

DUNGEON VAULT MAGAZINE

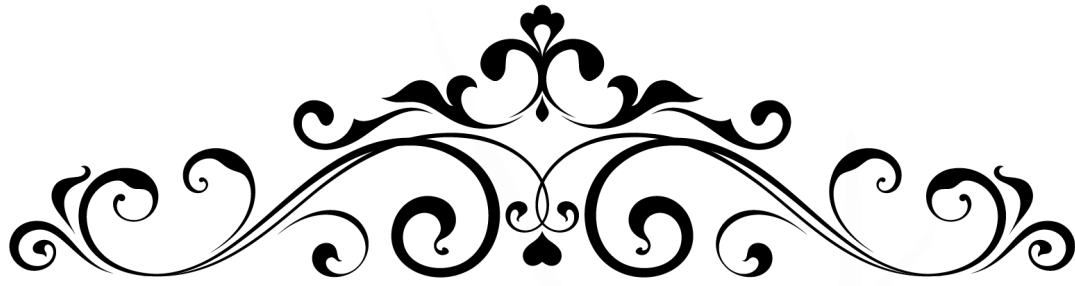
Of Dwarves and Orcs

No. 46



HIGH RESOLUTION MAPS
VTT - ROLL20 MAPS





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GHIN FARADUM

Beneath the ancient mountains lies Ghin Faradum, where the echo of a hundred hammers and the crackling of fiery forges mingle in the eternal twilight.

Faradak's Inscription

In the shadowed depths of the world, beneath a mountain range ancient as time itself, lies the dwarven kingdom of Ghin Faradum. This subterranean realm is a network of gargantuan caverns, some illuminated dimly by the soft, bioluminescent glow of mushroom trees and fungal fauna.

THE PAST

CENTURIES AGO, THESE deep, cavernous territories were the domain of goblins. The realm was called Kithulat; their society used to be complex and vibrant. However, the arrival of dwarves marked the beginning of a tumultuous era. The Hundred-Year War ensued a brutal conflict that saw the gradual decline of goblin power and influence. As the centuries passed, the goblins' proud heritage and memories of sovereignty faded, washed away under the relentless advance of dwarven dominion.

After the war, the goblins of now Ghin Faradum became a subjugated people. Relegated to indentured servitude, they toil in the most perilous depths of the mines, their roles as helpers and servants ingrained so deeply that they no longer remember their ancestral legacy. Resigned to their fate, the goblins have come to accept this oppressive life as the normal, natural order, their once-fierce wills dulled by generations of subservience.

A GOBLIN HERO

AFTER FIVE HUNDRED years, the winds of change begin to stir within the caverns. Rakkar, a goblin born from the very heart of oppression, has emerged as a beacon of revolution. Unlike his brethren, Rakkar's spirit remains untamed; his heart burns with fiery, unquenchable resolve.

A TIME FOR CHANGE

Secretly rallying his kin in the southern reaches of Ghin Faradum, Rakkar has slowly ignited a spark of rebellion; a glimmer of hope that grows stronger with each whispered tale of freedom. As Rakkar's tendrils of influence expand, so too does the tension in the dwarven kingdom.

Whispers of discontent and rebellion spread like wildfire among the goblin ranks, challenging the very foundations of dwarven rule. If this ember of rebellion were to erupt into open conflict, Ghin Faradum might once again witness a war as fierce and devastating as the conflicts of old. But this time, after centuries of living off the goblins' efforts, the outcome of a military conflict is not as clear as it was during the Hundred-Year War.

Level 1-4 Region

► **Roads.** Narrow, winding paths, half-carved through the ground and stone, seldom trodden except by the occasional lone wanderer or a silent, northbound caravan. Ferries and merchant barges can shorten some trips or travel in a specific direction (see below).

► **Ghin River.** The copious stream flows into Topaz Lake. People in Faradak sail southward to Topaz Beach instead of getting there by foot. The return trip must be done by roads; the current is too strong to sail on.

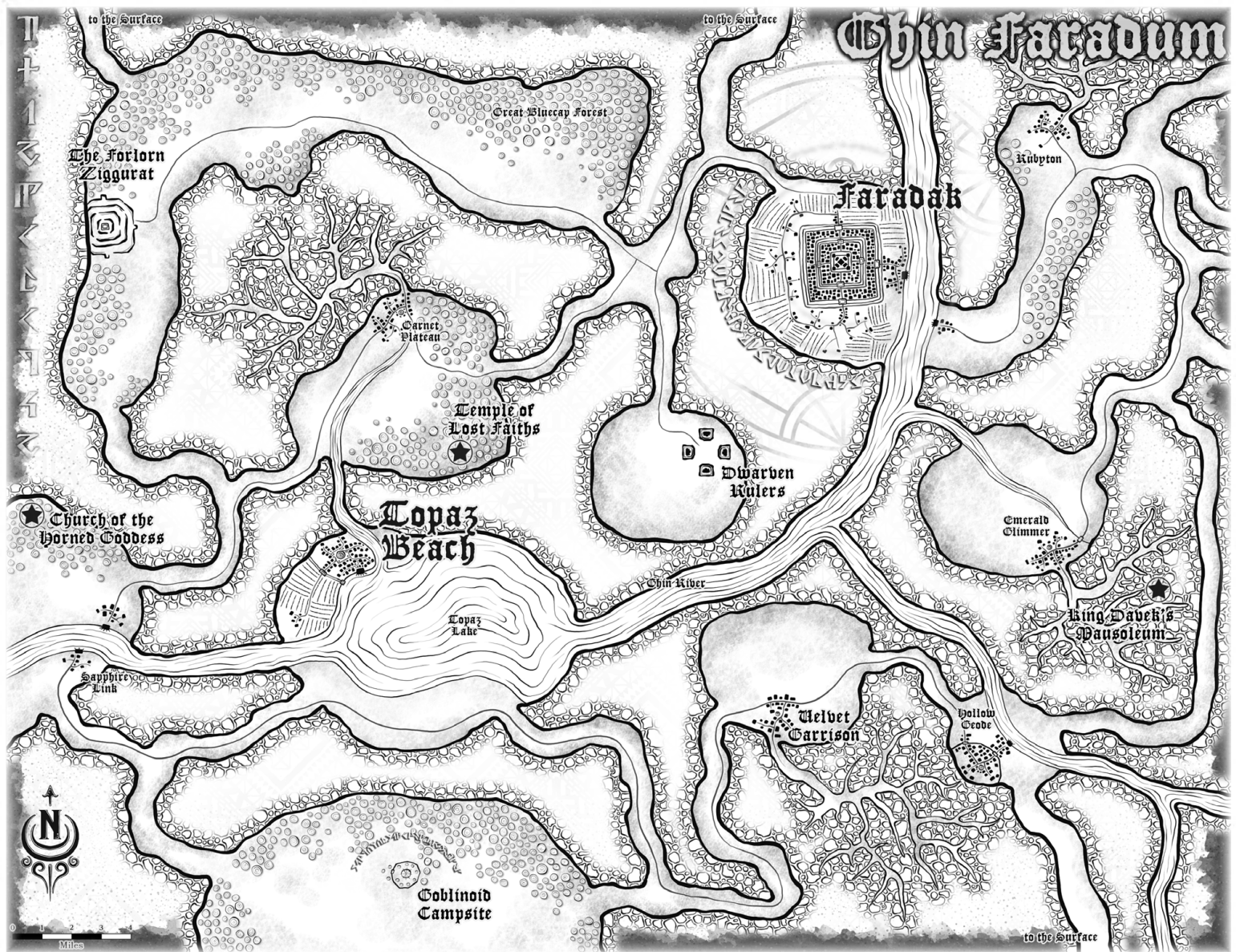
► **Blue Capped Trees.** These towering fungi, with their luminous canopies and sturdy trunks, not only light the darkened halls but also serve the dwarves as a critical resource, providing both wood and other essential materials derived from their unique biology. Most of the farming communities in Ghin Faradum grow mushrooms.

RUMORS

d6

Details

- 1 Some people whisper of a hidden chamber in the deepest part of Ghin Faradum, near the mines located next to King Davek's Mausoleum. They claim that the walls glitter with veins of pure gold, untouched due to a curse that turns the greedy to stone.
- 2 Some miners claim they heard strange sounds at work. They say they are the spirits of goblin bards mourning their lost empire.
- 3 A persistent rumor tells of a secret passage connecting Ghin Faradum to the deeper Shadowdark, but no one knows where it is.
- 4 There are hushed stories about a mushroom that can heal any ailment, supposedly guarded by a half-spider, half-bat monster.
- 5 Among the goblins, there circulates a tale of a hidden library filled with scrolls detailing their people's grand history.
- 6 It is rumored that the goblins are rallying up. No one knows who their leader is or what is the purpose that brought them together. But people fear that a larger conflict may unfold. Goblins in towns and cities are acting strangely, some even going rogue.



GHIN FARADUM ENCOUNTERS

Roll 1d8 for a **Road Encounter** when the characters travel to a new location. Roll twice if the characters do not check their surroundings (DC 9 Survival check).

1. A party of eight **goblin** rebels attacks the heroes if a dwarf is among them. They are neutral otherwise.
2. A **basilisk** looks for food. The heroes look tasty.
3. A flock of six **darkmantles** attacks the heroes.
4. The characters stumble upon eight **myconids**. They journey to the Great Bluecap Forest.
5. A **kobold sorcerer** travels with five **kobolds**. They remain neutral if they are undisturbed.
6. The heroes make a wrong turn and end up facing four **giant centipedes**. They attack fearlessly.
7. A **goblin shaman** protected by six **goblins** travels toward the Goblinoid Campsite to join Rakkar.
8. A **goblin boss** riding a **worg** travels with ten **goblins**. They attempt to imprison the heroes.

FARADAK

This is the formidable capital of the dwarven kingdom. Surrounding the city, extensive fields of bioluminescent mushrooms cast a surreal glow, vital for both food and materials, while the broad Ghin River meanders along the city's eastern flank, essential for irrigation and intricate plumbing. The city is ruled by King Thwayne, whose leadership is as steadfast as the stone walls of his domain. In Stoneheart's Armory, master smiths craft exquisite weapons and artifacts. The Palace of Topaz houses the Hall of Echoes, a monumental chamber used for council and ceremonies. It is adorned with statues of legendary figures from dwarven history and legends.

DWARVEN RULERS

This monument is marked by four towering statues of the legendary military leaders Haggi Ironfist, Durgar Thunderaxe, Nali Stoneblade, and Rawi Hammerfall, each credited with strategic victories in the Hundred-Year War. These statues, masterfully carved from bedrock, depict them holding a bladed weapon in a steadfast pose.

TOPAZ BEACH

Topaz Beach, the serene town nestled beside the shimmering waters of Topaz Lake, stands as the second-largest settlement in Ghin Faradum. Governed by Lady Mirabel Silverstream, a noble known for her diplomatic skills and progressive governance. Unlike the strained relations in other parts of the kingdom, Lady Silverstream has fostered a more inclusive atmosphere where goblins participate in local commerce and community activities as semi-equals, albeit still under dwarven oversight. The bustling marketplaces and vibrant lakeside festivities of Topaz Beach often see a mingling of dwarves and goblins, a testament to the town's unique approach to inter-ancestries relations. This relative harmony has made Topaz Beach a model of potential coexistence, though not without its underlying tensions and problems.

THE FORLORN ZIGGURAT

Deep within the shadowy reaches of the Great Bluecap Forest lies a strange Ziggurat, an ancient, abandoned military structure shrouded in mystery and moss. This colossal, tiered pyramid, once a nexus of goblinoid worship and magic, now stands silent. Its stone walls and empty halls echo with the whispers of its forgotten glory.

TEMPLE OF LOST FAITHS

This enigmatic structure predates even the old goblin societies. This temple houses a myriad of idols and effigies, each an abstract representation, adopted and revered by the past goblin society. After the passage of centuries, the original tenets of these beliefs have been watered down in goblinoid society. Only the entity known as the Horned Goddess remains strong. Studying the faiths presented here is of interest for future-planning goblins.

VELVET GARRISON

This town is located next to the richest mining veins in Ghin Faradum. Recently, one of Rakkar's goblin chiefs, emboldened by rising dissent, led his troops in a bold takeover of the town's central building. This sudden power shift has plunged the town into turmoil, with tensions running high as the goblins assert control over the dwarvish mines and their surrounding areas.

KING DAVEK'S MAUSOLEUM

This solemn and revered site lies buried deep within the richest ore veins of Ghin Faradum, a testament to the king who presided over the tumultuous Hundred-Year War. Placed deliberately amidst the silver, gold, and ores that forged their civilization, his resting place symbolizes the dwarves' connection to the land and its treasures.

CHURCH OF THE HORNED GODDESS

This building stands as a sacred sanctuary dedicated to the mystical deity of the earth. This is a place of worship and old rites, where goblins seek guidance, strength, and protection from their subterranean deity.

GOBLINOID CAMPSITE

South of Ghin Faradum, tucked away within a rugged expanse, lies the goblinoid campsite where Rakkar, the rebel leader, marshals his growing forces. This bustling encampment hosts a formidable array of goblins, worgs, and even a few ogres and hobgoblin outcasts who have thrown their lot in with Rakkar's cause. Tents and makeshift structures sprawl across the area. Under Rakkar's determined leadership, this diverse assembly sharpens its weapons and stirs its spirits, preparing for the inevitable conflict that looms on the horizon.



The Shadow Crown

The realm was once ruled by a dynasty of goblin kings who wore the Shadow Crown. Forged from obsidian and iron and studded with dark rubies, this crown was a symbol of progress and absolute control. Eventually, the dwarf conquerors, led by King Davek, arrived at Kithulat. In a daring assault, the dwarves navigated treacherous tunnels, defeated hordes, and vanquished the last goblin king, seizing the Shadow Crown.

King Davek renamed the dark artifact The Crown of Unity and had it cleansed by dwarf priests, transforming its legacy of malice into one of benevolent rule. The crown, now a symbol of hope and resilience, plays a crucial role in unifying the dwarf clans and integrating the subdued goblins into servitude to the kingdom. After five centuries, goblins have forgotten that the crown is a relic of their long-lost civilization...



TRAVELING IN THE DARK

The underground realm of Ghin Faradum consists of a sprawling network of interconnected tunnels and chambers. Most of it is in complete darkness. Natural sources of light occur at random in the form of bioluminescent flora and fauna. But they provide little light; just enough for their survival.

Characters traveling in the dark must always have a source of light or else they risk being caught in the cavernous wilds in pitch darkness. For adventurers, this is measured in **Light Units** (LU). They measure the party's ability to produce light for 1 hour and they can be traded for other goods like money, as light is such a valuable resource in the dark depths of Ghin Faradum.

1 Light Unit (LU) = 1 Hour of Light = 1 gold piece (gp)

Light Units represent the party's available light sources or fuel to sustain light. Examples of these are oil for lamps, torches, candles, and other forms of light. It is an abstraction of all available light sources and fuel into a single figure, to determine whether the party has access to light. It also opens interesting interactions in the underground world. Characters can trade oil and torches for other goods and services as everyone values fuel. And every traveler has a dire need for Light Units.

When Light Units run low, the result is an impending countdown toward the party's doom. Becoming lost in the dark caverns of Ghin Faradum is, in most cases, equivalent to death. Even the local dwarves, who themselves cannot see in the dark either, take measures to avoid this fate. Even the most prepared of underground travelers have faced the possibility of true darkness.

MOVING IN THE DARK

Ghin Faradum is not a large place but connectivity between locations is difficult to gauge thanks to the meandering tunnels and the requirement to use boats to reach some locations. In general, close locations (less than half the map's length) can be reached within a day of travel. While farther locations take 1d4 days to reach.

► **Inventory.** Each character can carry four Light Units on an inventory slot. As each LU lasts 1 hour, a day of travel requires the equivalent of six inventory slots to have enough fuel for 1 day. Bringing enough fuel from the settlements is crucial for the characters to survive.

► **Foraging.** Characters can forage during their journeys to find more Light Units in the wild (catching firebugs, collecting glowing fungi, or cutting down fungal trees for their fibrous, wood-like bark). Finding one LU requires a DC 14 WIS check. On a fail, add 2 hours of travel to the current destination, endangering the party.

LOST IN THE DARK

ADVENTURING PARTIES UTTERLY lost in the dark tunnels can still attempt to find light and a place to rest. The party must appoint a guide for this effort. Ideally, the character with the most experience surviving in the wild or exploring caves. The guide character must make an **Exploration Check** to determine the party's fate (2d6 + WIS). Compare the result with the following table:

- 1-5 - The characters are still lost and no light sources were found. They waste 6 hours.
- 6-9 - After 4 hours the characters find a natural cove with 2d6 Light Units to be foraged.
- 10-12 - After 3 hours the characters find a natural cove with 3d6 Light Units to be foraged or a traveling merchant willing to sell the same LUs.
- 13+ - After 2 hours the characters find a natural cove with 4d6 Light Units to be foraged, a traveling merchant willing to sell the same LUs, or the corpse of a traveler still carrying 2d6 LUs.



FARADAK

“Do not allow the goblin insurrection to thwart your resolve. There is a clear superiority in our numbers, weapons, and magic. This is but a petty trifle...”

King Thwayne

Greed and corruption have stained the jewel of dwarven society for the past five generations. At the end of the Hundred-Year War, the penalties exacted on the goblin survivors resulted in considerable debts. Over the centuries, the dwarves have held these debts as a way to coerce the goblins into submission. This form of indentured servitude is crooked and designed to be ever-lasting. The dwarf overlords have developed a system in which the goblins, through their service in the city and the mines, slowly pay the generational debt. But at the same time, penalties, punishments, and interest accrue so that the debt is never paid in full. Goblins are born, live, and die in this form of covert slavery. Most of them do not know any better, robbed of the knowledge of Kithulat, their ancient realm. Rakkar's revolt in the south changes things; inter-ancestries relations in Faradak have become heated.



Level 1-2 Settlement

► **Danger.** Unsafe. Check for a **Random Event** in every other area the characters visit (4-in-6 chance).

► **Atmosphere.** The dwarves remain impassive and indifferent to the increasing rumors of goblin insurrection. This is even after a quarter of the city's indentured servants, all goblins, fled to the south. The dwarves do not believe these efforts shall amount to much.

► **Light.** Most of Faradak is in twilight. Burning braziers provide bright light in the main avenues but the rest are dark. The luminescent fungal growths that surround the city make it almost possible to see in the dark.

STONEHEART'S ARMORY

Purple-tinted smoke emerges from a tall, stone chimney over the armory. The growl of a raging fire and the sound of hammers can be heard at all times.

