.

Second-in-Command of the Guardians: Lanza

A young kobold promoted above his command abilities on the basis of his fighting prowess. Wields the chain with astonishing dexterity and can even whip off a head.

What interesting finds might result from a random search? (roll d10)

- 1 The charred remains of a party of Dwarves. They have been incinerated from the waist down.
- 2 A length of string, fastened at one end to a metal ring embedded in the rockface.
- 3 An iron helmet, ornately engraved. The top has the fitting for a horsetail crest, although the fibres themselves are missing.
- 4 The moulted skin of a large snake. Judging by the skin, the snake that shed it must now be at least 20m in length.
- 5 A cotton bag containing a stack of brass cogs of various sizes. They seem to be well cared for.
- 6 A stone maul. The head is engraved with runes and strange symbols.
- 7 A backpack has been stashed amongst the rubble at the foot of the rockface. It contains rations and an unused notebook.
- 8 The rockface has been strongly scorched black, except for the silhouette of a startled human!
- 9 A small black sphere of rock criss-crossed with fissures. The fissures seem to glow from within.
- 10 A brass disc, etched with symbols around the circumference. The middle of the disc rotates.

Other combatant creatures wandering in the area

- 1 Several Lava Imps, chasing each other with small tridents
- 2 Three Fire Sprites, jumping and bursting with flames
- 3 A marching, brass Golem
- 4 A Magma Salamander, glowing with heat
- 5 An Ash Wight
- 6 Three Cinder Bears, their claws aflame

Plot Pieces

Plot One: Release the Elements

The ruby eye is the item in which the Earth elemental is housed. The gemstone is ancient and mysterious and resists most attempts at its destruction. The only known method is to freeze it and then shatter it with a high-pitched sound.

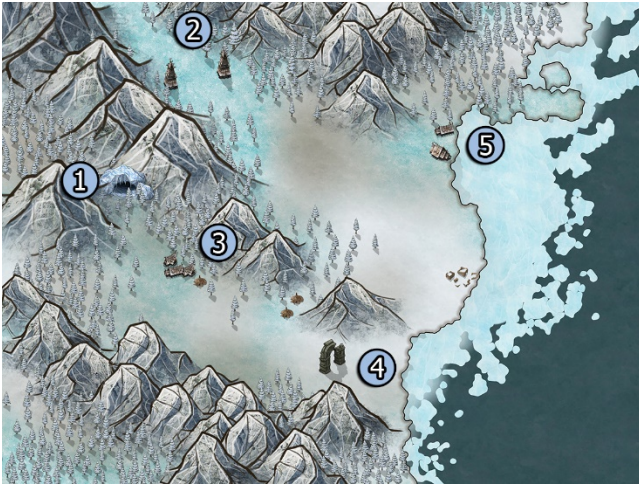
Plot Two: The Raising of the Fifth

Once the Aitha Staff has been charged upon the ruby, the Earth elemental sector of the staff's gold disc will illuminate and the staff-bearer will receive the power of tremorsense.

Plot Three: Quest of the Tomb Golems

Once you have dealt with the kobolds, it is possible to ask the ruby for the location of the Earth Golem. Its reply will lead you to the Old Quarry.

Shrine of the Winterflame



On the north eastern coast of the Hiltlands, facing the Wintersea, the only peoples who can survive the harsh environment for any length of time are the northern barbarians. All the locals revere the Winterflame, but the Shrine is tended by the Hellirfolk, a monstrous cave people now little connected to the local tribes from which they descend. The Fire elemental inhabits the sacred flame, which the Hellirfolk guard, having abandoned surface living for the Flame.

1. Entrance to the caves leading to the Shrine of the Winterflame
2. The Ice Plain Gate
3. Flame Edge, a Barbarian settlement
4. The Arch of the Age Comer
5. Fishgutvill, a fish trading post

Shrine Guardians: The Hellirfolk, Keepers of the Winterflame

The Hellirfolk were once quite human, but time in the caves has made them something else. Something monstrous and quite their own. Best described as vicious cave barbarian, the Hellirfolk have guarded the sacred flame for dozens of generations. They permit other local tribes access to the flame when needed, sharing its life-giving power with those who have always revered and relied upon it, but they will slay any outsider who comes near to the Winterflame. In exchange for this zealous and bloody-thirsty protection, the Fire elemental grants them protection from the damage by flame.

Leader of the Guardians: Logikappi

When on duty, Logikappi drinks of the Icepoison and thus puts himself in a constant berserker state. Wields a huge burning torch.

Second-in-Command of the Guardians: Logifadir

Naked, but for the blue tattoos that clothe his skin, Logifadir sets his fists alight and fights by hand. His punch is the strongest in the Hiltlands.

What interesting finds might result from a random search? (roll d10)

- 1 The frozen corpse of an elf soldier. Frozen solid, they still wear their finely crafted armour.
- 2 Crude paintings are daubed onto the rockface. They depict scenes of hunting.
- 3 A corner of the cave contains dozens of well-skinned wolf pelts.
- 4 A wooden box has been hidden behind a pile of furs. It contains a sword made from a walrus tusk and finished with a leather hilt.
- 5 A cache of silver coins marked with the symbol of a snowflake. Each one is different.
- 6 A goblin skeleton, hanging from a set of manacles attached several feet from the ground.
- 7 A cork-stoppered bottle. It contains a very cold and very appreciative fairy, trapped there for a long time.
- 8 The partially eaten remains of a traveller. Their cloak is in excellent condition and is imbued with magic that aids stealth.
- 9 A fragment of map, tattooed onto a piece of sealskin. It shows a twisting tomb complex.
- 10 A Dwarven smithy hammer. The granite head is tightly bound to a steel shaft and handle.

Other combatant creatures wandering in the area

- 1 An Ice Mephit, clawing at the cave wall
- 2 A young, wandering Yeti
- 3 A Frost Wyrmling, whimpering
- 4 Four feral Frost Goblins, bickering with each other
- 5 A sleeping Frost Ogre
- 6 A many-headed dire wolf

Plot Pieces

Plot One: Release the Elements

The Winterflame cannot be extinguished, so to release the Fire elemental, it is necessary to use the flame to light a heartwood torch. Only this kind of torch will draw out the Fire elemental, which will leap to the heartwood flame and be released from the bondage of Yarvia Poldis Gellbar.

Plot Two: The Raising of the Fifth

When the Aitha Staff is dipped into the Winterflame, the Fire sector of the gold disc will glow. Now charged with fire, the bearer can now turn on and off regular flames at a distance.

Plot Three: Quest of the Tomb Golems

Gaining access to the flame is tough, both by negotiation or combat, but when achieved the Winterflame will inform the questioner that the Fire Golem can be found at Dolgrum's Rest.