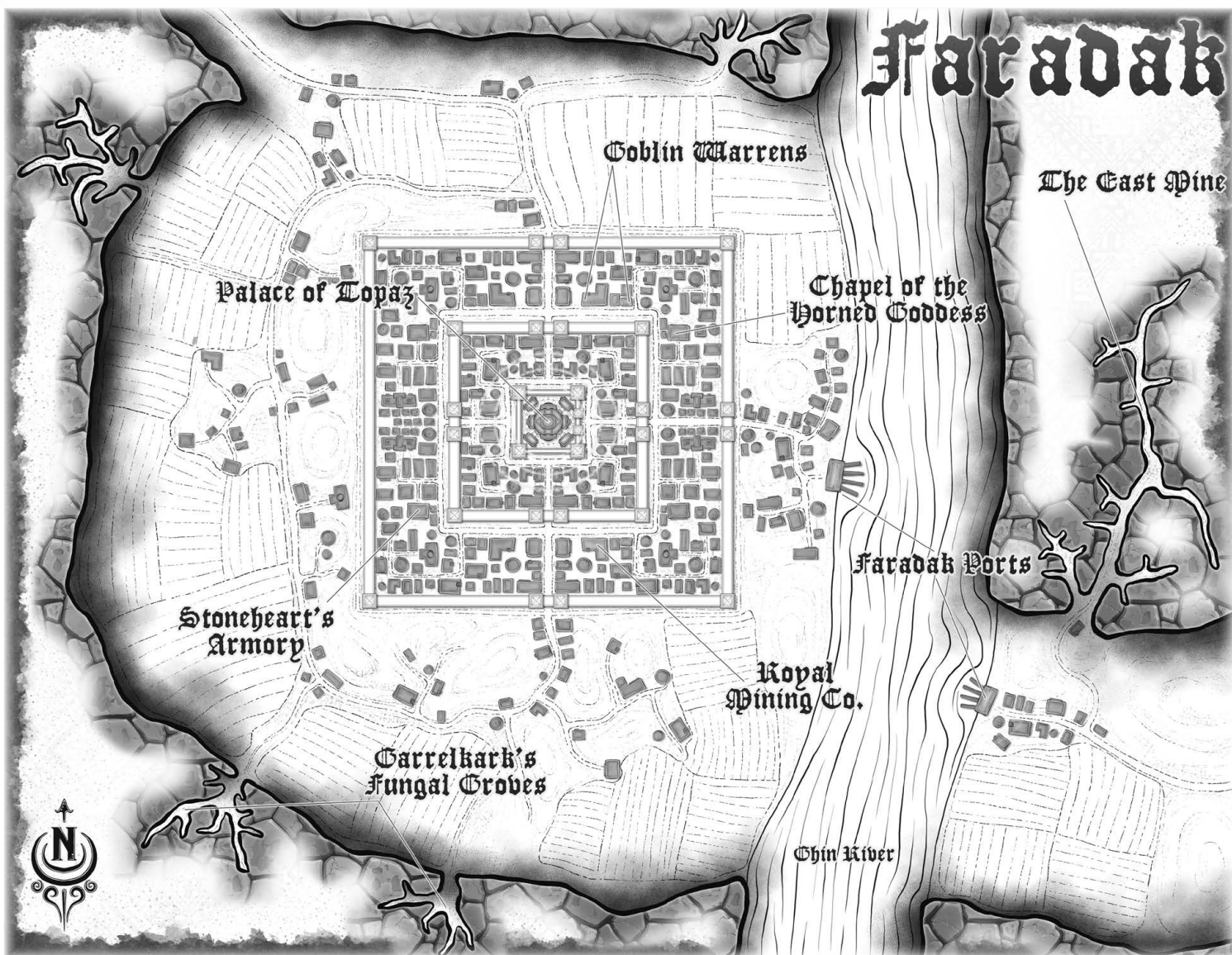
The reputation of Carcanno Stoneheart, the master craftsman, is such that his seal and crafts reach even the realms on the surface. Dwarven aristocracy and nobles from surface nations are on Carcanno's waiting list as his wares are the finest, and most expensive around. The dwarf treats his goblin helpers with a stone fist.

► **The Forge.** A fire spirit is bound to the heart of Stoneheart's forge. Its arcane-powered heat is essential to the creation of master weaponry and magic items.

► **Sabotage.** During the characters' stay in Faradak tragedy ensues. Carcanno's apprentices, four **goblins**, grow tired of his treatment and break the arcane bonds that surround the forge. The **fire elemental** is cut loose, wreaking havoc. If the characters help contain it, Carcanno Stoneheart offers a reward of 150 gp.

RANDOM EVENT

d6	Details
1	As the heroes wander near the palace, a crowd of goblins peacefully demand the right to own land and the forgiveness of debts.
2	The heroes encounter four dwarves (commoners) admonishing their six goblin servants for an apparent mistake. The dwarf lord violently slaps them with a short, flexible stick as he orders a scribe to increase the debt of the goblin family.
3	Following a natural cycle, the glimmering mushrooms outside the city shine brighter for 1 hour, illuminating the majestic city.
4	Twenty goblins carrying bags approach a gate intending to leave the city. They are subject to abuse and ruinous taxation by the four dwarf guards . There is a 4-in-6 chance that this encounter turns into a violent skirmish as the goblins refuse to comply.
5	A family of seven goblins begs the characters to pretend to hire them so they can be escorted out of Faradak without question.
6	A dwarven residence is set on fire by two goblin rebels. The characters are asked to help find the culprits of this crime.



GARRELKARK'S FUNGAL GROVES

What once were two mines were repurposed a decade ago to grow specialty mushrooms. Garrelkark (**goblin**), is in charge of the fungal groves. He enjoys a particularly advantageous position as the dwarves allow him a modicum of freedom and power because of his trade, which they respect. Garrelkark sympathizes with Rakkar, though. He sees his position as a cornerstone to help other goblins see a better future when the time comes.

► **Fugitives.** Over twenty **goblins** who escaped servitude in the manors of wealthy dwarves in the city hide in Garrelkark's groves. Faradak's authorities offer a bounty of 40 gp for finding and returning these deserters to their residences. They do not comply without a fight.

► **Escape.** If the characters are open to aiding the goblin escapees. Garrelkark explains that a barge that transports his produce shall part soon from Faradak Ports to Topaz Beach. The goblin fugitives hide in barrels and crates. The characters are hired for 40 gp as mercenary guards to protect the barge from inspections.

ROYAL MINING CO.

This entity, co-owned by the seven most wealthy families (including the royal line) is the largest creditor of goblin debt; they have bought debt contracts over centuries. Royal Mining Co. oversees the prospecting and mining operations in the realm. Over three-quarters of its workforce are goblins working to pay off their generational debt. The goblin insurrection has hit the company's operations and they stand to lose big in an all-out war. Royal Mining Co. is the embodiment of dwarven greed.

► **Mercenaries.** Royal Mining Co. offers 5,000 gp, a nobility title, and the right to own land in Faradak to whoever tracks down Rakkar and brings him for swift justice. Many see this bounty as cruel and heartless.

FARADAK PORTS

Characters can buy passage to many places in Ghin Faradun from here. Ferries cross Ghin River twice a day but larger barges set out to farther destinations like Topaz Beach, Sapphire Link, Emerald Glimmer, and Hollow Geode. 10 gp per person is enough to reach any place.

CHAPEL OF THE HORNED GODDESS

The dwarf overseers are aware of the importance of religious practice for the goblinoid population and allow it. The earth deity, the Horned Goddess, is represented in an effigy of welded metal in the form of a kneeling goblin.

► **Mother Ahara.** The religious leader in Faradak preaches that Rakkar's insurrection is but a temptation meant to purge the city. She commends others to keep to their orders and activities following dwarven laws. All ignore that Royal Mining Co. has paid for her opinions while also threatening her with death. An insightful character discovers she lies and is afraid (DC 14 Insight). If confronted, she cries and confesses her cowardice.

GOBLIN WARRENS

More goblins live in these four stone buildings than there are dwarves in the rest of Faradak. Some goblins have the apparent privilege of having quarters in dwarven residences but most low-skilled workers and miners are here. The living conditions are poor and deplorable.

THE EAST MINE

This is the nearest active, mining site and the pride of Royal Mining Co. as its yield of iron and copper ores is outstanding. Most goblin servants in Faradak take the ferries to cross Ghin River and work here.

► **Revolt.** An insurrection erupts as thirty **goblin** miners take over the mine and incarcerate the dwarf overseers in the mine. The goblins now demand Royal Mining Co. to increase their wages so it becomes possible to pay their debts in 1 year. The company, in turn, posts a bounty of 1,000 gp to break their occupation.

PALACE OF TOPAZ

The seat of King Thwayne and the royal court stands far above the surrounding city. Its pristine walls are decorated with gold inlays and topaz stones.

Turmoil boils in the court as some wealthy nobles pressure the crown to be harsher against the goblin rebels; they stand much to lose in their enterprises and investments if more goblins abandon their posts. The king agrees with them but his consort, Lady Galladan Silverstream, believes that a peaceful solution must be found, and he entertains her position, even if it weakens the crown. The nobles have been using their influence with Royal Mining Co. to offer bounties and achieve the same goal, effectively bypassing the monarch. King Thwayne fumes by this but he dares not directly oppose the wealthiest families which have allied against him.

► **Hall of Echoes.** The palace's lower level is where the king grants audience to outsiders, surrounded by countless statues of his ancestors. If the characters come, they may witness the court's wide differences in opinion.

OPPOSING VIEWS

Despite what appears to be a monolithic way of thinking. Not all dwarves agree with the status quo. While they cannot change the way things are, many are cordial and even generous to the goblins under their charge. Some have even aided a few goblins leave the city to flee south.

In the same manner, not all goblins are sympathetic to Rakkar's revolt. Many goblins have a mind of servitude and it is all they have known. They are fearful of fighting and freedom. Countless of them would rather waste away in the mines rather than oppose the dwarf overseers, whom they respect and fear equally.

Another factor is that everyone knows that affairs in Topaz Beach are different. The ruler, Lady Mirabel Silverstream, has a different view of the relationship between dwarves and goblins and has allowed them, over her 40-year governance, to enjoy more freedoms and fair paths to pay the debt. Many in Faradak consider that King Thwayne's methods are outdated as of today. And whether a new perspective is needed or not. The king's consort, Lady Galladan Silverstream, is Lady Mirabel's cousin. Lady Galladan has a strong influence on the king's actions and tries to sway how things are in Faradak toward the methods used in Topaz Beach. The court considers her actions a power overreach.



DWARVEN RULERS

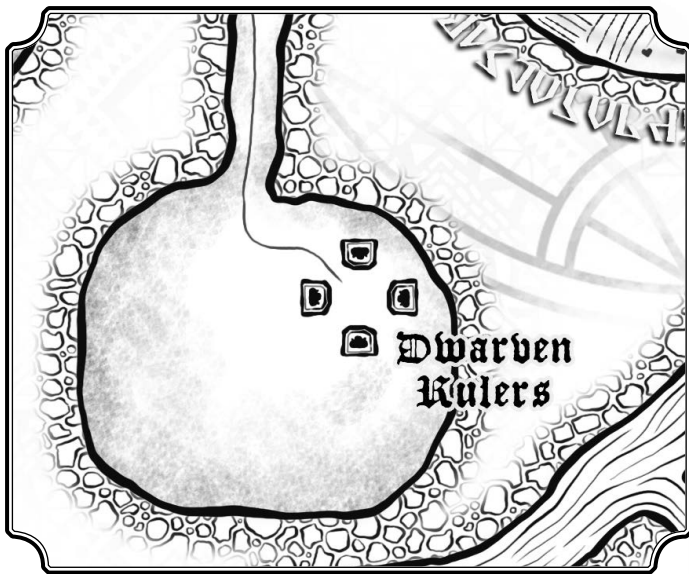
Beneath the stalwart gaze of stone sentinels, the past and present collide. At their feet lie the remnants of their might and power, in physical form.

Dwarvish Inscription

Deep in the cradle of the Ghin Faradum, the Monument of the Four Dwarven Rulers stands as a testament to valor and resilience. The great military leaders made King Davek's wishes come true. They conquered the goblin territory during the Hundred-Year War. The runes and dwarven motifs engraved upon their plinths narrate their tales.

GOBLIN DEFILERS

THE HEROES ARRIVE to find the once-revered site in disarray. A goblin shaman and his goons defaced the statues, covering the runes with corrupt symbols. They aim to conduct dark rituals to draw on the residual magic of the site. If successful, they could cause real havoc. Any local dwarf would consider such an act a great insult, and thus, the punishment of the defilers rewarded.



ADVENTURE HOOKS

Escorts. The heroes are hired in Faradak by Kimli Redbeard. They must escort him and his wife as they wish to pay their respects to the old rulers (20 gp).

Tourists. The heroes hear about the ancient dwarven rulers and they are curious to see this emblematic location in person. Perhaps their only motivation is the faint rumors about great treasure interred here.

Level 2 Encounter

► **Danger.** Risky. Check for a **Random Event** three times while the heroes decide how to approach this.

THE DWARVEN RULERS

The four rulers are depicted in the same way. But the inscriptions tell a different story. The characters can read the following descriptions engraved on shiny silver plates at the feet of each of the massive statues.

Haggi Ironfist - Known for his unbreakable defense strategies. He used to carry a massive mithral shield, its surface scarred by countless historical battles.

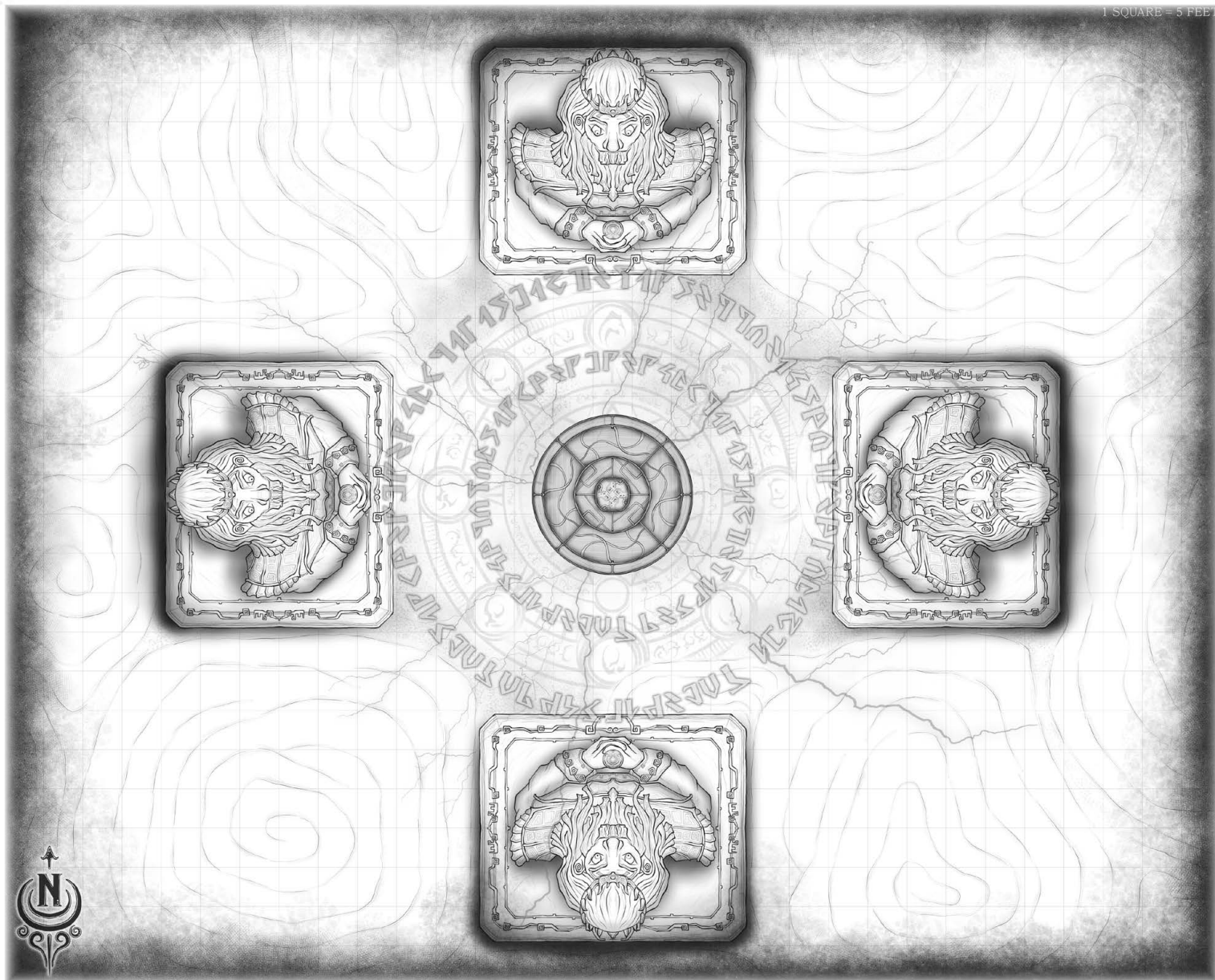
Durgar Thunderaxe - He ravaged the battlefields wielding a double-bladed axe that reportedly clove three men in one swing. A dwarf of unwavering might.

Jali Stoneblade - The tactician. This singular dwarf opted for a shortsword as his weapon of choice. He would pierce the enemy lines with his swift tactics.

Rawi Hammerfall - The fiercest of the commanders, remembered for swinging a warhammer mid-air, he was the embodiment of the dwarves' crushing strength.

RANDOM EVENT

d6	Details
1	A sudden tremor loosens the cave ceiling, causing a cascade of sharp stalactites to plummet toward the statues, affecting all creatures in the area (DC 11 Dexterity). On a fail, they take 1d8 piercing damage. The massive stone statues withstand the hit.
2	Bioluminescent insects swarm the cave, creating a disorienting, glowing fog that obscures vision and hinders movement.
3	A family of four darkmantles descends from the darkness of the ceiling. They flee if reduced to half their Hit Points.
4	A dormant rune embedded in the cave wall activates, unleashing a spectral guardian (shadow) that challenges the living.
5	A band of eight goblins comes looking for the shaman goblin that defiled this place. They want to join their kin and help.
6	Some dwarves have come to visit the statues. Four guards lead a group of ten commoners . When they arrive, the guards join the heroes if they are already fighting the defilers. However, the ten peasants fight too if they must turn the tides in their favor.



FIRST CONTACT

IF THE HEROES are observant of their surroundings, they may notice the statues are in disarray and the many goblins attempting to hide (DC 12 Perception). If they fail this check, the goblins remain hidden and they are fully aware of the characters' approach. On the other hand, if the characters are aware of the goblins, they may attempt to ambush them (DC 13 Stealth). A failure means both groups are aware of each other's presence.

CONFRONTATION

The dwarven statues were defiled by ten mischievous **goblins**, a lv.-2 fighter **goblin**, and a lv.-2 wizard **goblin**.

► **No Dwarves.** The goblins do not raise their weapons at first if they see no dwarves. The heroes are free to leave the goblins alone. However, doing so grants no treasure and the heroes' lack of empathy for the dwarves' cultural site may be noticed (See **Consequences**).

THE FOUR STATUES

Without the goblins, the heroes may spend an entire day cleaning the statues and restoring the site to its former state. Kimli and his wife help if they are present, the couple calls the heroes '*Protectors of the Dwarves*'.

After the restoration, the spirit of one of the dwarf rulers appears (Roll a d4 to determine who). With a magical word, a secret compartment opens, and the heroes obtain one of these: shield, axe, shortsword, or hammer. All artifacts are sentient +2 items with glowing runes.

CONSEQUENCES

LEAVING THE GOBLINS to their affairs shall make the characters enemies in Faradak. But perhaps the dwarves in Topaz Beach see their open-mindedness as a virtue. Contrastingly, both towns will hunt anyone who digs up the magic weapons of their ancient rulers. Only the gifted item shall defend its owner. The others will not.

Hereditary Wickedness

Oh, yes! we paid the price. Now, all shall serve our demonic blood.

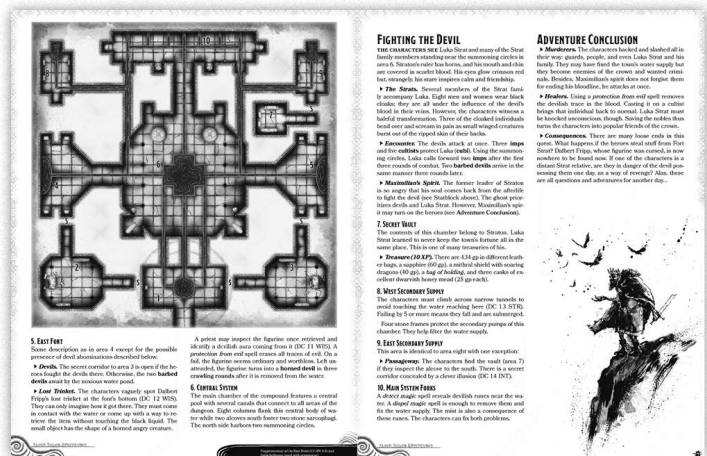
Featured Product



In Hereditary Wickedness, the characters visit Straton. A small thriving town ruled by the Strats, a family with a long history and a good relation with the crown. The characters ignore what they are about to witness. Maximilian Strat, the current ruler's predecessor, made a deal with a devil about a hundred years ago. He wished for his family to be strong and cunning, so the devil added a little of his blood to his. Today, all of the Strats foster a little devil's blood within their veins, and a devilish possession is about to occur.