The Maps



Fort of the Dragon-Egg Guard



Cave of the Great Pearl



Temple of the Dragon's Eye



Shrine of the Winterflame

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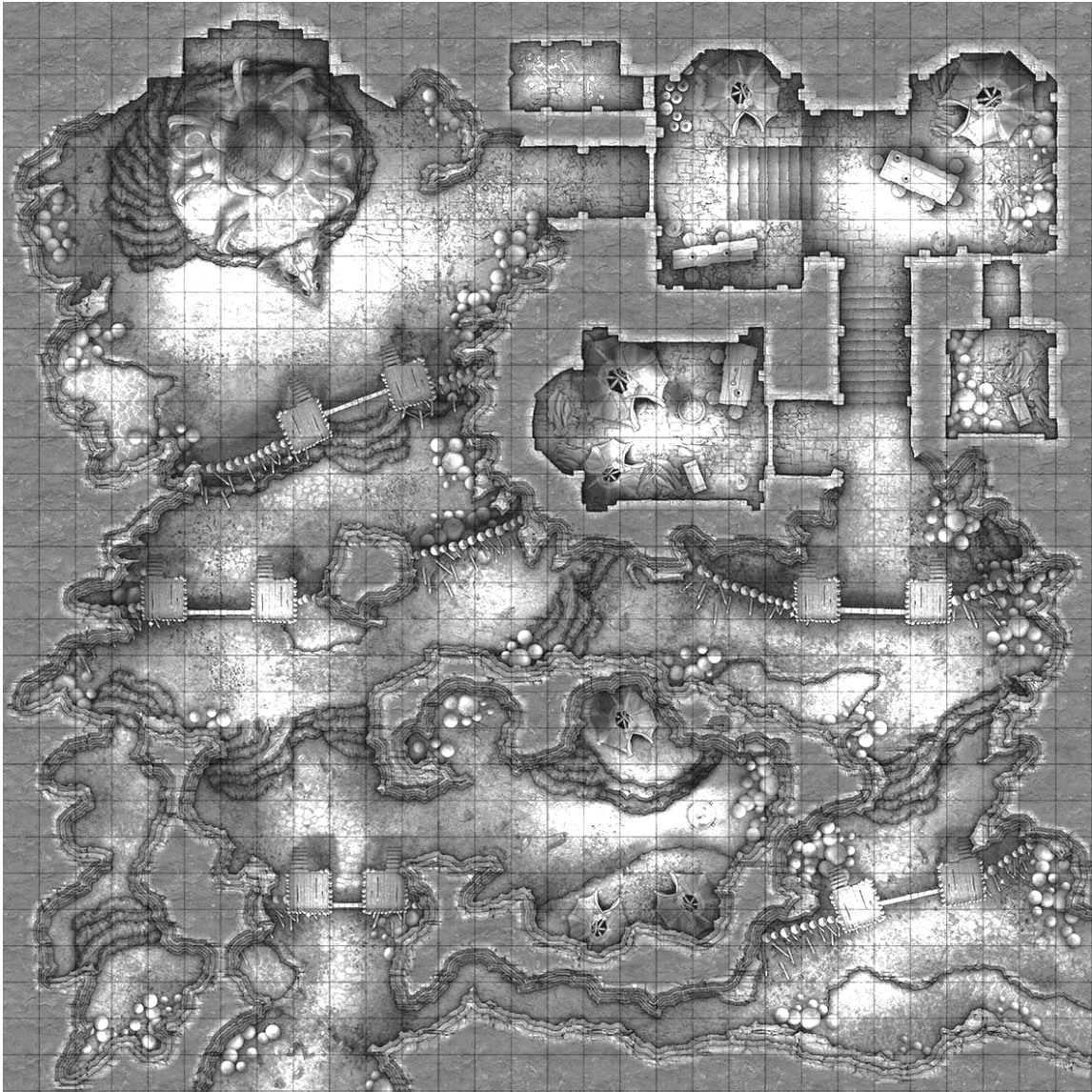
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Fort of the Dragon-Egg Guard

Planning Sheet

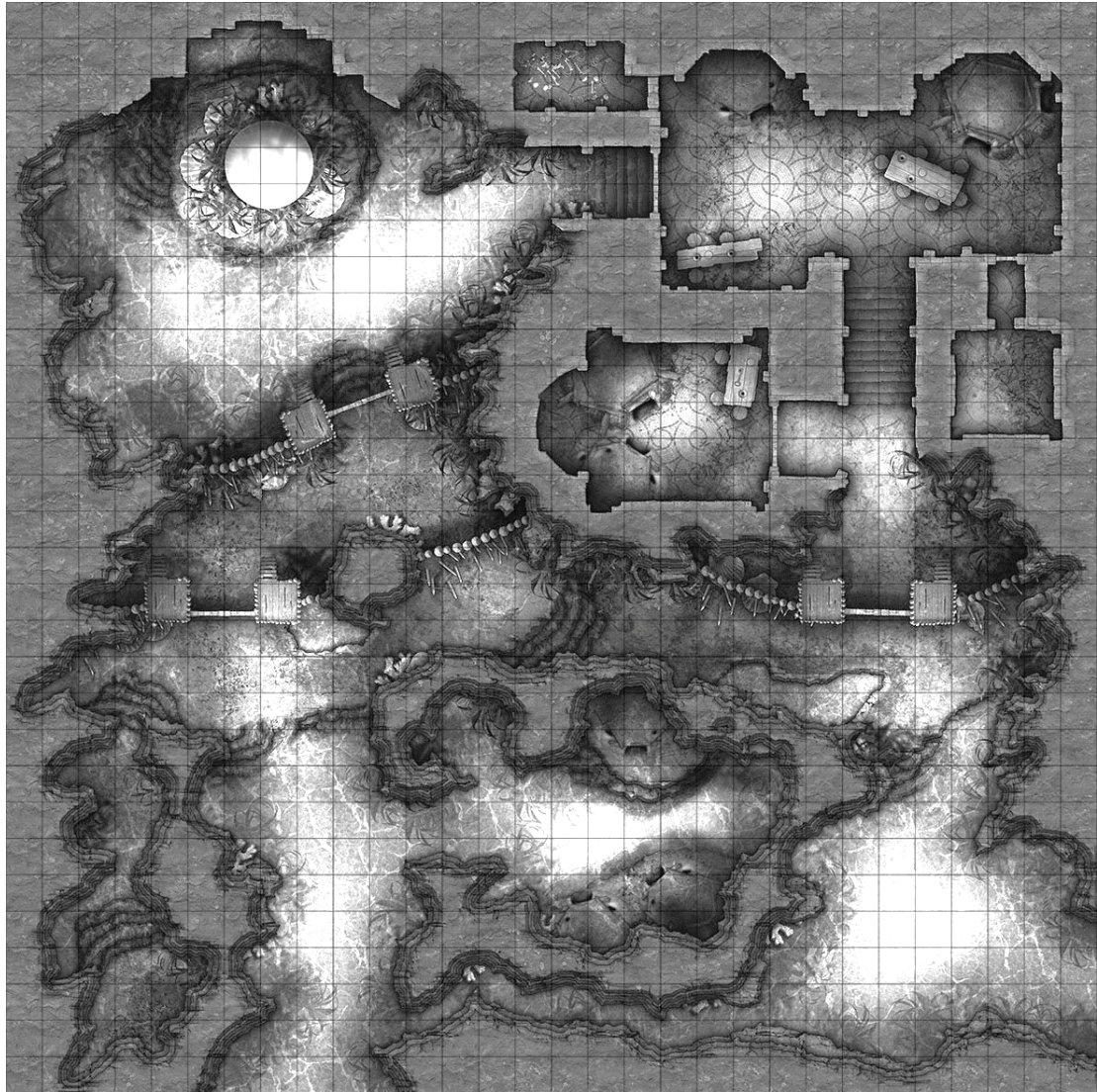


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Cave of the Great Pearl

Planning Sheet

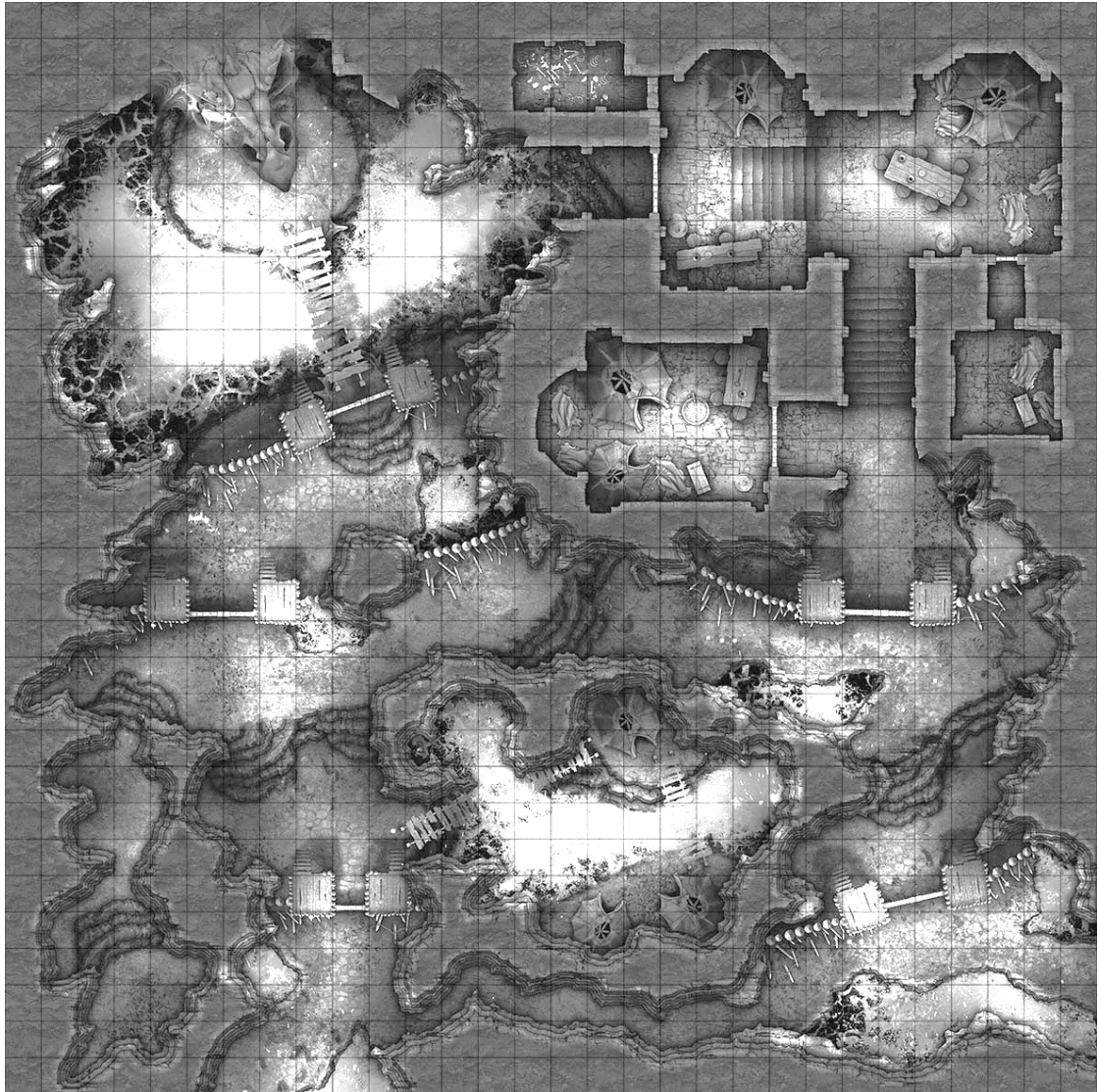