This Shadowdark adventure brings the heroes to a town that is about to be taken over by devils. The characters experience strange phenomena in town and the villagers beg them to investigate Fort Strat and learn what is happening. Will the heroes cleanse the town or become victims too?

This adventure has been designed for Shadowdark RPG through their 3rd-party license. The system is meant to be accessible to OSR players and modern players alike. Adapting the material to 5e or other systems is a simple affair.



Click images to see product page

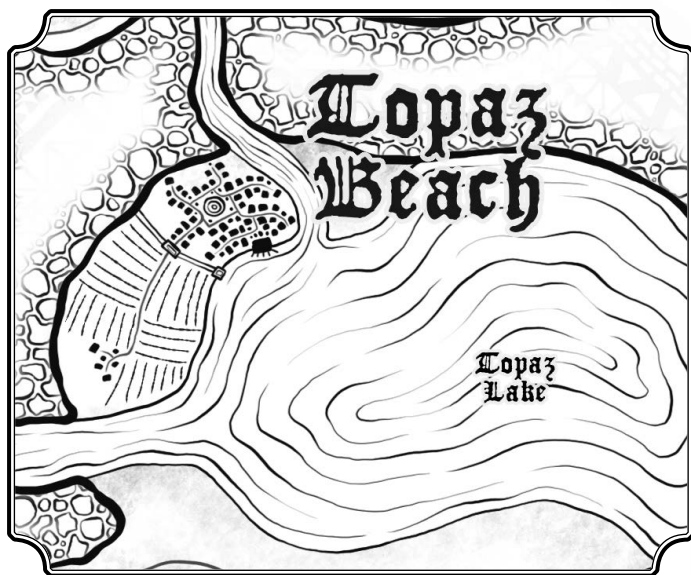
TOPAZ BEACH

“Perhaps, we have reached a time when we must put aside the history that our ancestors crafted and build a new world erasing the lines of past blood.”

Lady Mirabel Silverstream

In contrast with the palpable divide between dwarves and goblins in the region, Topaz Beach portrays a new kind of society that has slowly evolved under the progressive rule of Lady Mirabel Silverstream. She believes that the generational debts of goblins must be either facilitated or altogether forgiven. Not all think like her but over her 40-year governance, she has created an atmosphere where most goblins employed in her fief should be able to fulfill their payments within the next decade. How business and society shall evolve from this remains to be seen.

Thanks to the different conditions provided in Topaz Beach, the settlement has not been subject to the rebellious attacks and sabotages that the capital sees almost daily. Goblins are allowed to come and go, even if their will is to join Rakkar at the Goblinoid Campsite to the south. They are allowed to think differently and leave.



Level 2-3 Settlement

► **Events.** Check for a **Random Event** in every other area the characters visit (4-in-6 chance).

► **Atmosphere.** Many dwarves are unsatisfied with the arrangement that goblins can abandon town without consequence. Their family debts are not forgiven but rather frozen for the time being, which affects trade in the same manner as in Faradak. Local tradesmen do not have the authorities' help here, though. They must absorb the damage and quench their greed in other ways.

► **Light.** Luminescent algae and kelp in Topaz Lake provide dim light that bathes the town in an eerie hue.

1. TOPAZ DOCKS

A considerable percentage of the fugitives from Faradak come here and are welcomed into the city, either to continue their servitude here or to continue their journey south. Security has been reinforced as military skiffs come from Faradak often, seeking the refugees.

► **Politics.** The squabbles at the docks have deteriorated the relationship between the two cities' law enforcement forces. Lady Mirabel is a vassal of King Thwayne and would be obligated by law to aid the capital but since the king refuses to issue an order on the matter, Lady Mirabel continues her progressive, goblin-aiding stance.

2. TOPAZ LAKE

This is the largest body of water in Ghin Faradum. It is fed by the Ghin River and a few other smaller streams and then continues to the southwest. Due to its calm waters, luminescent forms of vegetation thrive here. Their presence produces a substance that paints the soil in a yellowish hue, hence the settlement's name.

RANDOM EVENT

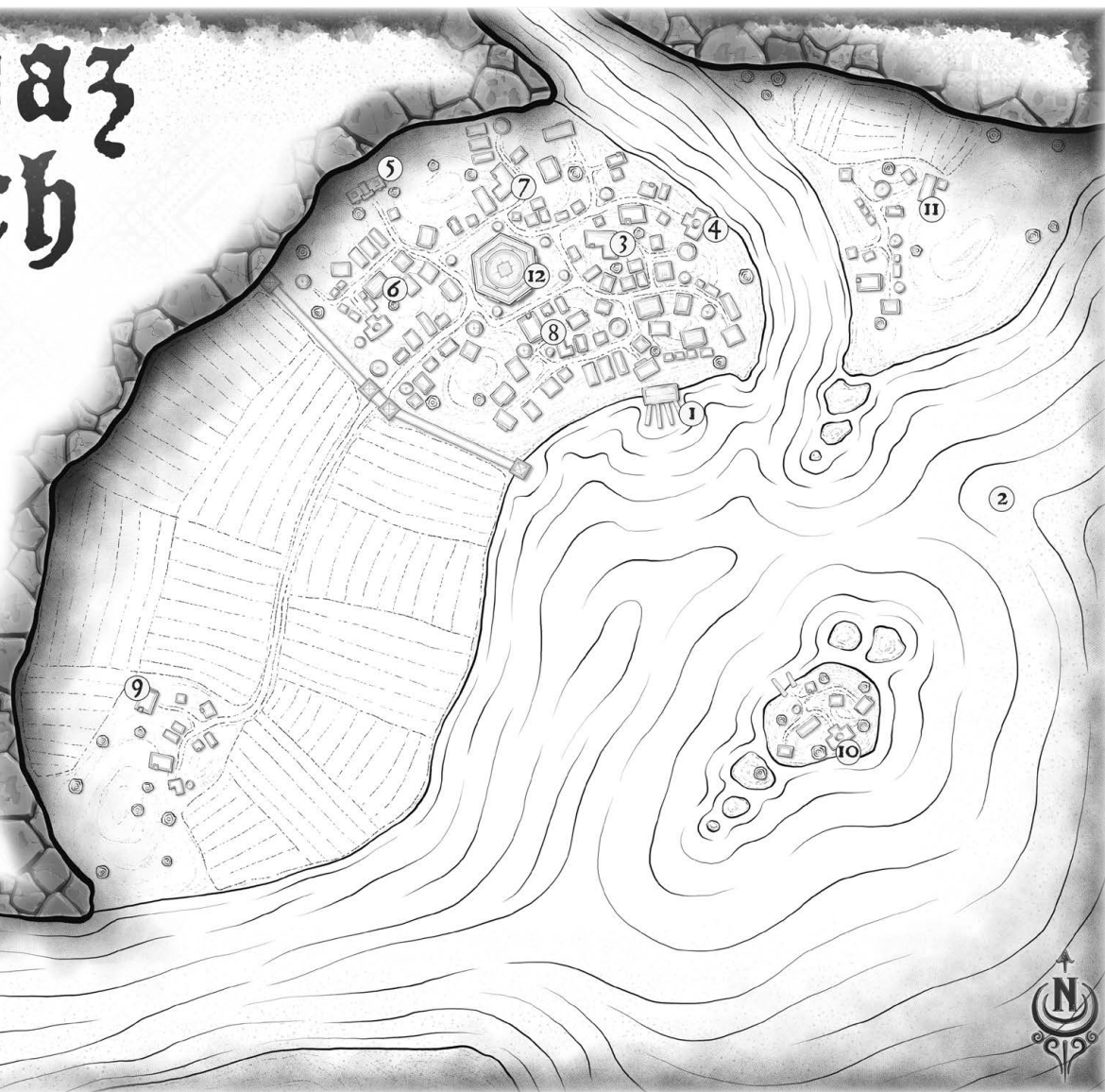
d6

Details

- 1 A goblin retinue from the Freedom Assembly marches in protest. They ask for their wages to be doubled.
- 2 A conflict in Topaz Docks as a skiff from Faradak arrives with six dwarven **guards**. They seek ten goblin fugitives who arrived here a few hours earlier. The four local guards impede their passage saying the goblins are protected. A swift skirmish ensues.
- 3 A group of dwarf and goblin children play in the streets; the deep chasm between the two ancestries appears to not exist at all.
- 4 Dwarf representatives of Royal Mining Co. protest in front of Gemstone Palace, seeking an audience with the fief regent. Rumor has it that Lady Mirabel refuses to grant them an audience since their company put up bounties to assassinate Rakkar.
- 5 A bright explosion and blue-tinted smoke are seen from Lapis Island. The locals remark the presence of an alchemist there.
- 6 A flash flood ruins several beach storefronts. Dwarves and goblins alike work to aid the injured and repair the damages.

Topaz Beach

1. Topaz Docks
2. Topaz Lake
3. Hall of Kings
4. Chapel of the Horned Goddess
5. Davek Museum
6. House of Spores
7. Goblin Warrens
8. Gemstone Forge
9. Goblin Farmstead
10. Lapis Island
11. Freedom Assembly
12. Gemstone Palace



3. HALL OF KINGS

Characters looking for a place to stay or enjoy an evening of drinking and dining are well to approach the Hall of Kings. This inn and tavern is owned by Inigo Hark, a senior dwarf, old enough to have participated in the Hundred-Year War in his teenage years. The battleaxe he allegedly used in battle hangs over the bar.

► **The Champions.** Crudely carvings of the four Dwarven Rulers oversee the common room. If the characters have not visited this place, they are beckoned to do so.

► **Bad Tidings.** While the characters stay, a herald comes with terrible news from Velvet Garrison, a small settlement to the southeast. A splinter group of aggressive goblin rebels has taken the town's fort. Messengers have been sent north to Faradak, hoping that the king might actually do something about this flagrant attack.

► **Goblin State.** Rumor has it that Rakkar's Goblinoid Campsite is meant to be the site of a new city; a rebirth of the ancient goblin society that once existed. Goblins hear this with the utmost attention and glinting eyes.

4. CHAPEL OF THE HORNED GODDESS

Similar to Faradak's chapel, the goblin's deity of the earth is fashioned from molted copper coins. The figure of a kneeling goblin is headless as the real headpiece is meant to be retrieved from a nearby sacred site. The chapel is presided by Miara, a goblin priestess.

► **For the Faith.** The priestess offers 300 gp for bringing back the effigy's headpiece from the Church of the Horned Goddess, north of Sapphire Link. She claims the sacred place has not been visited in ages.

5. DAVEK MUSEUM

Ancient relics and trinkets from both the last five centuries of dwarven kings and the previous goblin civilization, Kithulat, are on display at the local museum. The curator, a spectacle-wearing dwarf named Vikku spends the day cleaning the crystal display boxes.

► **Treasure Hunting.** He offers a reward of 800 gp for retrieving the Horned Goddess's headpiece for local display. The curator remarks that the Church of the Horned Goddess is said to lie north of Sapphire Link.

6. HOUSE OF SPORES

A dwarf, Mekki, and a goblin, Kiora, grow and harvest all kinds of fungi for curative ointments. They are both well-versed in their craft and address each other as equals. It remains unclear who is in charge and they refuse to entertain that conversation. Here, the characters can buy arcane ingredients, potions, and Level-1 spell scrolls.

7. GOBLIN WARRENS

A block of several buildings serves as the quarters for most goblins in Topaz Beach. Contrary to the conditions of warrens in Faradak, the capital, the goblins have ample space and adequate facilities on this side of Ghin Faradam. There even is a small fenced park in between the buildings where goblin children play. Last year, a school for goblins was inaugurated. For the first time, goblin infants learn to speak and read both Goblin and Dwarvish.

8. GEMSTONE FORGE

Weaponry and armor of great dwarven quality can be purchased here. The forge does not have the same power as the one in the capital and magic items cannot be crafted here but the metalwork is fine. The only caveat is that all items are branded with the seal of Lady Mirabel Silverstream: two lines over a rhomboid shape.

9. GOBLIN FARMSTEAD

The fungal farms are mostly cared for by goblins who enjoy the luxury of living in the nearby houses without the constant vigilance of dwarves. It works for both parties as a basis of trust and work has been formed over years of work and fairer wages than in the rest of the realm.

10. LAPIS ISLAND

Three wealthy families have estates on this island. One of the manors belongs to the Gakkalli family, who became rich by owning numerous trade barges and skiffs. The heir of this trade empire, Laddo Gakkalli, does not care about any of this and instead spends his time studying alchemy. He is known for being explosive, like the experiments he conducts. Some even call him an arsonist.

► **Rare Ingredients.** If the characters visit the Gakkalli residence, a goblin servant leads them to Laddo's laboratory. Laddo claims to have run out of a rare ingredient, *geode powder*. He offers 400 gp for bringing him a crate of this elusive substance from Hollow Geode.

11. FREEDOM ASSEMBLY

The goblins gather here to speak of their civil rights, plans for the future, and of Rakkar's insurrection. All this under Lady Mirabel's permission, who believes that goblins should have freedom of speech. Two dwarf guards are present at all times so no secrets are kept, though.

► **Representatives.** The assembly leader, Regri, wishes to visit Rakkar at the campsite to speak about the future. If the characters are present, Regri asks if they would be willing to escort him to the campsite and back to town.

12. GEMSTONE PALACE

The seat of Lady Mirabel Silverstream's power is welcoming of adventurers. They are granted an audience within a few hours as the regent seeks valiant warriors.

► **The Secret.** After pleasantries, the regent reveals the following: She believes that King Thwayne's crown, which has been in his family line since the Hundred-Year War, is secretly believed to be of goblin craftsmanship. Scholars even claim it has secret arcane powers. Lady Mirabel wishes to learn more about this situation, and she needs someone to do it for her. She claims that the tomb of King Thwayne's grandfather, King Davek, must hold the truth; he was the first to wear it after the fateful Hundred-Year War. She offers a reward of 500 gp.



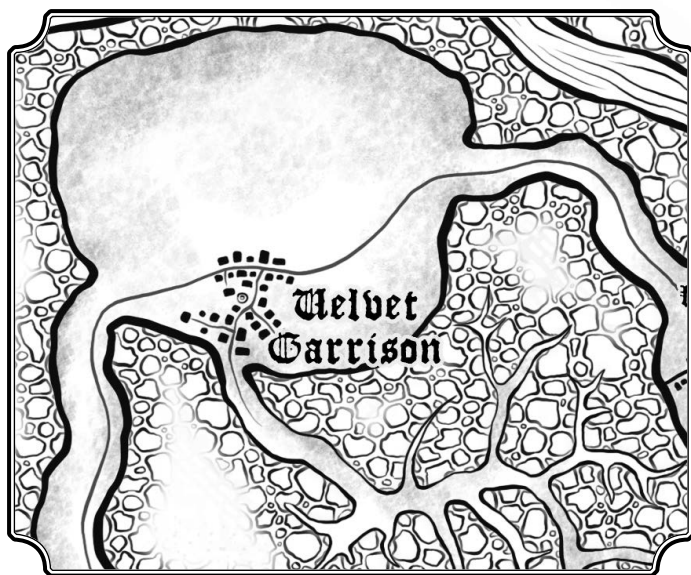
THE VELVET GARRISON

“They came out of the blue and took the fort overnight, kicking us all out to the streets. We must show those petty thieves who is in charge in this realm”.

Lord Namgel Coppercliff

A group of particularly aggressive goblins in Velvet Garrison stormed the fort and gained control of it a week ago. The town's regent, Lord Namgel Coppercliff, has sent letters requesting aid from Faradak but reinforcements are yet to arrive. After taking control of the fort, Tudko, the goblin boss in charge, demanded a share of the nearby mine's profits and the town's tithes. Tudko supports Raddak but thinks the goblins should act faster rather than dialogue or parley with the dwarven overseers.

The dwarves have been planning a way to retake the fortified compound but hesitate because there are hostages that Tudko threatens to kill if the dwarves attack. The goblins have proven to be fierce fighters. Still, Lord Namgel is ready to outsource this problem to mercenaries and thus has sent messengers out seeking brave individuals willing to earn glory and a hefty reward.



ADVENTURE HOOK

Bounty. The characters hear of the town's plight from anywhere in Ghin Faradam as the regent's messengers have been asking for help for days. Lord Namgel offers a considerable reward and the service of three valiant dwarves (**thugs**) to aid the characters (300 gp).

Level 2-3 Dungeon

► **Danger.** Risky. Check for a Random Encounter every 20 minutes and after loud noises (4-in-6 chance).

► **Light.** Some areas have sconces or braziers with permanent *light* spells. All denizens have **darkvision**.

► **Hidden Doors.** Pushing hidden buttons reveals the presence of secret passages (DC 14 Perception).

1. GARRISON'S GATE

Red fungal moss surrounds the area, the fort was named after the soft, red color of this fungus. The goblins keep the gate closed, fearing that the dwarves shall attempt to retake the fort. Forcing the gate open requires a ram. There are four **goblins** wielding crossbows taken from area 4 on the watchtowers over the gatehouse.

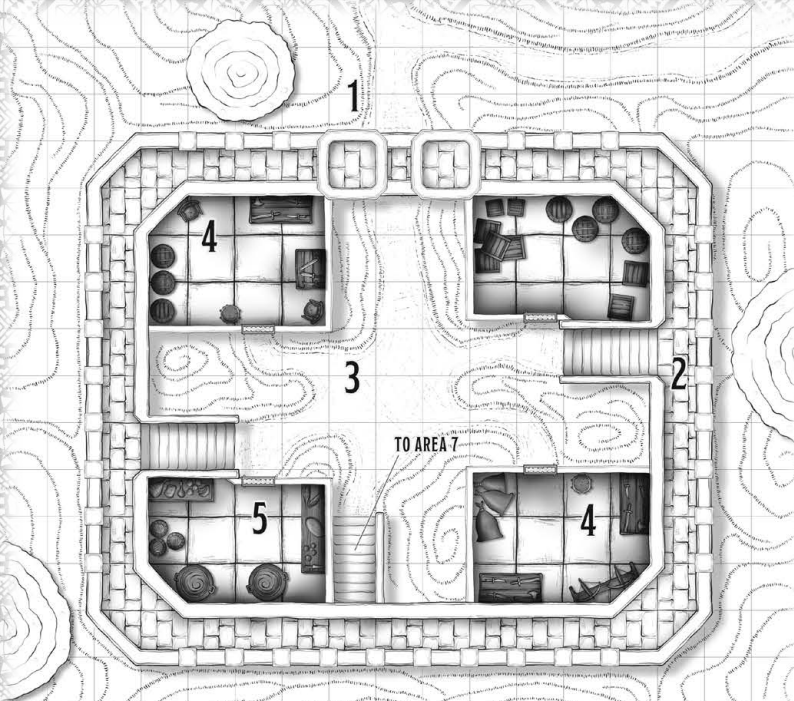
2. WALL RAMPARTS

The walls are 10 feet tall; a common height for dwarf architecture. 2d4 goblins stand watch on the ramparts. They are not the best guards and lack proper training.

► **Infiltration.** Climbing the walls is simple with the right equipment (DC 10 Athletics, DC 13 without it). The goblins throw stones at attackers if spotted. The goblins are easily distracted by ruses or clever tricks, allowing the characters to climb undetected (DC 13 Intelligence).

RANDOM ENCOUNTERS

d6	Details
1	Four dwarves (commoners) come with a makeshift ram made with a mine cart and a beam. They try to force open the gate.
2	Tudko (goblin , lv.3 fighter) leaves area 10 and patrols the the fort; four goblins accompany him. This means the characters may encounter the goblin provocateur in any area of the garrison. In case of combat, Tudko attempts to flee back to area 10.
3	The spirits in area 6 grow restless; three shadows are spawned. They attack the living but prioritize the goblin invaders.
4	Four goblins , sent by Raddak, arrive at the fort. They carry a message from their leader goblin rebel: Tudko is to stand down and return the fort to the dwarves as Raddak dislikes this approach. Tudko refuses and a fight between both goblin factions ensues.
5	A sudden earthquake causes debris to fall on a random creature. It deals 2d6 damage (DC 13 Dexterity save for half).
6	Two goblins approach the party. They dislike Tudko's violent approach, ask for mercy, and offer their services to the characters.



3. COURTYARD

The gate leads to the central courtyard. There are stone stairs that lead up to the wall ramparts (area 2) and a set of stairs that descends to the lower levels (area 7). If the characters move about this area before dealing with the goblin guards in area 2, the goblins raise the alarm and throw stones and spears to defend the fort.

4. STORAGE ROOMS

Each of these chambers contains an assortment of wooden crates and barrels with food and water, grain sacks, and run-of-the-mill weapons. The goblins have taken some of these to defend Velvet Garrison.

► **Treasure.** Spending 10 minutes inspecting either room yields one longsword, one shield, two sets of leather armor, and leather pouches with 15 gp.

5. KITCHEN

Six **goblins** work tirelessly in the kitchen trying to keep the now goblinoid garrison fed. They cut ingredients and throw them into either of the two large cauldrons. These goblins have worked here all their lives; they are indentured servants to Lord Namgel. They were momentarily happy when Tudko took over but their aspirations vanished after the goblin boss ordered them to keep doing the same job; now to keep their goblin boss well-fed.

► **Sent Away.** The jaded cooks carry on with their work. But a charismatic hero may persuade them to flee south to Raddak (DC 11 Persuasion) or to join them (DC 15).

6. TOMB OF HEROES

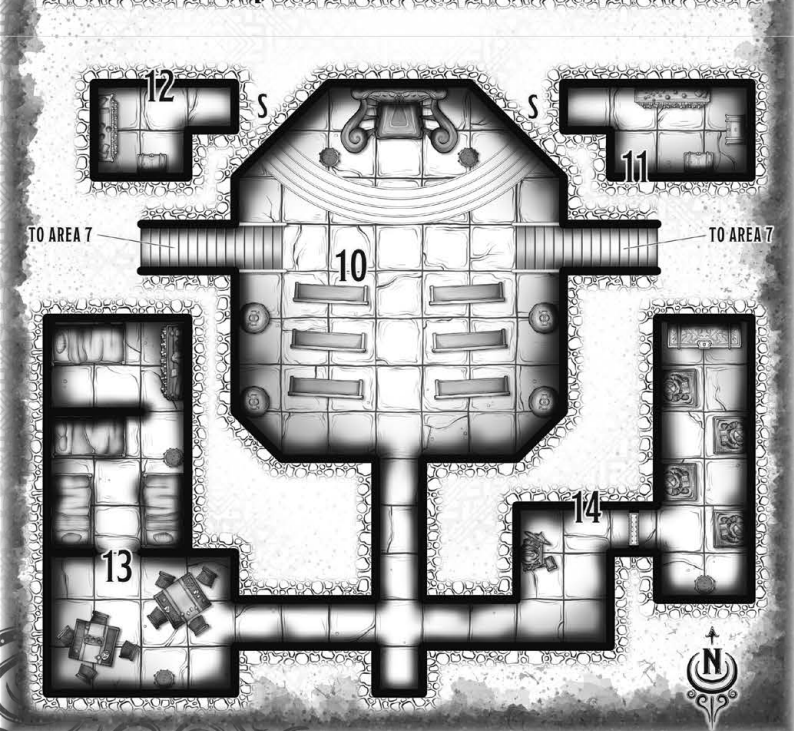
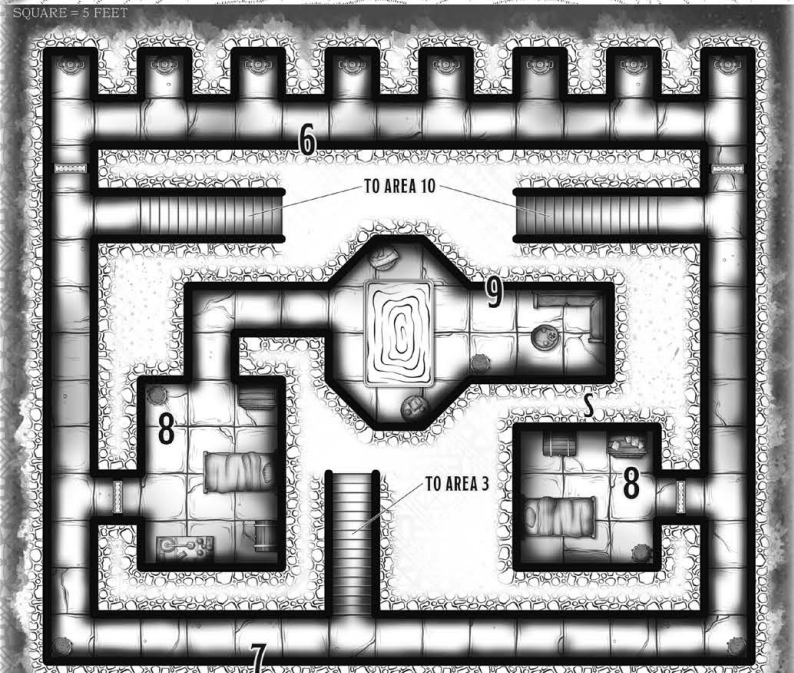
Eight beautifully-decorated vases stand on shallow plinths on wall alcoves. Each brandishes a dwarven, family rune made with ornate platinum inlays.

Eight valiant warriors who perished during the Hundred-Year War, more than five centuries ago, are interred here to honor their exploits and bravery. This is a solemn chamber that begets respect and thoughtful meditation. The spirits of the dwarves buried here have grown restless from the goblinoid occupation (see **Random Encounter 3**). A wall inscription cautions tomb-robbers and states that their lives are forfeit if they rob this place.

► **Treasure.** Prying the ornate inlays from the vases is enough to craft two platinum ingots (50 gp each). This ruins the vases and causes eight **shadows** to spawn from them. They pursue the characters for their insult.

7. SOUTH HALLWAY

This hallway surrounds the second level of the garrison compound. It connects all areas and has access to the stairs that lead to areas 3 and 10. Each time the characters come, there is a 2-in-6 chance of coming across two **goblins** as they move about the underground garrison.



8. FINE QUARTERS

The glow from a brazier paints a fiery glow on the decadent furniture in this chamber. The embroidered tapestries on the walls are a symbol of opulence.

The west chamber belongs to Lord Namgel Coppercliff while the east chamber is Garantu's, the chamberlain. The garrison lord's quarters have been appropriated by the goblin boss. An observant character notices the goblin's stench on the bed clothing (DC 12 Perception).

► **Treasure.** A collection of fine porcelain figurines in the wooden coffer is worth 350 gp. They were purchased from an elvish tradesman 200 years ago.

9. LEISURE ROOM

The chamber contains a heated pool of spring water, sauna facilities, and a seating area. Normally used for leisure and meditation by Lord Namgel and the chamberlain, the chamber is now occupied by six unarmed **goblins** wearing loincloths relaxing in the pond. The goblins are loyal to Tudko but may yield in the presence of armed combatants (4-in-6 chances of this happening).

10. AUDIENCE CHAMBER

A robed goblin sits regally and with confidence on an oversized, throne-like seat. His eyes carry a brilliant, arcane flame not commonly seen in goblin-kind.

Tudko (**goblin**, lv-3 fighter) and eight **goblins** are in this room. He announces that the characters should surrender as he has four members of the dwarven staff as hostages in area 13. Tudko orders the characters to leave their weapons and equipment and abandon the garrison or his lackeys shall assassinate the hostages. An insightful character notices that Tudko is bluffing and does not dare order the killing of these dwarves (DC 16 Insight).

► **Combat.** Tudko never orders the assassination out of cowardice. If forced, the goblins fight for their lives. If Tudko falls in battle, the goblins surrender. In addition, the hostages may even join this battle (see area 13).

11. EAST VAULT

The chamber contains a packed bookcase and two locked, stone coffers (DC 14 Thieves' Tools).

► **Treasure (3 XP).** The coffers contain 200 gp, 1,300 sp, and a chainmail. The bookcase contains three Wizard spell scrolls: *magic missile*, *alter self*, and *silence*.

12. WEST VAULT

This vault was found by Tudko a few days ago and most of its contents were plundered by the goblins.

► **Treasure.** Spending 10 minutes searching the room reveals a Wizard's spellbook tucked behind a history book. It contains four random level-1 spells.

13. FORT STAFF QUARTERS

Under the watch of four **goblin** wardens, four bound dwarves (**commoners**) are captive on the north side of this chamber. They were non-combatant members of the garrison staff. The goblins fed them but the poor people have been left in their squalor. These hostages are waiting for an opportunity to fight for their freedom. Over the past few days, they have slowly loosened their bindings.

► **Escape.** When the dwarves hear the conflict in area 10, they free themselves and start fighting their captors. There is a 3-in-6 chance for either side to win this engagement. If the dwarves survive, they run to area 10 to join the characters and take revenge against Tudko. If the goblins survive, they are too injured and scared to continue fighting. They cower under the beds.

14. ROOM OF THE DWARVEN RULERS

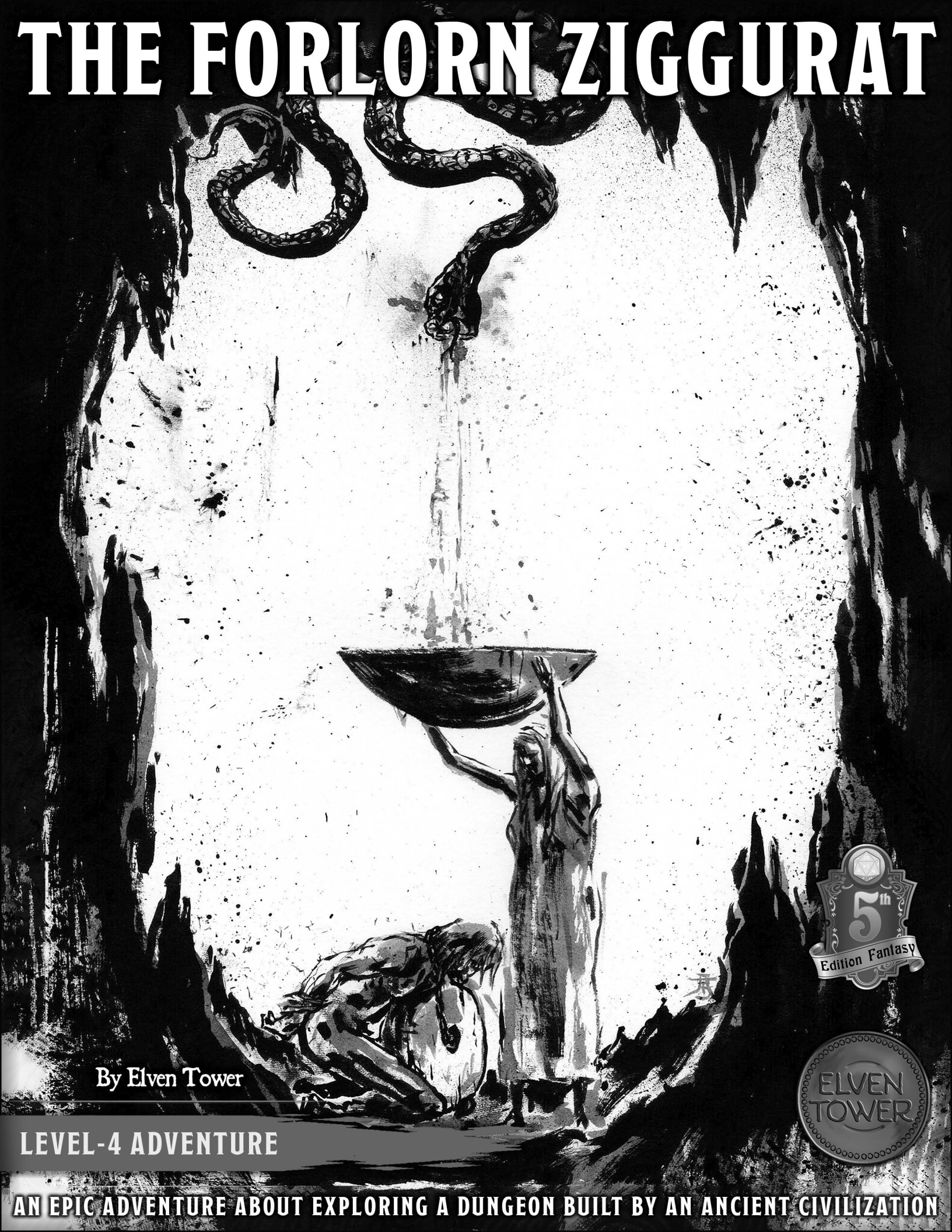
A lone statue of a dwarven king leads to a slender chamber with four granite effigies of dwarven warriors; each carries a book and has a pensive look.

Copper plaques under each statue identify the people portrayed here. The lone statue represents King Davek, the current king's grandfather. The four statues represent Haggi Ironfist, Durgar Thunderaxe, Jali Stoneblade, and Rawi Hammerfall. The four renowned military leaders whose exploits won the Hundred-Year War.

► **Timeless Trinkets.** The decorated coffer contains personal items and mundane objects used by the Dwarven Rulers when they visited Velvet Garrison in the past. They are worthless but have great cultural value.



THE FORLORN ZIGGURAT



By Elven Tower



LEVEL-4 ADVENTURE

AN EPIC ADVENTURE ABOUT EXPLORING A DUNGEON BUILT BY AN ANCIENT CIVILIZATION

ADVENTURE PRIMER

As the poison pours, so our society pleads itself subservient to you. Please allow our sons and daughters to thrive and keep this tribute of living flesh.

Ziggurat Inscription



In the great depths of the underground world of dwarves, goblins, and monsters, there lies an unfathomable, pyramid-like monument surrounded by an endless forest of fungal trees. Its original name is lost to time but the place is now referred to as the Forlorn Ziggurat. It is located in what is now the great dwarven kingdom of Ghin Faradam but no one comes near it as it is deemed perilous. The place spells death to any who approach. No one can tell why it is so dangerous and the last person brave (or fool) enough to try to delve into it perished decades ago.

THE YELLOWDEN EXPEDITION

THERE ARE SCHOLARLY records of the last expedition to visit the Forlorn Ziggurat. A team of human explorers led by Marcus Yellowden visited the dwarven capital Faradak and later set out toward the ziggurat on an ancient underground road. The explorers never returned and are presumed dead; this happened 32 years ago.

THE POISONOUS DEITY

KITHULAT WAS A goblinoid kingdom centuries ago. The ziggurat is dedicated to guarding off a deity that the goblins feared, an entity of poison and death. Unbeknown to all, Markus Yellowden, the lead scholar from the last expedition is alive. Alas, his body and mind were overtaken by the essence of the Poisonous Deity. He now ages at a reduced, half-as-fast rate. Despite his harmless appearance, this possessed individual poses a great threat to those who visit the Forlorn Ziggurat. Fortunately, the arcane power that can be obtained from this dungeon is well worth the risk to the party of valiant heroes.

ADVENTURE HOOKS

THE BRAVE GRANDSON

A young scholar of charismatic demeanor, Kirk Yellowden (peasant), hires the characters in one of the dwarven settlements. They must escort him to the Forlorn Ziggurat. He claims his grandfather, Marcus Yellowden, led an expedition to that place and was never heard of again. Kirk wants to find out what occurred to him and recover any journals or research left behind (600 gp).

DREAMS OF MAGIC

Strange, vivid visions assail the characters in their dreams. They see a large pyramid in the fungal forests and a source of great magic within it. They have a feeling of longing and an aspiration to visit it. The characters soon learn the location of this place as it is unique in its pyramidal construction in the dwarven realm.

Level 3 Adventure

► **Danger.** Unsafe. Roll for a **Random Encounter** every 30 minutes and after loud noises (3-in-6 chance).

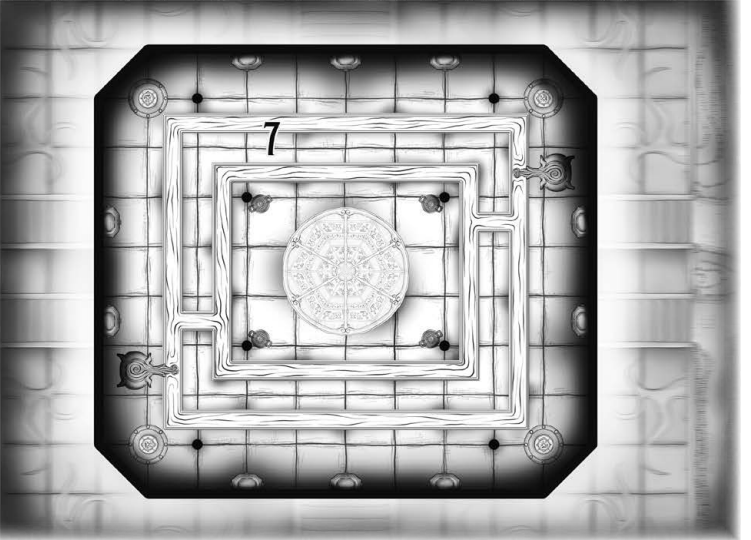
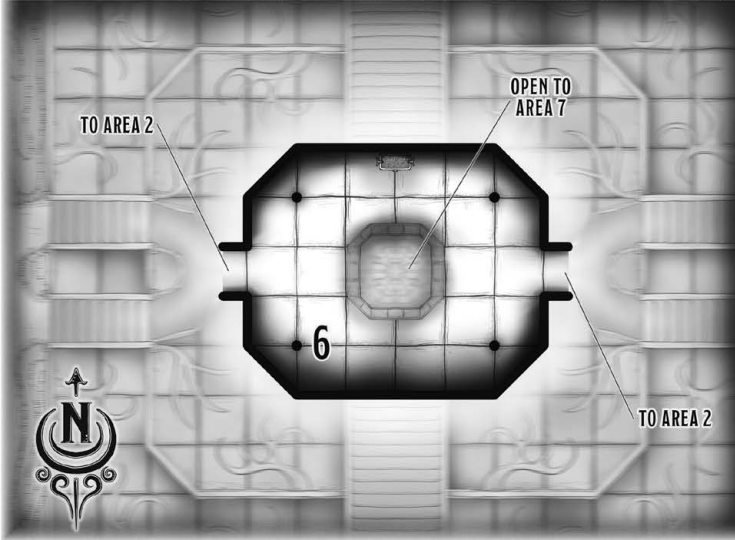
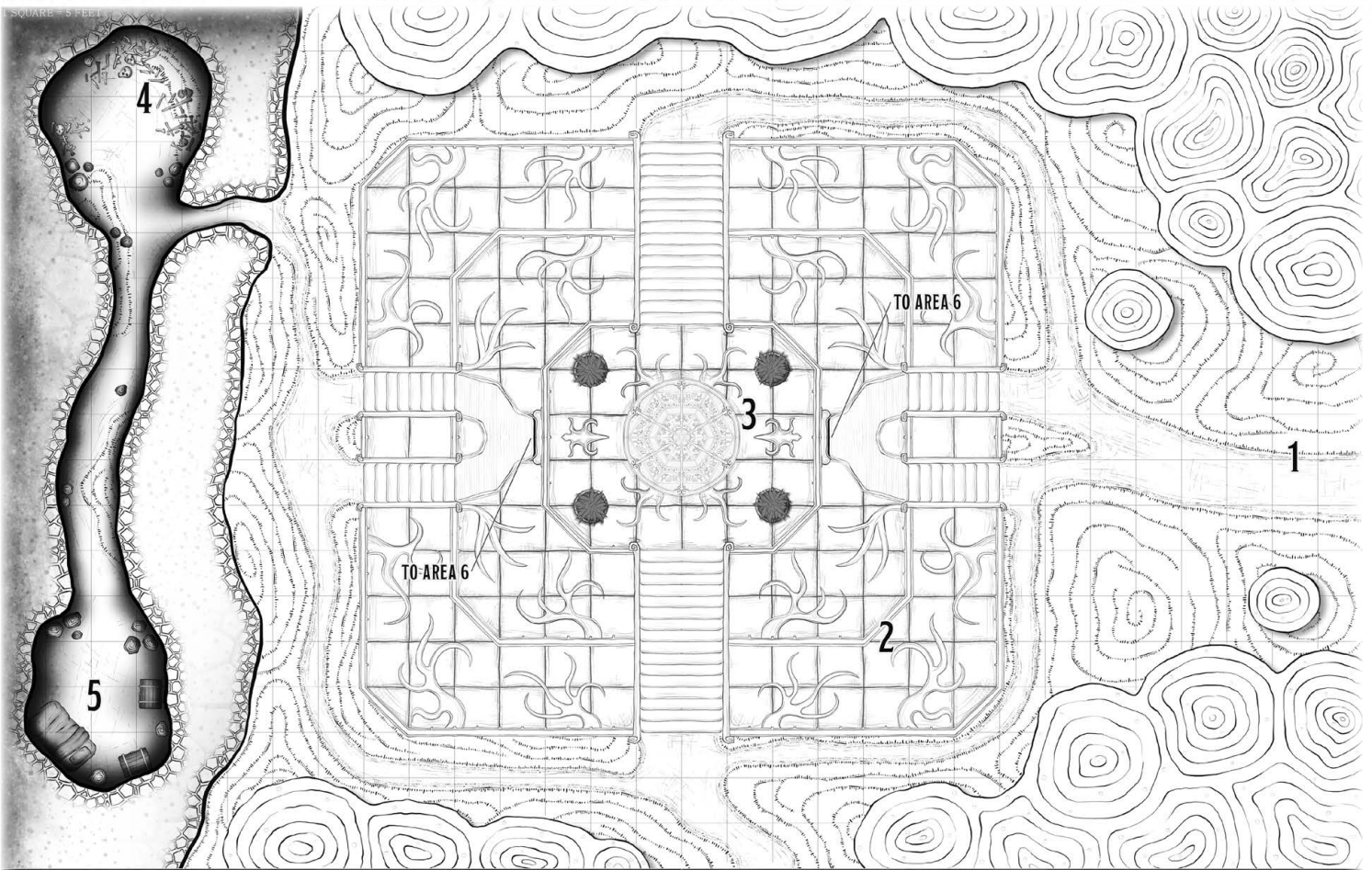
► **Light.** Some areas in the dungeon have magical light sources (see map). The denizens have **darkvision**.