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Temple of the Dragon's Eye

Planning Sheet

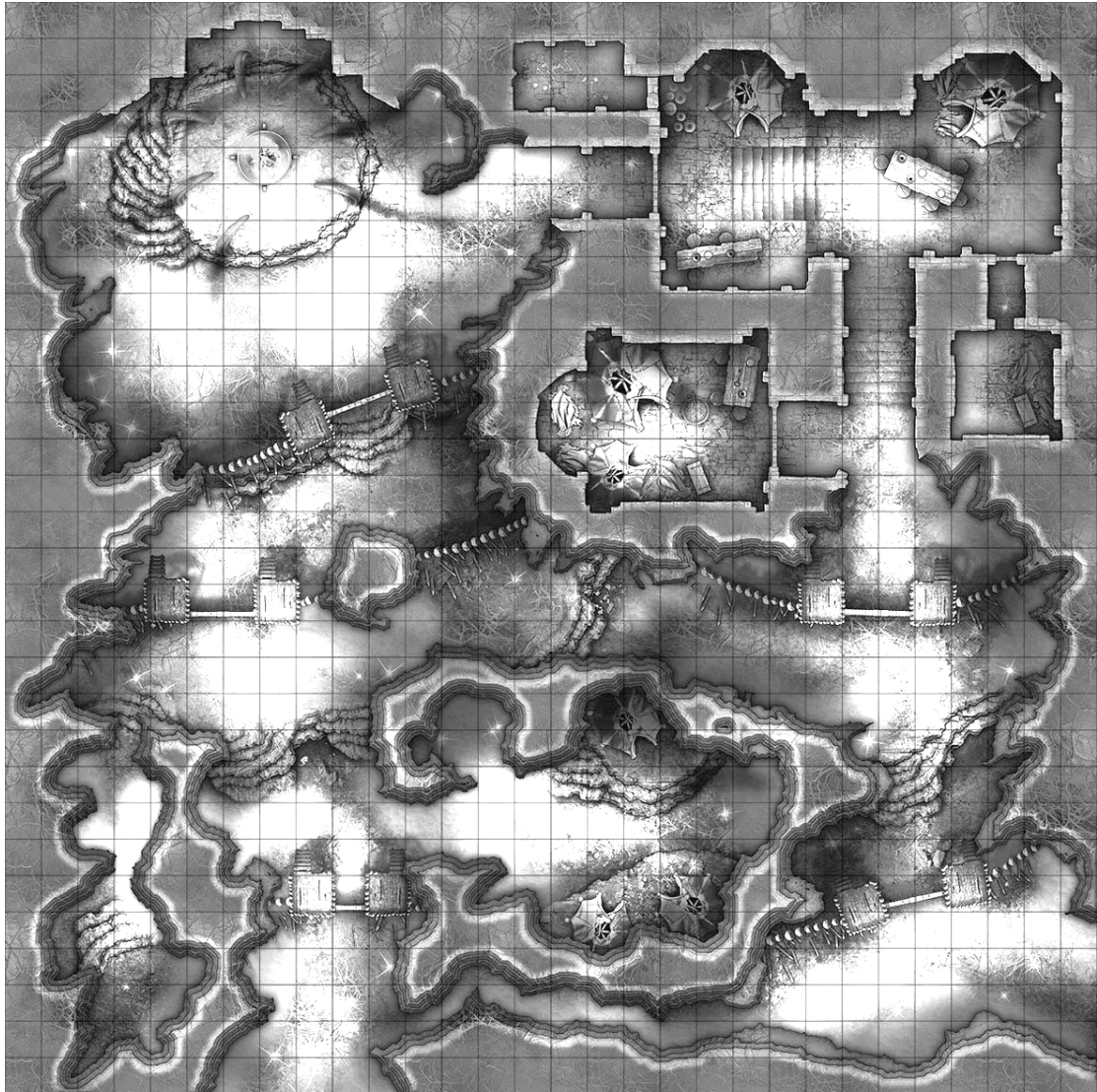


Notes



Shrine of the Winterflame

Planning Sheet



Notes



The Hiltlands