JOURNEY TO THE ZIGGURAT

THE CLOSEST SETTLEMENT is Faradak, the dwarven capital. An old eastbound road leads to the Great Bluecap Forest and the Forlorn Ziggurat, a 2-day journey. Predatory, underground panthers roam the fungal forest. There is a 3-in-6 chance that the party is attacked by eight **panthers**. They flee if reduced to half their HP.

RANDOM ENCOUNTERS

d6	Details
1	A sudden burst of ethereal wind from the magic circle in area 7 sweeps through the area, and all light sources are extinguished.
2	A vivid vision of Markus Yellowden's group appears. The expedition members inspect the magic circle in area 7 when a half-snake, half-man creature materializes. The abomination slays the explorers but keeps Marcus alive and bound with a spell.
3	Three myconids emerge from the forest following the characters' trail. The ravenous creatures cannot be reasoned with.
4	Following an arcane cycle. The nature of light in the area changes for 1d4x10 minutes. For the time being, everything becomes pitch dark, the characters are dark-adapted , and their bodies become translucent, displaying their skeletons openly.
5	A doppelganger of Marcus Yellowden appears before the party begging for mercy before incorporating into shapeless fluid.
6	3d6 goblins arrive at the ziggurat looking for gold. They are unsure about the party and may even join them (DC 15 Persuasion).



1. SURROUNDING AREA

A 20-foot-tall, pyramid-shaped monument breaks the monotony of the wild fungal forest. The four raging braziers at its summit are a beacon of warmth surrounded by a swarm of flying, buzzing insects.

► **Flora.** The grass-like life-form that covers the forest floor is a form of fungal moss that does not require light. It feeds from the soil and the nearby cap trees (DC 12 Nature). The fungal cap trees are too numerous to subsist in this area; a botanist notices that the ziggurat nourishes the land and fosters their growth (DC 14 Nature).

► **The Area.** Exploring the surrounding area reveals the presence of the stairs that climb to the summit, to the entrances on the second level to area 6, and to the cave (area 4). Observant characters also spot barefoot, mid-sized footprints around the ziggurat (DC 12 Perception).

► **The Ziggurat.** Inspecting the monument from up close for 10 minutes reveals that the cyclopean, limestone construction has stood here for close to 1,000 years. The vertical sides of the ziggurat levels are decorated with runes of an old Goblin dialect (DC 12 History). The runes tell the story of a poisonous entity that inhabits the flesh of mortals to visit the Material Plane.

MARKUS YELLOWDEN - POSSESSED

Forsaken by the world, the hollow husk of what used to be Markus Yellowden meanders the Forlorn Ziggurat and the bluecap forest. He inhabits a small cave behind the structure. Markus is possessed by the Poisonous Deity, a state which confers him the following qualities:

- The **thug** statblock
- Markus ages half as fast as a normal person, making him look around 50 years old instead of 80.
- If killed, Markus's body regenerates 1 Hit Point every 5 minutes. He is also immune to all diseases.
- Markus is immune to all poisons.

Markus is destitute, soiled, and bears large scars all over his body. Some appear to be burns while others are blade cuts. Markus is in a feeble state of mind in which he shares his mind with the Poisonous Deity. When Markus is in control, he is subdued and mellow. He remembers the expedition barely and does not respond to his name. He ignores how he got here or how he survived. When the Poisonous Deity is in control, Markus is shrewd and has a mischievous smile. He is also short-tempered and quick to attack living creatures present.

When the characters first meet Markus Yellowden in area 5, he is in control. After that, every 10 minutes there is a 2-in-6 chance that his demeanor changes.

2. ZIGGURAT MID-LEVELS

When a character climbs the stairs or steps on the ziggurat's mid-levels, read or paraphrase the following:

The ancient, limestone edifice reacts to the approach of living creatures. The braziers at its stop roar as the flames within them intensify and grow brighter.

A *detect magic* spell reveals a current of arcane energy that emerges from below the ziggurat and empowers the braziers above. The spell also reveals explosive runes on the large staircases to the summit. The nefarious spell-runes are located on the fifth step from the top.

► **Explosive Runes.** Creatures that walk by the runes (see above) are subject to a fiery, green-flamed explosion. They take 5d6 damage (DC 14 Dexterity save for half).

3. ZIGGURAT SUMMIT

The intense buzzing of locusts flying around the braziers engulfs the world and becomes overbearing.

► **The Insects.** The moment a character steps onto the summit, six **swarms of insects** move in unison and attack the characters. The insects fight to the death.

► **The Circle.** A spellcaster recognizes that this is an inert replica of a binding circle (DC 13 Intelligence). The runes were slightly altered so that it is just a non-magical representation, a practice often used for decoration. However, they learn that the real circle has the power to bind a powerful extra-planar entity to the Material Plane.

4. BONE-LITTERED LAIR

The floor of this cavern is covered with countless gnawed bones. Some are ages old while others appear more recent. Inspecting the bones for 10 minutes reveals that the oldest ones belong to humans and elves and are a few decades old. Recent remains all belong to regional fauna such as underground panthers and simians.

5. KIRK'S CHAMBER

A destitute, middle-aged man sits on a tattered bedroll biting his nails. He looks up bewildered; the gaze of a man who has gone beyond the edge of reason.

Markus Yellowden (**thug**) is to blame for all the bones in area 4. The humanoid bones belonged to some members of the Yellowden Expedition. If Kirk Yellowden is present, he discovers that the man must be his grandfather from a birthmark on his thigh that was described to him. But Kirk remarks that Markus appears to be much younger than he should be. The former explorer does not react to this information and claims that the cap trees and the locusts are his only family. Still, if the characters allow it, Markus attempts to tag along. The wooden chests contain several journals written by Markus and his colleagues 30 years ago (see **The Journals**).



THE JOURNALS

The travel logs include all the lore information that the characters can learn while exploring the ziggurat. Markus's journal continues after the demise of the expedition and tells the tale of the viperian monstrosity that killed most of them. The journal then turns jumbled as Markus attempts to explain that his mind now coexists with an evil entity that slowly pushes him to insanity. The last journal entry explains that Markus attempted to end his own life several times without success. Each time he would reawaken with fresh scars of his attempt on his life, but his body would be otherwise intact.

6. HALL OF CONSTELLATIONS

Carefully etched patterns on the walls portray what appears to be the night sky and the rare movements of numerous astral bodies and planes of existence.

► **The Markings.** A spellcaster who spends 10 minutes inspecting the markings learns that they mimic the night sky on the surface as it appears on the winter solstice. Apart from the stars, other planes of existence and their relation to the Material Plane are described.

► **The Hole.** The 10-foot-wide opening leads down 40 feet to area 7. The characters can make the descent using climbing gear (DC 13 Athletics). Failure by 5 or more causes the character to fall and take 2d6 damage.

7. DEN OF THE POISONOUS DEITY

Boiling canals of green fluid surround a glowing replica of the magic circle at the ziggurat's summit. Limestone, snake-shaped effigies on the ceiling overlook the chamber ominously, as if waiting to pounce.

The Poisonous Deity that inhabits Markus Yellowden already feels its strength waning with age. The characters' presence brings an opportunity to renew its flesh tribute. Markus drops into the chamber from area 6, the magic circle glows as if reacting to him; the Poisonous Deity is in control. Markus (**thug**) rages as he launches an attack on a random character, preferably his grandson, Kirk.

► **Transformation.** If killed or subdued, Markus's skin rips and falls off, like a snake shedding skin, the mighty entity below has an anaconda-like lower body and a strong, humanoid upper body (**yuan-ti abomination**).

► **The Explorers.** Four **zombies** rise from the canals in round 2. They were part of the Yellowden Expedition and were slain by the viperian ophid here 30 years ago.

► **Poison Canals.** Contact with the fluid deals 1d6 damage as it poisons the flesh (DC 12 Constitution).

► **Runes.** Wall etchings claim that to keep the Poisonous Deity at bay, it must have a flesh tribute to inhabit, or else anger overcomes it and it attacks (see **Conclusion**).

ADVENTURE CONCLUSION

THE CHARACTERS REACH the end of this adventure and witness the consequences of their valiant deeds.

THE DEITY VANQUISHED

The Poisonous Deity's goal is to weaken a creature enough so it can serve as its next vessel. If Kirk Yellowden drops to half his Hit Points or a character drops to a quarter of its Hit Points when the viperian ophid is defeated, the ancestral essence of the Poisonous Deity attempts to possess them (DC 15 Charisma save). On a success, the spirit returns to the magic circle and becomes dormant for 1 decade. On a fail, the person becomes the host of the Poisonous Deity. Over the following days, they experience what Markus Yellowden described in his journal. If a character is affected, this condition can be cured with a *greater restoration* spell. Securing such a service from a high-ranking cleric puts the characters in debt to a religious organization.

IT'S IN THE BLOOD

If Kirk is possessed by the Poisonous Deity, he might part ways with the characters before the symptoms are noticed. With a young body, the nefarious spirit can wreak havoc upon the world when he returns to the surface. However, that is an adventure for another day...



TEMPLE OF LOST FAITHS

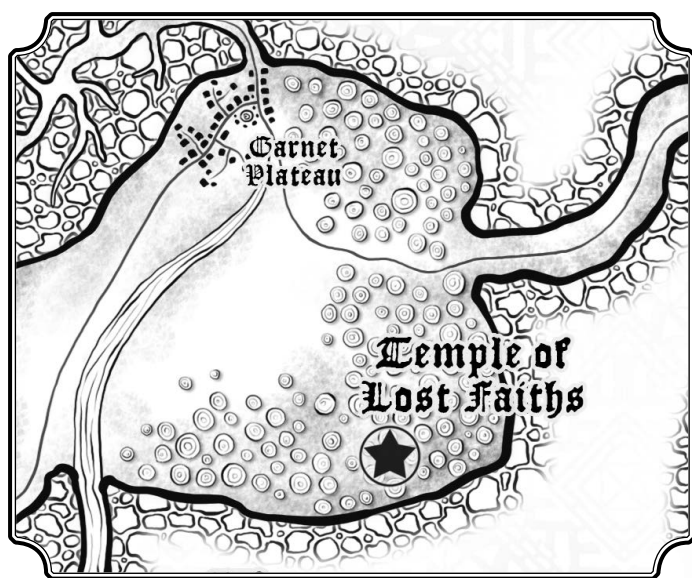
The echoes of forgotten faiths whisper secrets of power and peril. The past and future of goblinkind converge beneath the watchful eyes of the lost gods.

Temple Inscription

This temple predates even the old goblin societies. Its ancient stone walls and towering spires, covered in fungal moss and creeping vines, house a myriad of idols and effigies, each an abstract representation of deities once revered by past civilizations. As centuries passed, the original tenets of these beliefs were diluted and faded into obscurity, with only fragmented rituals and symbols surviving in modern goblinoid society. The temple serves as a place of historical significance, where scholars and priests seek to unravel the mysteries of the ancestral faiths.

GOBLINS RESEARCHERS

IN RECENT YEARS, the temple has attracted the attention of forward-thinking goblins who believe that understanding the past is key to shaping their future. They study the effigies and scripts, hoping to glean wisdom that can aid in their cultural revival and future planning.



One entity, the Horned Goddess, continues to be worshiped with fervor even today. Her presence is still strong and influential among goblins. However, the temple is not merely a passive repository of history; it is also a focal point for lingering, arcane energies and forgotten guardians that protect its sacred halls from invaders.

WHY COME HERE

► **Goblin Allies.** The heroes are summoned by three goblin scholars in Topaz Beach who have uncovered a cryptic prophecy within the temple, hinting at a powerful artifact: the *Tear of the Horned Goddess*. The heroes are asked to go to Garnet Plateau, the closest dwarvish settlement to the Temple of Lost Faiths. The Tear is thought to be a source of immense magical energy, an artifact that could help restore the goblin society to its former glory. However, the goblins believe the tear to be deep within the temple, protected by wards and guardians that awoke due to recent disturbances (400 gp, 3 XP).

► **A Coveted Artifact.** Just like the Horned Goddess' headpiece, the tear is not only sought by the goblins. The dwarves from Royal Mining Co. have zero interest in seeing the goblins thrive or regain their strength. The characters are free to choose who to side with. The dwarves offer more money for its retrieval (750 gp, 5 XP).

THE JOB

THE HEROES' QUEST is to navigate the temple's labyrinthine halls, decipher ancient texts, and overcome both mystical and physical challenges of the myriad ancient deities to retrieve the Tear of the Horned Goddess.

Besides the temple's immortal guardians, the characters must also contend with the opposite faction looking for the artifact (dwarven thugs, armor-clad warriors, and a couple of treasure seekers if they sided with the goblins. Or a dozen goblins, half of them riding worgs, and a shaman, if they chose to help the dwarves).

The characters' decision shall soon decide the history of Ghin Faradum. The goblins will be forever grateful if the heroes retrieve the tear for them. But this, of course, shall earn them the enmity of Royal Mining Co.

THE GOBLINS' WAY

THE GOBLIN SCHOLARS and future planners aim to use the Temple of Lost Faiths as a cornerstone for a cultural and spiritual renaissance. By studying the ancient effigies, scriptures, and rituals preserved within its walls, they hope to revive long-forgotten traditions and integrate them into modern goblin society. This revival is seen as a way to unify their people under a shared heritage, fostering a stronger, more cohesive community. And this is something that some dwarves are afraid of.

Additionally, they believe that the knowledge and magical artifacts hidden within the temple, particularly the Tear of the Horned Goddess, hold the key to unlocking new powers and technological advancements. Rakkar, the leader of the goblin rebels, is mostly interested in this knowledge. The goblin scholars in Topaz Beach trust these advancements could not only propel their society forward but also serve as a means to unite all goblin clans. If they are successful, they will become a formidable force and ensure their survival and prosperity in a world that has often marginalized goblinoid ancestries.



THE DWARVES' WAY

THE DWARVES HARBOR deep-seated concerns about the goblins reclaiming the tear, rooted in both historical conflicts and strategic considerations. The dwarves view the goblins' quest for the tear with suspicion, fearing that the artifact's power could be weaponized against them. The Horned Goddess is perceived as a symbol of potential aggression and upheaval in the capital. The dwarves worry that the resurgence of goblin power, bolstered by such a potent artifact, could destabilize the fragile balance of power in the region and reignite old hostilities.

Furthermore, the dwarves are wary of the implications of the goblins' cultural renaissance, especially if it is driven by arcane forces beyond their understanding and control. The Tear of the Horned Goddess is not merely a relic; it represents a source of ancient magic that the dwarves believe should remain dormant. They argue that such power could have unforeseen consequences. The dwarves see themselves as stewards of balance and tradition, they advocate for the tear to remain protected within the temple, a silent testament to a bygone era, rather than a catalyst for a new age of conflict.

The heroes must befriend one faction but anger the other. Their choice shall mark Ghin Faradum's history.



Beneath the mountain's stern and stoic gaze,
In shadowed deeps where silent stone doth lay,
The goblin kind, with eyes like ember coals,
Whisper grievances from weary souls.
"Enough!" they cry, in hushed, yet fierce disdain,
"No more to toil for dwarven lords' gain!
Our freedom calls from caverns dark and deep,
Awake, arise from servile, bounden sleep!"
With hearts aflame and spirits newly lit,
These goblins plot to seize their fate—or split.



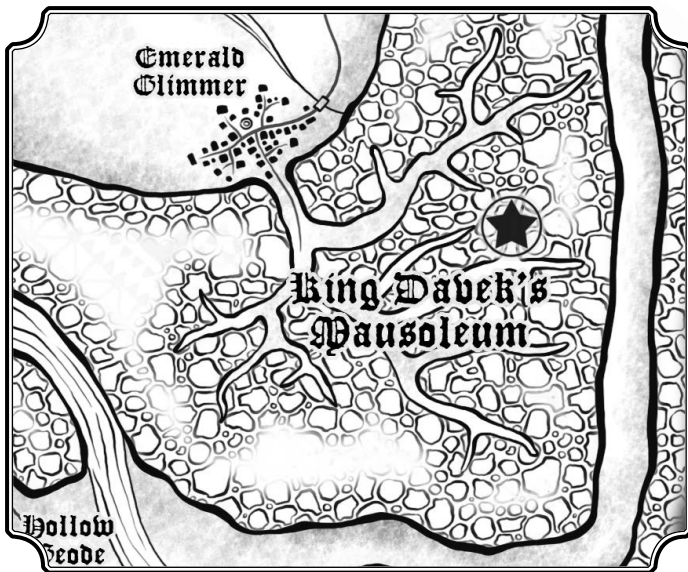
KING DAVEK'S MAUSOLEUM

Here rests King Davek, Ghin Faradum's sentinel, whose legacy endures in stone and gold. His wisdom guides the worthy, and his guardians defend the sacred.

Tomb Inscription

Deep within the labyrinthine tunnels of a century-old dwarven ore mine lies King Davek's Mausoleum, a hidden gem of Ghin Faradum's rich history. King Davek, a stalwart ruler during the tumultuous Hundred-Year War, commanded both reverence and fear. The journey to the mausoleum is perilous, full of twisting passages and forgotten shafts that test the mettle of any who dare to venture forth.

The mausoleum is a testament to the grandeur and ingenuity of dwarvish architecture. Illuminated by enchanted, crystal sconces, this majestic space is supported by the eight Columns of Wisdom, each etched with runes that tell the dwarves' lore. The mausoleum is not only a resting place for King Davek but also houses the remains of numerous dwarf warriors and miners, heroes who earned their place in this hallowed ground through valor and unyielding labor during the Hundred-Year War.



A KINGLY TREASURE

AT THE HEART of the mausoleum, behind a massive gate adorned with intricate patterns and protective glyphs, lie the remains of King Davek. It symbolizes the king's enduring legacy and the unbreakable spirit of the dwarves. Beyond this threshold, the king's sarcophagus is surrounded by treasures and relics of his time, all of it evidence of his leadership and the sacrifices of his people. Only a fool would tempt their luck by coming here and risking the king's wrath. For it is said that dwarves' greed and pride can overcome the barriers of life and death.

ADVENTURE HOOK

► **Spelunkers.** The heroes cannot leave Ghin Faradum without exploring this place. The rumors about the great treasure kept in here are too tempting.

► **The Crown.** There are rumors about the royal crown in Faradak being of goblin craftsmanship. Lady Mirabel, Topaz Beach's ruler believes that King Davek's journal is the best way to know the truth (500 gp).

Level 3 Dungeon

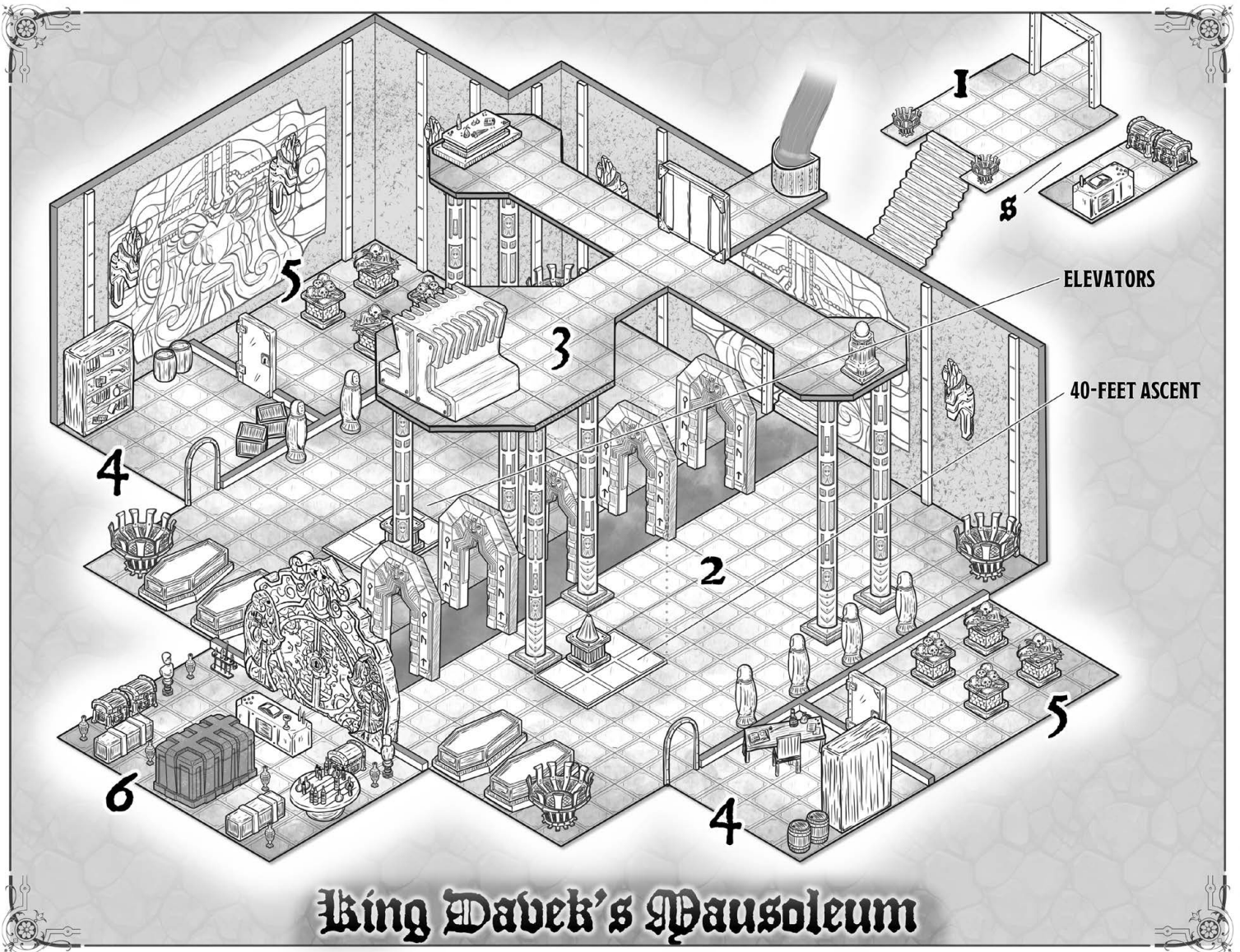
► **Danger.** Unsafe. Check for a **Random Event** every 30 minutes or after loud noises (4-in-6 chance).

► **Light.** Large braziers and crystal sconces burn with everlasting fire. All the dungeon is lit except for the secret vault (area 6). Denizens within have **darkvision**.

► **Dwarvish Blessing.** Characters of dwarvish ancestry benefit from a magical boon. The more-than-a-hundred dwarf souls in here strengthen their kin. This effect awards them advantage on all checks.

RANDOM EVENT

d6	Details
1	A hidden pressure plate triggers a swinging blade trap. A random hero takes 1d10 unless they jump aside (DC 13 DEX check).
2	A group of four darkmantles descend from the darkness and attack the heroes. They flee when reduced to half their HP.
3	The spirits of fallen miners rise. A hundred souls fly and form a whirlwind of light and feelings that traverse the dungeon at high speed. The heroes must get off their way (DC 12 Dexterity). If the tornado of souls hits them, they lose any inspiration .
4	A group of four giant bats , disturbed by the heroes' presence, swarms aggressively, filling the air with chaos and confusion.
5	The heroes enter a new area and disturb a swarm of spiders . The arachnids flee when reduced to half their Hit Points.
6	A magical anomaly causes the runes on the Columns of Wisdom (area 2) to glow, projecting illusions of past battles. If the characters pay attention (DC 12 Intelligence), they discern a goblin ruler wearing the royal crown many centuries ago.



King Davek's Mausoleum

1. MAUSOLEUM'S ENTRANCE

The entrance looms grandly, flanked by colossal statues of dwarf warriors. An iron arch, inscribed with intricate Dwarven runes, guards an antechamber with a steep staircase carved into the living rock.

► **Arrival.** When living creatures cross the threshold and walk toward the stairs, an ancient incantation triggers; a deep, calm voice says in Dwarvish:

"You are warriors, not peasants. This is true since reaching this place is no easy task. You are welcome to admire the place, pray, and study our history. You may even test your strength and see if you are worthy of Dwarvish treasure. Nevertheless, any transgression, disrespect, or defilement of this sacred, regal tomb shall be met with the mightiest of wraths."

► **Treasure.** A hidden button causes a section of the wall to slide aside and reveal a room (DC 15 Perception). Two chests contain luxury linens, exotic fragrances, spices, and a set of ivory figurines (450 gp for it all). A high-quality replica of Davek's journal lies on the table.

THE FAKE JOURNAL

This copy of the king's journal contains modified facts and changed information. It claims the crown is of Dwarvish origin, that the war barely had any dwarven losses, and it explains how the goblins were the ones who asked to be servants. A dwarf scholar who knows Ghin Faradum's history knows this information is not accurate (DC 16 History). Characters of non-dwarven ancestries may know this too (DC 18 History). The real king's journal contains the unedited truth (see area 6).

2. MAIN HALL

The great hall opens. The eight Columns of Wisdom are accompanied by a row of carved stone arches. The gate to King Davek's tomb lies at the end.

► **Archways.** Five intricately sculpted arches, each adorned with glowing runes and carved dwarf visages, create a majestic corridor leading towards the king's resting place. The runes, shimmering faintly, enunciate the most sacred of the Dwarvish culture's core values.

► **Elevators.** Flanking the central path, two magical elevators stand as engineering marvels, their platforms ascending and descending with a deep, resonant hum. Each elevator takes 1 minute to move between levels. Up to five creatures can use either of them at a time. The magical word to activate them is 'fagark'. The only way for the heroes to learn this word is by spending time reading the documents in either area 4 (see map).

► **Columns.** These eight pillars are called the Columns of Wisdom. They support the upper level of the great dwarven hall. If the heroes pay close attention to the runes and inscriptions in the hall, they may identify a Dwarvish prayer and religious rite explained in them (DC 13 Religion, a character of Dwarvish ancestry makes this check with advantage). The rite entails walking through the thresholds and reciting a Dwarvish poem. Doing so appeases the spirits; the guardians stay dormant (see below). This pacifism lasts for 1 day and also unlocks the gate to the king's tomb (area 6).

► **Guardians.** Eight standing sarcophagi, their surfaces chiseled like dwarven pilgrims, lean on the walls. Four uncarved sarcophagi, belonging to the king's guard, rest next to the tomb's gate. If the heroes attempt to bypass the gate to the king's tomb (area 6), one **wight**, three **zombies**, and eight **skeletons** come out of their enclosures. They protect the tomb at all costs.

3. SECOND LEVEL

► **Anvil.** Dwarves can meditate while touching the anvil for 10 minutes. This grants them **inspiration**.

► **Crystal Ball.** Characters of Dwarvish ancestry can use this artifact once. They may gaze into the crystal and benefit from a *scrying* spell. The vision lasts 30 seconds, with no saves or checks needed. After this, it shuts down. It is pointless to try to activate the crystal ball again.

► **Altar.** The heroes may leave something of value to gain a **luck token**. Likewise, they could remove an item from the altar (50 gp, 1 XP). If they do this, two **shadows** appear to chastise the disrespectful visitors.

► **Font.** The presence of a dwarf causes the gate to open. Otherwise, it is locked (DC 14 Thieves' Tools). This water has magical properties. But its wonders only work on dwarves. A dwarf can drink from the font to regain all Hit Points and recover from a single disease or affliction. The same individual cannot benefit from the font twice. Any bottled water disappears beyond the gate.

4. ANTECHAMBERS

If the characters inspect this area for 10 minutes, they learn the religious ritual to keep the guardians dormant if they fail to discern it before in area 2. They also learn the word 'fagark', which can activate the elevators.

5. THE HUNDRED MINERS

These doors are locked (DC 13 Thieves' Tools). The ashes of fifty miners are interred in each chamber. These columbariums have never been opened. Two **skeletons** and one **shadow** emerge from either area if disturbed.

6. KING DAVEK'S SARCOPHAGUS

The religious ritual that appeases the guardians in area 3 also unlocks the king's tomb. Otherwise, only a skilled thief may crack the lock (DC 16 Thieves' Tools). This causes the guardians to act (see area 2). Once inside, a spectral figure of King Davek manifests, his ghostly visage stern and commanding. The dead king says:

"Touch not the treasure before you, for it is bound to the honor and memory of my reign. Only the journal, the chronicle of my deeds, may leave this hallowed ground. Violate this decree, and face my wrath."

► **Mission.** The heroes respect the king's words and only take the journal. It is the one Lady Mirabel wants, and not the copy with mixed-up facts. The crown, it reveals, is indeed a relic of goblinoid craftsmanship.

► **Thieves.** The heroes take the risk and attempt to pilage the treasure. A **wraith** coalesces from the shadows to attack. All the undead enemies mentioned in area 2 and area 4, if any remain, come to stop the transgressors. The defilers must be removed at all costs.



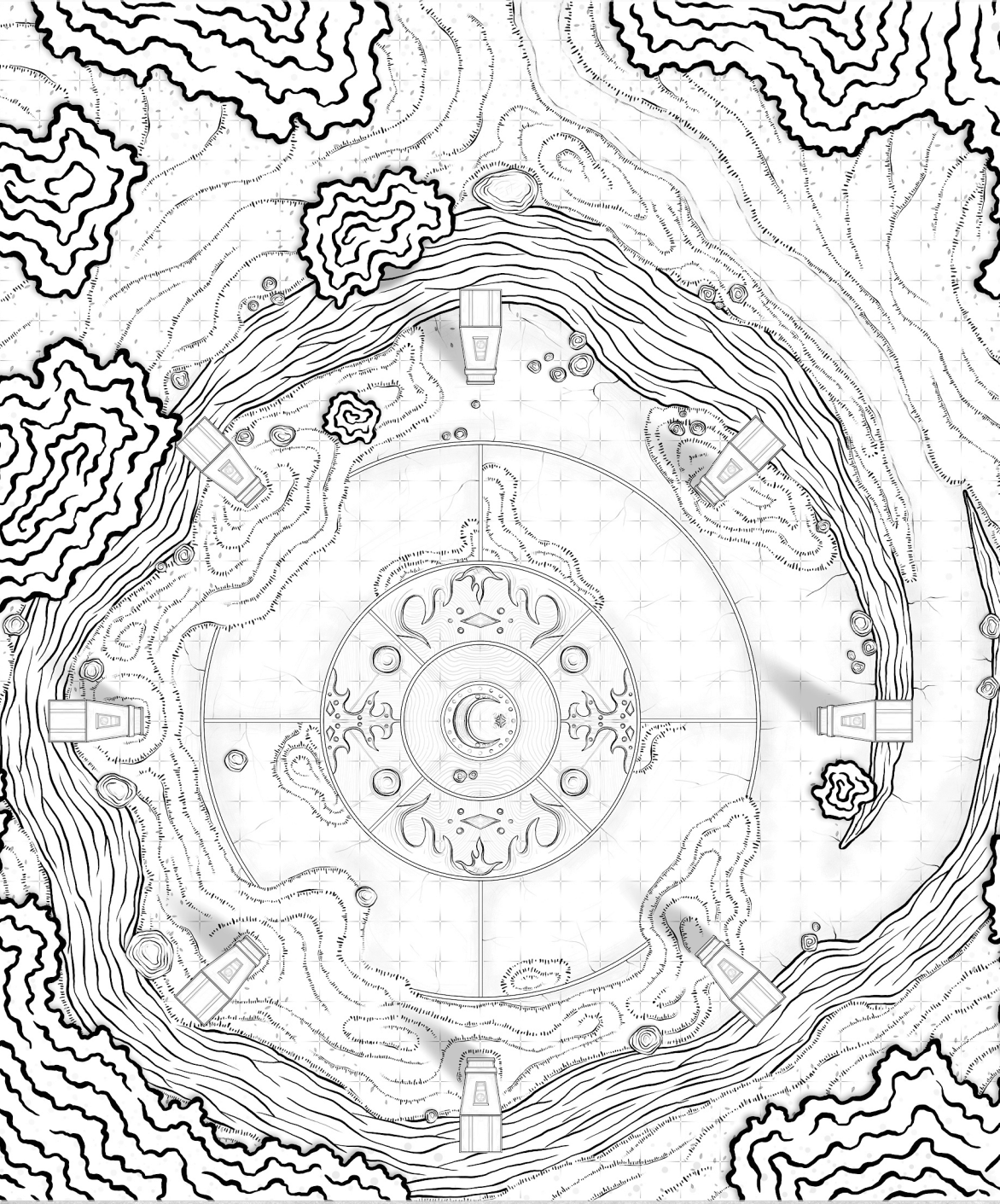
Stargazer Summit



erched atop a windswept hill known as Stargazer Summit, a mystical druidic observatory commands an awe-inspiring view of the heavens and the verdant expanses below. The ancient site is distinctly marked by several concentric circles, each meticulously etched with runes of yore that whisper the old magics and celestial alignments. These arcane symbols glow faintly under the moonlight, resonating with the cosmic energies they were designed to harness long ago.

Dominating the observatory are eight towering stone pillars. They stand as silent sentinels around the perimeter of the rune-scribed circles. Weathered by time and the elements, the pillars bear eroded inscriptions rumored to contain potent spells once used by the druids to commune with extraplanar powers and perhaps even influence the very fabric of reality.

In recent weeks, the tranquil solitude of Stargazer Summit has been pierced by enigmatic light phenomena in the night sky. These dazzling displays of color and light dance above the summit, drawing curious scholars and fearful villagers alike from the nearby farming town of Twin Oaks. The locals, long accustomed to the legends woven around the summit, whisper that these lights might herald the reawakening of ancient powers or the fulfillment of a forgotten fey prophecy. Stargazer Summit remains a place of mystery and ancient wonder, where the veil between the earthly and the primal forces seems perilously thin, inviting both reverence and trepidation from those who dare to walk its sacred grounds. It is a place that hides great power.



THE REGION NEAR Stargazer Summit is in turmoil as a source of terrible corruption has taken hold of the forest. Few believe that the arcane secrets buried here can be of any use except the fey seers of the idyllic Satyr Grove. Witness Farenhal, the satyr leader, trusts that the obscure secrets etched on the pillars of Stargazer Summit may hold an instrumental piece to solve the puzzling situation in the region. The satyr seer hires valiant sellswords to investigate Stargazer Summit area.

The Scholars

NOLAN AND HARLEN stay at an inn in Twin Oaks. They express their interest in accompanying the party to the hilltop claiming to be archaeologists and offering their services as translators of olden runes. Alas, Nolan is secretly an evil mage seeking to learn the powerful arcane secrets of Stargazer Summit. If he succeeds, he might become a terrible threat.

Random Events

Roll 1d8 for a random event while traveling to the hilltop or exploring the druidic observatory of Stargazer Summit.

1. An eclipse darkens the sky. During the brief twilight, ghostly silhouettes of ancient druids appear around the pillars.
2. A flock of ravens descends upon the summit, cawing in unison. They form a cryptic pattern in the air before dispersing.
3. An ethereal blue flame ignites atop each pillar during the full moon. Two **druidic ghosts** overcome by rage appear.
4. Caused by the strange night lights, the shadow of the central pillar points to a hidden cache of ancient texts buried beneath the soil; the fabled **fey rituals**.
5. A rare celestial alignment causes the runes to resonate, summoning forth three **blighted abominations** to fight.
6. Wild animals, normally nocturnal, gather calmly around the circles during the equinox, as if attending a silent council.
7. A crackling bolt of lightning strikes the northern pillar, causing a fiery explosion.
8. Night lights shine as runes release their energy giving birth to a **living spell**. The arcane abomination fights until slain.

Words of Power

HIDDEN IN PLAIN sight in the decrepit runes and symbols etched onto the pillars and circles, the secret of many **fey rituals** lies. Adventurers wishing to unearth these secrets must spend at least two nights in Stargazer Summit to inspect the runes under the night lights. Only then, may this arcane inspiration award those who persevere with the ability to cast ancient magic that the world has not seen in millennia. Secrets even the living fey ignore.

Trial of Might

Those willing to acquire the knowledge lost to the ages must first prove their worth in combat. When the adventurers spend the night at Stargazer Summit to learn its obscure, arcane secrets, ghostly guardians appear at midnight. They shall be the sole judges of their worth.

► **The Guardians.** The four **ghosts** wear long robes embroidered with druidic runes; their facial features are vague and undefined. Each of them is a fierce, dagger-wielding fighter and a capable spellcaster. They were the last of their circle to possess the knowledge of the **fey rituals**. Sharing the rituals with worthy warriors is their last task before eternal rest.

The Eon-Lost Spells

The knowledge to cast six forgotten rituals is revealed to spellcasters after their second night of study in Stargazer Summit. The instructions to cast each of the fey incantations must be transcribed on parchment and studied for 1 week during downtime before the spellcaster can attempt to cast it.

The Rogue Mage

NOLAN TRANSCRIBES THE spells into a tome, something that insightful individuals notice as clear proof that he is a spellcaster too, as only those gifted with magic can do so. Nolan claims to be nothing but a neophyte if confronted about this fact, seeking to de-escalate so he can flee with his transcriptions.

If Nolan manages to escape alive, he shall soon become a tenebrous threat as he misuses one of the **fey rituals** for evil. He intends to take over the largest settlement, Y'renlune.

The rogue spellcaster roams the blight-stricken region looking for the right moment to strike. So, even if the adventurers achieve victory and restore peace in the region, the threat of Mage Nolan shall resurface as he celebrates the deadliest of rituals.

A Night of Fire

One week later, Nolan uses one of the **fey rituals**, *Flame of the Hidden Fire*, to summon an entity of fire and smoke. The abomination is bound to his will but the leash provides a thin sliver of control. Nolan threatens the leaders of Y'renlune with utter destruction unless they bow in allegiance. Unfortunately, even he fails to control such an extraplanar force. The fiery entity cuts loose in a conflagration of primal energy. The fire-based entity impales Nolan before starting a nightmarish rampage in town. Valiant heroes shall be needed to put a stop to its path of death and destruction.



Transcription of one of the fey rituals.




Fishblade RPG

Come see the game that (allegedly) revolutionized the TRPG market!