Wide area regional map





The Desrpune Region

Regional map showing area around the Fort of the Dragon-Egg Guard





The Southern Tip of the Isle of Gulls

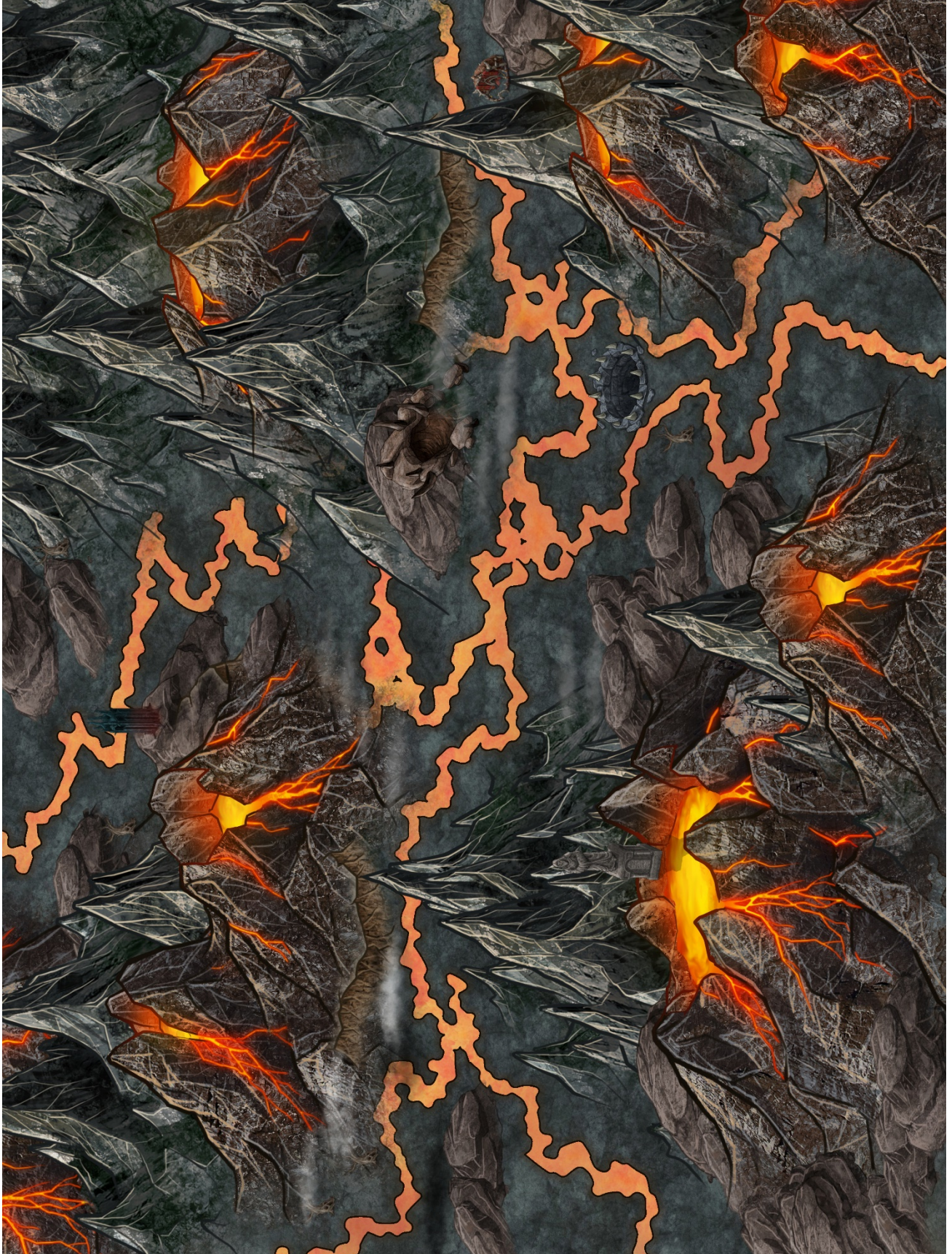
Regional map showing area around the Cave of the Great Pearl





The Polvonegro Region

Regional map showing area around the Temple of the Dragon's Eye





On the Wintersea

Regional map showing area around the Shrine of the Winterflame