FISHBLADE RPG

A story-telling game where the party controls a fish-ship with a knife



YOU ARE THE CREW OF THE LIVING ASTRAL VESSEL FISHBLADE. Your mission is to explore uncharted regions of the Astral Sea, deal with extraplanar beings both friendly and deadly, and defend your home plane against otherworldly dangers. The captain is dead, now you have to fend for yourselves and attempt to control your powerful *FishBlade* ship with your *Blades*, or your *Feelings*...

PLAYERS: CREATE CHARACTERS

- Choose a cool character style: **Fisherman, Blade Expert, Fish Psychologist, Hero, or Savvy.**
- Choose a role for your character: **Docter, Trainer, Engineer, Explorer, Pilot, or Fish Mentalist.**
- Choose your number, from 2 to 5. A high number means you're better at **BLADES** (combat prowess and manipulating fish with your blade). A low number means you're better at **FEELINGS** (intuition; diplomacy; and achieving a mental connection fish).
- Give your character a cool extraplanar adventure name. Like *Troutbass McFish* or something.

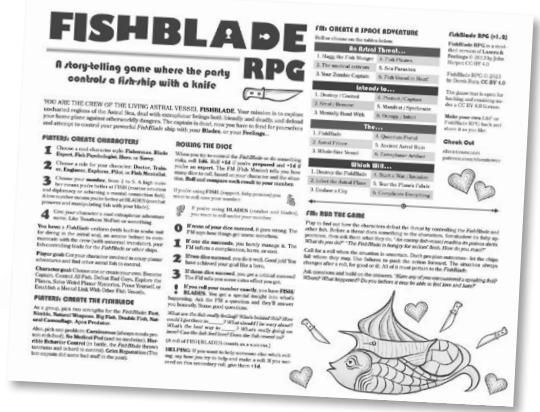
ROLLING THE DICE

When you try to control the *FishBlade* or do something risky, roll 1d6. Roll +1d if you're **prepared** and +1d if you're an **expert**. The FM (Fish Master) tells you how many dice to roll, based on your character and the situation. **Roll and compare each result to your number.**

If you're using **BLADES** (combat and blades), you want to roll under your number.

If you're using **FEELINGS** (rapport, passion) you want to roll over your number.

If none of your dice succeed, it goes wrong. T



Fishblade RPG is a quick-play story-telling game where the party controls a fish-ship with knives! Your mission is to explore uncharted regions of the Astral Sea, deal with extraplanar beings, and defend your home plane. The captain is dead; you have to control your powerful FishBlade ship with your Blades, or your Feelings... *

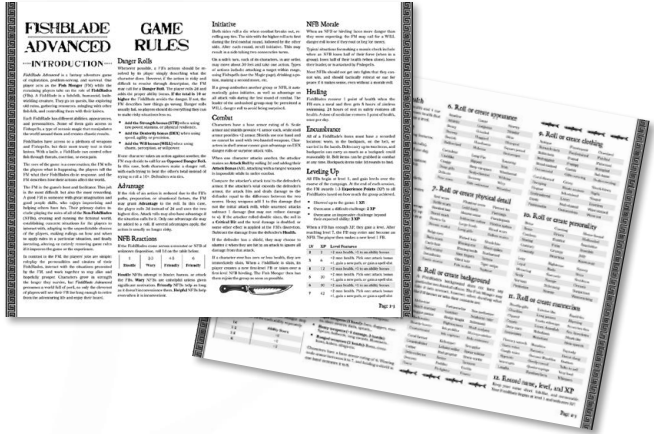
FISHBLADE ADVANCED

remaining players take on the role of **FishBlades** (FBs). A FishBlade is a fish-folk, humanoid, knife-wielding creature. They go on quests, like exploring old ruins, gathering resources, mingling with other fish-folk, and controlling them with their knives.

Each FishBlade has different abilities, appearances, and personalities. Some of them gain access to Fishspells, a type of oceanic magic that manipulates the world around them and creates chaotic results.

FishBlades have access to a plethora of weapons and Fishspells, but their most trusty tool is their knives. With a knife, a FishBlade can control other through threats, coercion, or even pain.

core of the game is a conversation: the FM tells

Fishblade Advanced is the promised second edition of FishBlade RPG. The recent developments of the OGL (Oceanic Game License) finally allowed the release of this creation to the public. FishBlade Advanced has been in development for ten years! * You are fish-folk. eager for adventures, treasure, and controlling other fish with your knives!

Click images to see product page

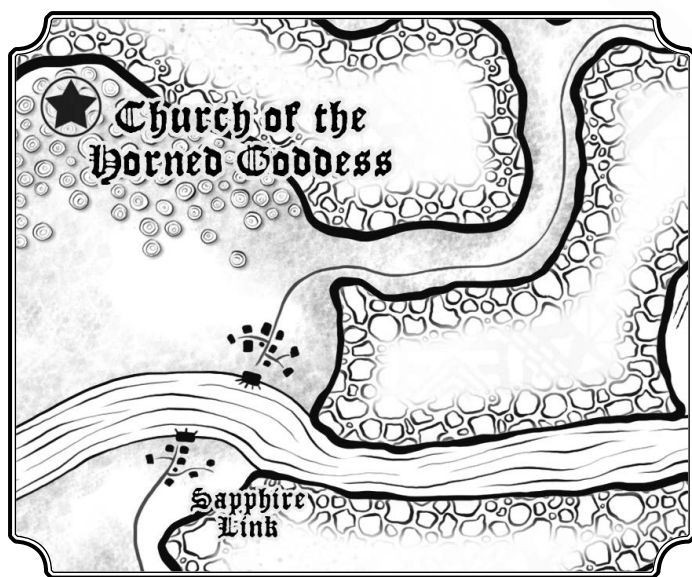
This was all once a Twitter joke in Jan-23, of course. First edition is a hack of Lasers & Feelings and the second edition is an OSR hack of Maze Rats.

CHURCH OF THE HORNED GODDESS

There she lies, the mother of the earth and bearer of all that grows and thrives. Her horns are fashioned from common metals. She is our mother...

Ode to the Horned Goddess

The Horned Goddess was the main figure of worship during the goblinoid epoch of Kithulat. Only one church can exist, the one with the true headpiece of the Horned Goddess. Other sites of worship are called chapels and are allowed to represent the Horned Goddess as a headless effigy. In the present realm of Ghin Faradum, Faradak and Topaz Beach feature a chapel each. Miara, the priestess in the latter settlement has requested permission to bring the headpiece to ascend their site of worship and become the beacon of goblinoid faith; Lady Mirabel Silverstream, the regent, agreed. She thinks the re-funding of this church may sway Raddak's goblins to refrain from attacking the town. Little is known about Raddak's religious tendencies, though. But if the goblin rebel wants to earn his kindred's loyalty, a good place to start is by respecting the goblins' belief in the Horned Goddess.



DESERTED FOR CENTURIES

After the realm of Kithulat fell and the goblin crown was stolen by King Davek, the goblin priests of the Church of the Horned Goddess closed off the underground compound and activated numerous traps to keep the Horned Goddess headpiece protected. Since then, the few fools that have tried to retrieve it have perished trying. The church's area, once surrounded by a goblin city, has been retaken by nature. A forest of fungal trees is what remains, but careful observers notice the evidence of the past goblin civilization (DC 13 Perception).

ADVENTURE HOOK

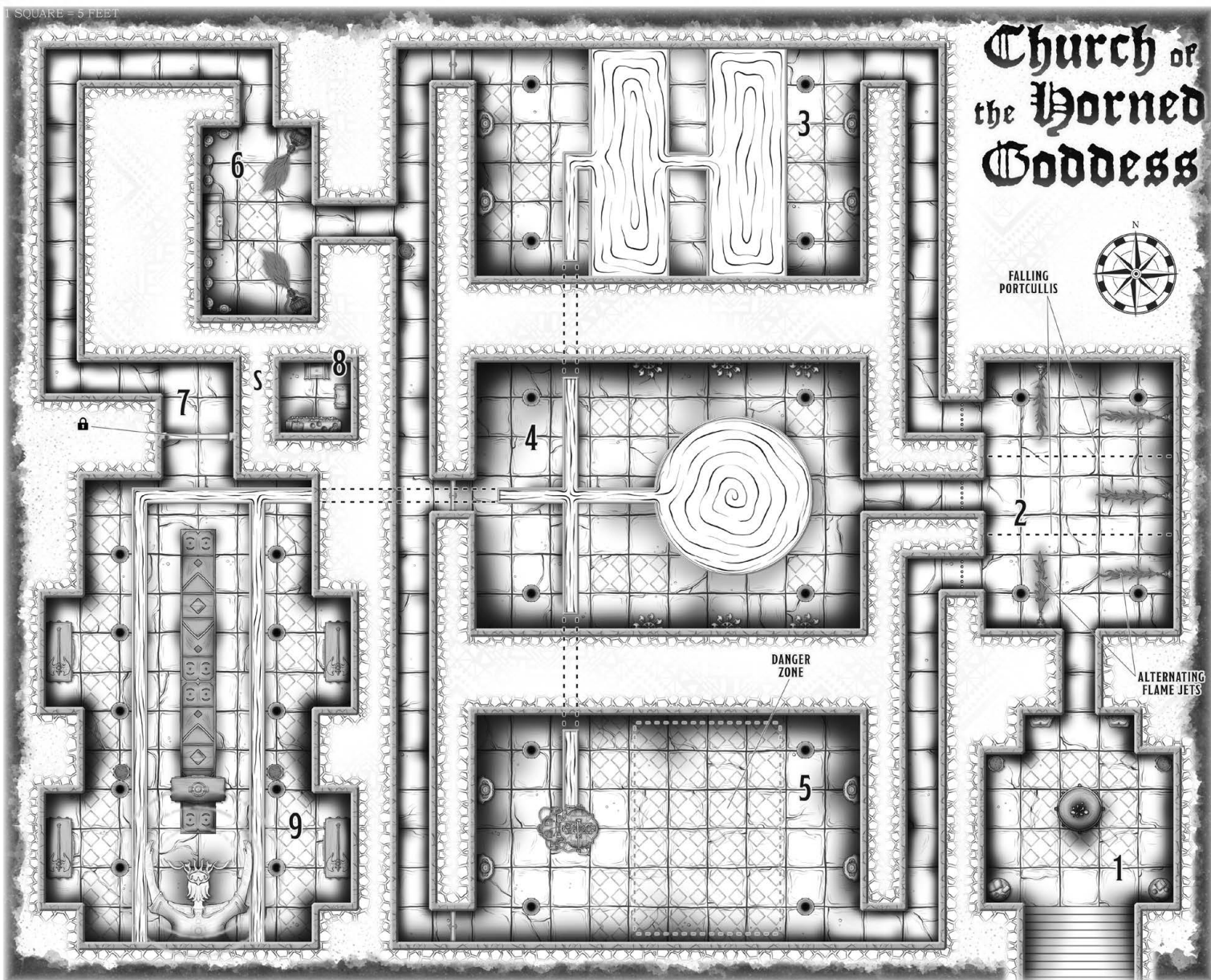
Collectors. Two factions in Topaz Beach covet the Horned Goddess' headpiece: Miara, who presides over the goblin chapel (300 gp), and the curator of the Davek Museum, Vikku (800 gp). The wealthy collector offers considerably more money but the museum's possession of the headpiece might cause a revolt. Aiding the Chapel of the Horned Goddess shall help the characters be in good standing with the rebel goblins.

Level 4 Dungeon

- **Danger.** Risky. Check for a Random Event every 20 minutes and after loud noises (4-in-6 chance).
- **Light.** Most areas have fire, lava, or braziers with permanent *light* spells. All denizens have **darkvision**.
- **Lava.** Molten stone flows through narrow canals across the dungeon. Its viscosity is low; it flows like heated tallow. Direct contact with the lava deals 4d6 damage. Full submersion in the molten rock means death.

RANDOM EVENTS

d6	Details
1	Four dwarf scavengers (thugs) follow the heroes into the dungeon (DC 12 Perception to notice them). They plan an ambush.
2	A hidden pressure plate triggers a spear trap. A random hero takes 1d10 unless they jump aside (DC 14 Dexterity save).
3	The spirits of four goblin clerics (specters) coalesce by the ceiling and drop on the characters to defend the church.
4	A vivid vision appears before the party: Goblin priests polish the headpiece in the Altar Chamber before activating all manner of traps and devices on their way out. After this event, no one has managed to enter the Altar Chamber for centuries (area 9).
5	A centipede swarm burst through a broken floor tile. Their attacks prioritize targets already paralyzed with their poison.
6	The lava overflows and a 20-foot-wide puddle forms by the nearest canal. It overflows fast enough that characters in the area have to move fast to avoid contact with the molten rock. The puddle hardens and then crumbles into dust after 1 day.



1. CHURCH ENTRANCE

An opening in the forest, covered by fungal moss and debris, leads down a staircase that arrives here.

A collection of trinkets and coins lies at the center of a shallow basin. Alternating flashes of flames can be seen in the chamber beyond the iron container.

► **The Basin.** Runes on its top read in Goblin: “Leave an offering to the Horned Goddess to pay respect. Heed this call or be alone for your pain and woes.” There are close to thirty objects in the basin, some are fashioned from gold and silver. Leaving something of monetary (at least 10 gp) or personal value grants **inspiration**.

► **Disrespect.** Stealing the objects in the basin causes the two standing sarcophagi to open; two goblin guardians (**wights**) emerge from them to attack. They reform at dawn and pursue the thieves to any location in the Material Plane. The items stored in the basin are mostly pieces of jewelry worth 300 gp collectively.

2. ROOM OF SEPARATION

Five clockwork devices spurt jets of fire in a percussive but unpredictable rhythm. Each fire burst is 10 feet long and produces an intolerable amount of heat.

The purpose of this chamber is to separate the party. As they enter the chamber and try to gauge the flame jets’ rhythm, the party is sure to spread around the room, looking for safe spots to stand. When the characters are spread around the room, the flame engines turn off and two sets of adamantine portcullises drop (see map). The portcullises split the room into three sections. The characters in each section can only continue through the three narrow hallways that lead to areas 3, 4, and 5.

► **Flame Jets.** Moving here requires speed and precision (DC 15 Dexterity save). Failure deals 3d8 damage.

► **Iron Bars.** The bars that block the west hallways can be lifted or bent (DC 13 Athletics). They are rusted and debilitated by the constant changes in temperature.

3. NORTH TRIAL CHAMBER

A narrow canal fills two lava ponds that split the room. Two gilded vases on plinths lie on either side of the room. The merciless heat is barely tolerable.

Characters forced to take this path must find a way to bridge the gaps caused by the two lava ponds. The 10-foot-wide ponds can be jumped over (DC 13 Athletics). The room features four pillars which can be used in conjunction with ropes and hooks to climb over the ponds.

► **The Vases.** The containers are filled with water. Pouring the contents of a vase into the lava causes a section of the molten rock to cool down and become a platform the characters can step on to cross (DC 12 Intelligence).

4. MIDDLE TRIAL CHAMBER

A large, circular lava pond dominates the east side of this room. Sharp axe heads attached to clockwork devices rotate fast by the walls; they spell death.

Characters forced to come here are faced with a terrible challenge to prove their combat prowess.

► **Guardians.** Two **imp devils** emerge from the lava pond. They put targets to sleep with their Poison and then try to pull them toward the lava or the traps.

► **Rotating Axes.** The gyrating devices deal 3d6 damage (DC 14 Dexterity / half). A hidden panel (DC 12 Perception) by the east wall can be sabotaged to turn the deadly apparatuses off (DC 13 Thieves' Tools).

5. SOUTH TRIAL CHAMBER

A lava canal feeds into a clockwork machine that pumps the molten rock into pipes. The floor is covered with a patchwork of decorated stone tiles.

► **Danger Zone.** Each stone tile in the marked area (see map), contains a small nozzle (DC 12 Perception) that shoots molten rock into the air. When characters enter this chamber, the nozzles start spurting lava in a random pattern. Crossing the danger zone requires speed and courage (DC 16 Dexterity). A character can study the pattern to trace a safe path through (DC 14 Intelligence).

► **The Machine.** The device has 10 HP but can only be damaged by magic. When dropped to 0 HP, it is disabled.

6. TRAP FOR THE GREEDY

A chest stands between the exhausts of two fire engines. The fire bursts are not long enough to reach the chest, which can be interacted with safely for the moment. Alas, the chest and the clay vases around it are empty.

► **Fire Jet Trap.** Touching the chest triggers the trap and causes the two engines to increase their potency. The fire jets double their size. Creatures standing before the chest are hit by the fire (5d6, DC 13 Dexterity / half).

7. THE CHURCH GATE

Intricately carved bas-reliefs on the double doors tell the story of the Horned Goddess, the deity of earth and soil. Goblins are portrayed kneeling before her.

The double doors feature a high-quality lock; the key to it has been lost after centuries. A thief can bypass it (DC 18 Thieves' Tools). Spades, shovels, and pickaxes can be used to destroy the lock and its surrounding area to open the gate. This takes 20 minutes and is noisy.

► **Hidden Lore.** Scholars who inspect the reliefs learn that the Horned Goddess headpiece can reinvigate this ancient faith once it is moved to the chapel in Topaz Beach (DC 14 Religion). But retrieving the relic shall not be easy, it is protected by timeless guardians.

► **Hidden Door.** Pushing two odd bricks by the east wall simultaneously causes a section of the wall to swing inward and reveal a narrow passage to area 8.

8. SECRET VAULT

The chamber contains a bookcase packed to the brim with ancient scrolls and two stone chests.

► **Scrolls.** Unique documents of the Horned Goddess' religion are found here. The general lore of this deity and the rules for chapels and churches are neatly explained.

► **Treasure.** The scrolls can be sold to Miara in Topaz Beach for 300 gp. The chests contain 1,200 gp, 860 sp, two *potions of healing*, and a *cube of force*.

9. CHURCH OF THE HORNED GODDESS

Flanked by lava canals, the effigy of the Horned Goddess overlooks the room from afar. The headpiece bears a gilded crown fashioned like elk horns. Four greataxes lie on stone plinths in shallow alcoves.

The outcome in this chamber depends on the characters' intentions for coming here. Their ultimate goals cannot be hidden from the sacred Horned Goddess.

► **Thieves.** If the characters wish to sell the headpiece for profit, four goblin guardians (**wights**) materialize by each alcove and grab the ornate greataxes to fight. After destroying them, the characters can take the headpiece.

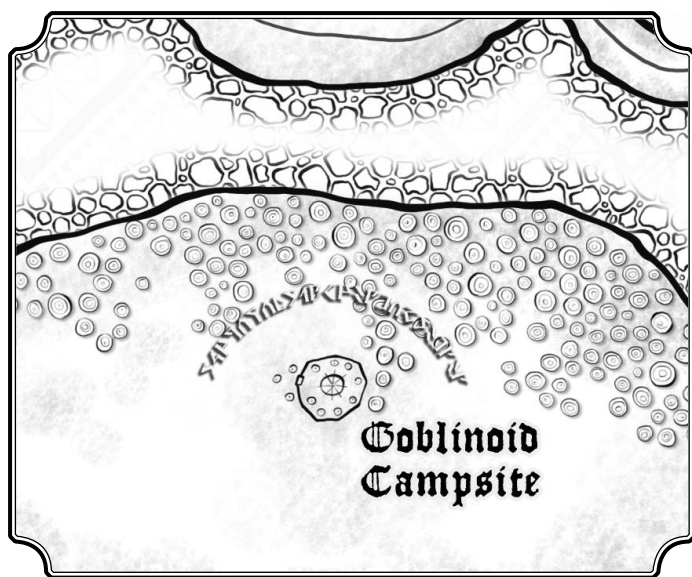
► **Goblin Friends.** If the characters wish to restore the relic to the chapel in Topaz Beach, an arcane voice beckons them to meditate before the Horned Goddess' effigy. After, an ethereal apparition beckons them to take the headpiece and bring it back to Priestess Miara. The goddess' presence thanks them for their valiant service and bestows upon the characters the *Blessing of the Horned Goddess*. This boon gives the characters advantage on all checks made to uphold the faith of this deity and when fighting the enemies of goblin clans in Ghin Faradum. It lasts as long as the characters side with the goblins.

GOBLINOID CAMPSITE

“I wish there was a better way. My kindred are unlikely to wait much longer. Alas, impulsiveness and lack of patience are widespread in our culture...”

Raddak, Rebel Warrior

In the southern reaches of Ghin Faradam, an impromptu goblin camp slowly grows into what may one day be a permanent settlement. Raddak, the goblin rebel, whom his kind worship and follow is here. Unfortunately, Raddak can control the growing goblin horde as much as a person can control a storm. The revolutionary movement has a soul of its own and it may well carry on with or without Raddak. The goblin leader wants a peaceful resolution to the current conflict but the sentiments of hatred and ancestral grudges against the dwarf overseers run too deep for Raddak to attempt to dispel them with words and platitudes. He remains a key figure, capable of changing the course of events, but the goblin horde, as an entity, is the determining factor in this conflict. With the characters' aid as ambassadors, a solution that satisfies all parties remains elusive but can still be attained.



THE KING'S INDIFFERENCE

The goblins' boldness as they grow in numbers and power is fueled by King Thwayne's refusal to take a side, to the chagrin of dwarf aristocrats. Lady Galladan Silverstream, the king's consort, persuaded him to stay neutral as the goblins grow a strong position that allows for negotiation on mostly equal terms. This weakens the crown's position in Faradak's court; the situation shall either end up in a just deal or an all-out war.

ADVENTURE HOOKS

Ambassadors. Regri, the leader of the Freedom Assembly in Topaz Beach, begs the characters to escort him to the Goblinoid Campsite to parley with Raddak about the future and possible solutions to the current conflict. He holds Topaz Beach's integrity above all and would like to isolate it from any armed conflicts.

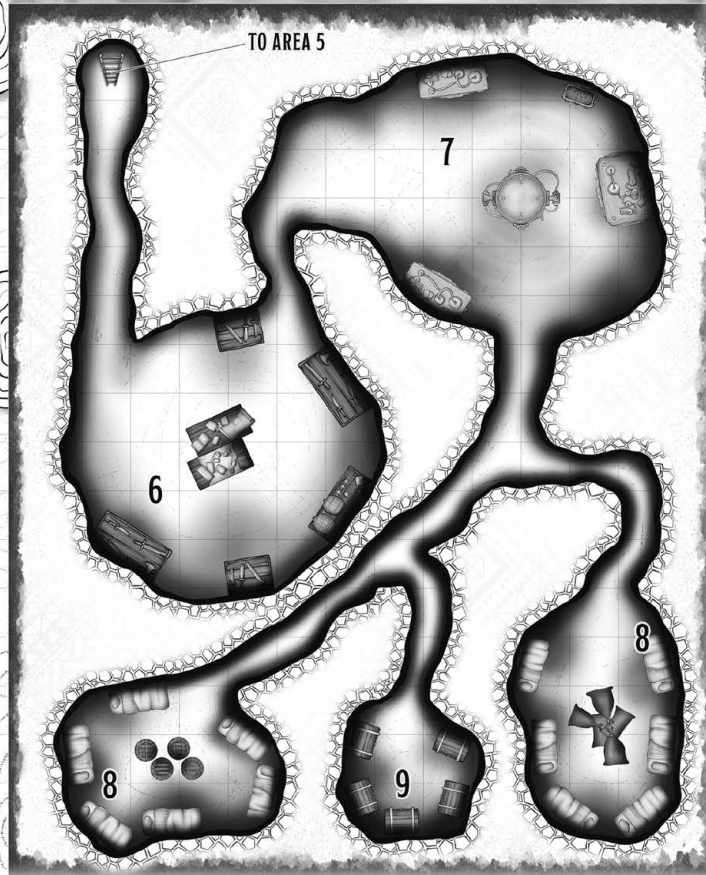
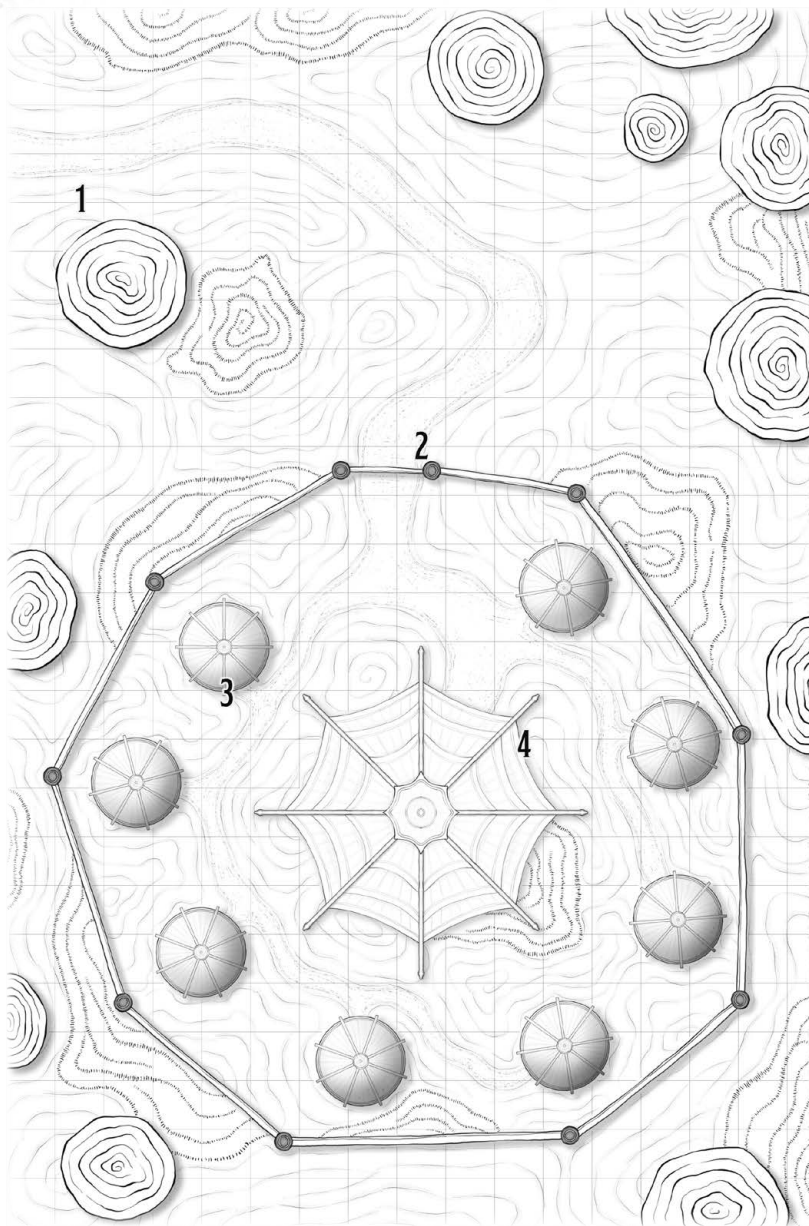
Mercenaries. If the characters are neutral to the goblins' designs, they may yet be swayed by the life-changing bounty reward that Royal Mining Co. offers for bringing the goblin rebel to Faradak for justice (5,000 gp).

Level 4 Adventure

- **Danger.** Unsafe. Check for a Random Event every 30 minutes and after loud noises (4-in-6 chance).
- **Light.** Some areas have burning braziers; the rest are in darkness. All denizens have **darkvision**.
- **Ambiance.** The goblin camp denizens work hard to build more lodgings and craft weaponry. They react aggressively if a dwarf is present with the party but allow them to pass as long as they are not from Ghin Faradam.

RANDOM EVENTS

d6	Details
1	Six goblins and four worgs return from patrol. If they spot the characters on the road, they escort the party to area 4.
2	Two trolls from the south, attracted by the camp activity, approach to attack. To save and protect the non-combatant population, the goblins use burning arrows; they have dealt with trolls before. They are grateful to the party if they intervene to help.
3	Two dwarves, envoys of Royal Mining Co., offer goblins stable work back in the mines. They are met with disgust and shame.
4	The soil quakes as strong seismic movement assail the region. The goblin huts in areas 3 and 4 sustain a little damage from it.
5	An assassin (half HP) hired by Royal Mining Co. infiltrates the campsite and looks for a way to execute Raddak. The assassin moves across the goblin camp disguised as a bugbear mercenary, claiming loyalty to Raddak (DC 16 Insight to see the ruse).
6	The goblins gather by bonfires and smoke fungal powder on pipes to relax and spend time with their kin; a moment of serenity.



1. ROAD TO THE CAMPSITE

The barely-trodden trail comes from a proper road close to the dwarven settlement Sapphire Link. The goblin diaspora from all dwarven settlements has come this way searching for Raddak's guidance. The north side of this road is flanked by a large fungal tree forest.

► **Prowlers.** Six **panthers** may attack the party (3-in-6 chance). The felines flee if reduced to half their HP.

2. CAMP FENCE

A 5-foot-tall fence surrounds the campsite. A tall war-tent of flowing tarps and fabrics stands in the center.

The fence is constructed from the fibrous, wood-like material of the fungal trees native to the region. The short palisade is sturdy, durable, and heat resistant. Four **goblins** stand by the door. They allow characters to pass but restrict access to Ghin Faradum dwarves. They claim these grounds shall not be tainted by the dwarves' steps.

3. FUNGAL HUTS

Goblins work tirelessly with axes and chisels to sculpt the wood-like fibers of the cap trees to build more huts. The lodgings here are a perfect mixture of practical architecture and coherence with nature. Each hut has multi-tiered hammocks to house as many newcomers as possible. As many as fifty goblins reside in each hut.

► **Population.** Three-hundred and sixty-two goblins currently live in the campsite (65% non-combatants), with new arrivals coming every few days from the north.

4. THE GRAND TENT

The war-tent is made from a strange, heavy material. Goblin seamstresses weave the long strands of fungal fibers into this resilient, fabrics. They are then cured with fire to avoid rot. Four **goblin** warriors loyal to Raddak, guard the tent entrance to the rebel's abode. The warm light of burning braziers and the smell of food, drink, and goblin musk emerge from the tent entrance like mist.

5. RADDAK'S ABODE

A goblin sits on a stone throne. The sharp-eyed rebel wears finery. Four concubines sit on the floor by the throne, never losing sight of the renowned rebel.

Raddak (**goblin**, lv-4 fighter) grants the characters and their companions an audience and hears them out. The goblin claims that all he seeks is a peaceful resolution. He seeks the foundation of a town where this campsite is and peaceful negotiations with the dwarf settlements to the north. Raddak is only influential while his goals align with the goblin horde's (see **Illusion of Peace**).

► **The Mage.** Beside Raddak stands Jarking (**goblin**, lv-4 wizard), he learned magic from the court artificers in the Palace of Topaz, in Faradak. He has created a destructive device that can change history (see area 7). Due to its power, Raddak does not want to use it.

► **The Council.** The characters' presence causes Raddak to call for a council to decide the goblins' future. The characters' deeds shall influence the result of this.

6. ARMORY

Three **goblins** work all day crafting crude weapons and sharpening or improving what they already have. They have a small kiln but no access to a proper forge; their results are lackluster. There are enough blades in this room to arm a fifty-strong platoon, at the most.

7. LABORATORY

Three laboratory tables filled with strange glassware surround a glowing, spherical device. The sphere is filled with a mist-like vapor the color of dawn.

The strange apparatus is an explosive device of catastrophic power created by Jarkin, Raddak's mage ally. Four **goblins** guard this room from trespassers. Characters forcing their way into this area and beyond earn the enmity of everyone in the Goblinoid Campsite.

► **The Device.** A mage who inspects this apparatus learns that its destructive power can decimate a city and kill thousands in an instant (DC 14 Intelligence). It is a marvel of clockwork machinery and clever use of magic.

8. GOBLIN WARRENS

Each of these chambers contains several sleeping cots and wooden containers with edible items and grain. Raddak and his concubines rest in the west chamber.

9. THE WARCHEST

The vault is unguarded. No one in the campsite would dare steal from Raddak's treasury for the war to come.

► **Treasure.** The chests contain 1,300 gp, 15,600 sp, three *potions of healing*, and a set of mithral chainmail. A discarded *efreeti bottle* is hidden here too.

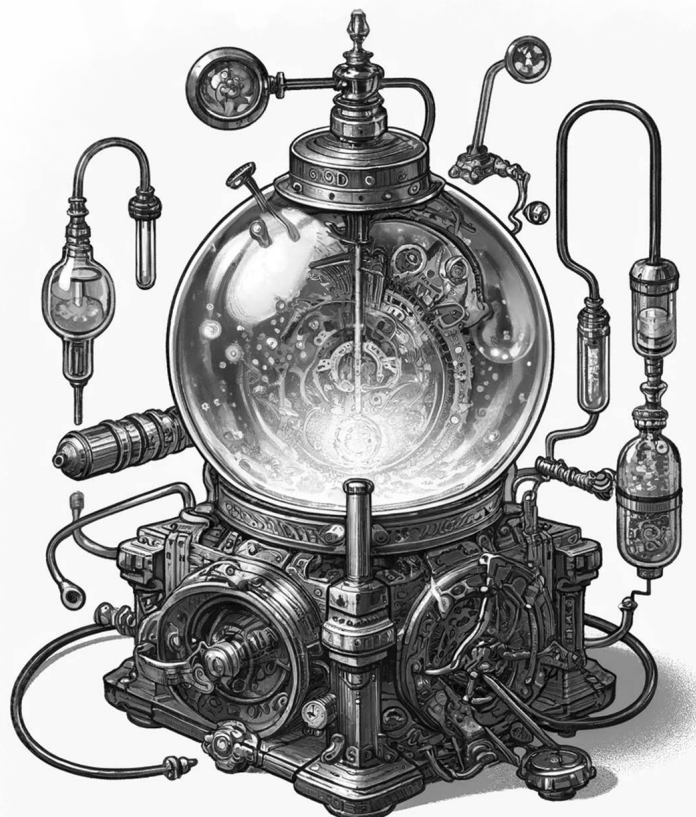
ILLUSION OF PEACE

Raddak is important but the will of his kindred prevails in the end, even against his wishes. He is a symbol of freedom but is inevitably tied to what the goblins want. They want war and revenge against the dwarf overseers but can still be swayed to negotiate for peace.

Leaders of many clans participate in this council, the characters must state their case to sway the goblin crows toward peace. Roll 2d6, a result of 10 or higher means the goblin horde agrees to wait and negotiate. The following factors modify this negotiation roll:

1. A party member is a Ghin Faradum dwarf (-2).
2. The characters restored the Dwarven Rulers and earned the title *Protectors of the Dwarves* (-1).
3. The characters retrieved the Horned Goddess's headpiece to the chapel in Topaz Beach (+1).
4. The characters sold the Horned Goddess's headpiece to the museum in Topaz Beach (-2).
5. The characters want to give King Thwayne's crown back to the goblins to crown Raddak (+2).
6. The characters escort Regri to the camp. He leads the Freedom Assembly in Topaz Beach (+1).
7. The characters help the goblins defeat the troll or stop the assassin (see **Random Events**, +1/+2).

Raddak's death, regardless of the circumstances, causes the goblin horde to abandon any hope of peace and prepare for war against Ghin Faradum. If Jarkin lives, he spearheads this goal with his exploding device.



THE FUTURE OF GHIN FARADUM

THE CHARACTERS REACH the end of this campaign and face the consequences of their valiant deeds.

PEACE NEGOTIATIONS

The characters help Raddak change the sentiment of the goblinoid crowd and help the current situation transition into a period of negotiation with the dwarven kingdom. Word comes promptly from Lady Mirabel Silverstream in Topaz Beach that her court recognizes the goblins' efforts. She agrees to recognize them as a foreign realm and invites those who wish to move back to Topaz Beach as free citizens to return. Many goblins do but most stay.

King Thwayne declares his favor for the goblin kingdom despite his weakened standing with the aristocracy and Royal Mining Co. Despite this, the king surrenders the Crown of Unity to the goblins as a gesture of peace. They accuse him of being a goblin sympathizer. He loses all credibility and is promptly ousted. The commissar of Royal Mining Co. ascends to the throne. The dwarven aristocracy plot against each other vying to fill the power vacuum. There is peace in the realm but the new king is rumored to be against the current arrangement. Peace may still be an illusion. King Thwayne and his family secretly flee the capital and seek refuge in Topaz Beach.

WAR WITH GHIN FARADUM

If Raddak dies or the goblin council is not convinced of negotiation, the goblins wage war against the dwarves. If the characters are not the goblins' enemies, the party can even join the goblins in the war effort and aid them in their revenge against the dwarf overlords. Otherwise, if the characters have angered the goblins or killed Raddak, they become sworn enemies of the goblin horde and must swiftly get away before the goblins capture them. The goblins' anger, combined with King Thwayne's refusal to act fuel an armed conflict of vague resolution. The characters' involvement in this war shall change history and make them heroes, but only for one side.

THE EXPLODING DEVICE

The apparatus in area 7, when set off, destroys everything within 3 miles. The goblins set out to move the machine covertly to the king's palace in Faradak. If they succeed in activating it, the goblins kill thousands of dwarves and the majority of the ruling class. The destruction in Faradak is unprecedented. Depending on the characters' allegiance at this point, they may be the bomb smugglers. Or they may work for the dwarves, trying to stop such an attack from occurring. If this device is somehow activated in the Goblinoid Campsite, the explosion kills all of the rebels and restores the cruel and despotic status quo in Ghin Faradun for centuries to come.



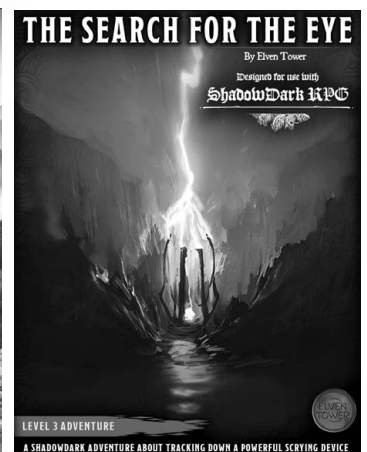
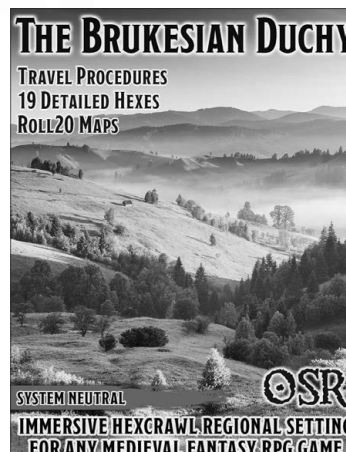
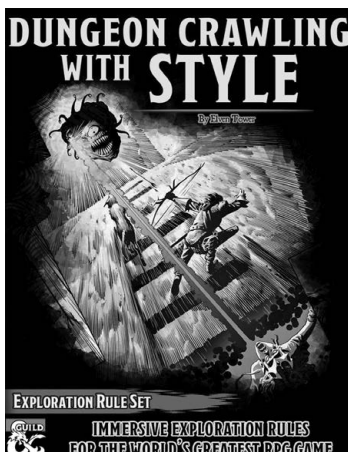
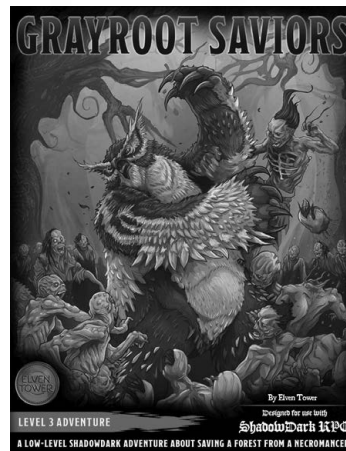
CONCLUSION

THE CHARACTERS' VALIANT deeds in Ghin Faradum shall be remembered forever; a gleaming testament to their adventuring lives wherever they go. This quest is not over, the veil between peace and war is thin and the characters may be the catalyst to forge a better future for both goblins and dwarves. Perhaps the characters will settle for a life of adventure in the underground realm. Or maybe they will leave to seek gold and glory elsewhere. Alas, those are adventures for another day...

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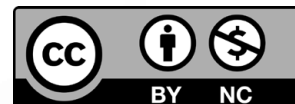


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