

The Cloak of Darkness

The Cloak of Darkness is a D&D adventure for 2 to 6 characters of 1st to 8th level of experience. You might have to make adjustments for parties along the high strata (6th and 8th level) but there are plenty of interesting challenges for them, so changes to the module will be small in the worst case of scenario.

Adventure Background

Two years ago, an apprentice necromancer in the valley of the Ebongrove plotted against his lich tutor, seeking to bolster his reputation amongst his peers. Unfortunately, the lich learned of the scheme and out of anger and fear he tossed the adept, body and soul, into the oblivio leaving only the precious obsidian cloak of the apprentice to remain. The lich, thinking his disciple destroyed, let comfort get the best of him and disappeared from the land. Now, adventurers have come to his dark territory to loot his stuff.

Adventure Setting

Ebongrove is a dark woodland east of the Lake Neva region. While more gentle creature do not populate this land, trees of scarlet leaves, dire animals, and poor folk do. Both are an unsightly sort. Two rivers run through the forest, meeting at the center to form a y. The brave rangers that patrol the borders of the territory call the rivers, Tigris and Euphrates. The rangers often advise adventurers, who journey into the woods, to keep close to these bodies of water since the King's Mariners patrol them well.

There are numerous places of interest in Ebongrave.

1. The Sacklag Tree

The Sacklag Tree is a great tree of gnarly wood that crouches over the fork in the valley's rivers. Sacks filled with gold coins and rocks are often tied to its branches. The locals say it is all a ritual supposedly brings good luck. More often than not however, it is tribute to the savages that stalk the borders of the town settlements. There is a 25% chance that, during the day, a party of 2 to 4 orcs (2d2) will be hauling away the loot. During the night, the chance increases to 35%. Intuitive members will also discover that a sizeable wealth sits amongst the roots of the tree. Though it will take time, three tin boxes can be dug out. One contains two potions of healing, another contains a masterwork spear with a golden tip (worth 125 gold pieces along) and another tin contains a wand of magic missiles (1st level, only 15 charges remain).

2. The Field Map

The Field Map is a piece of scorched land that sits in the western part of the Ebongrove. Many years ago, a powerful evoker burnt the land, inscribing it with a vague map to a great treasure. Since the language the evoker used was very old, no one has bothered to look into it. However, a person skilled with languages and orientation can discover the location is close by. Following the

path set forth in the map is likely to draw the attention of nearby bandits (25%, 2d4 bandits). The treasure is just a tad northwest of the field map. It is a plain wooden chest marked with a wizard's sigil. Inside the chest are six rubies worth 100 gold pieces and a sizeable heap of silver and copper pieces (a combined value of 400 gold pieces). The evoker who buried the treasure is long dead and the party need not fear him.

3. Bridge Valley

Along the southern end, the valley descends into a near canyon. For early settlers, travel was rough going. Fortunately, over the years, a number of bridges were built and though primitive, they serve their purpose. On windy days, there is a decent chance one could slip off the bridge. There are some without handrails and on such days, it is wise to avoid them. At the bottom of the valley, in an underwater lair, is a bunch of sea goblins (just like goblins, but aquatic). The sea goblins are not malicious like their land-borne cousins, but they will attempt stealing coins from travelers.

4. Milton's Watch

Milton's Watch was a fort back during the Crimson Wars. Milton, a loyal and steadfast warrior, died defeating the fort and the locals say his spirit still haunts its' ground. Over the years, the wooden fort has collapsed and given way to its present day incarnation, a heap of useless timber and half-standing walls of stone. Underneath this rubble however is a spacious underground system of tunnels. Eight tunnels connect eleven rooms in all.

a. Dog Pen

This room used to be the lair of the fort's hounds. Now a krenshar has taken residence, using its furnishings to give itself a nice shiny coat. It has been befriended by the wererat roaming the grounds and there is a sizeable chance (35%) that it will answer the wererat's call for help. Throughout the beast's bed of straw and meal refuse is a wealth of 165 gold pieces.

b. Kobold Den

Five kobolds inhabit this room. They are outcasts hiding from their peers and have been residents of the tunnel for three weeks and in that time, they have begrudgingly minions of the tunnels' wererat and guard some of its treasure. In a steel chest, 52 platinum pieces and 300 gold pieces are secured. The head kobold is exceptionally strong (Strength 17) and wields a masterwork bastard sword with two hands.

c. Empty Room

This room used to be for storage but it was picked dry during the Crimson Wars.

d. Torture Room

During the war, this room was used to interrogate individuals. The wererat continues the tradition

to this very day. Throughout the room are razors, cutting utensils, and wire.

e. Laboratory

During the war, this served as the workstation for a female alchemist that had just given birth. A manger marred with chemical substances sit off far away from the worktable. The table is covered in broken shards of glass, a bronze brazier, and a black cauldron. Anything else of value is gone.

f. Ventilation Shaft

In this ventilation shaft lives a darkmantle with a bit of a packrat mentality. Over it's lifetime, it has accumulated a number of coins (about 25 gold pieces), a scroll (of identification), a hourglass, and a gong. When it is not hunting or looking for treasure, the darkmantle can be found here resting or sleeping (equal chance to both). It blends it quite well with the shaft, making it difficult to spot and enhancing its chances to makes a surprise attack.

g. Unemployed Marquis

In this chamber lives an unwise and clumsy-tongued dwarf called Bomblinn. He hails from the southern tropics and used to live a tough but honorable life as a sea captain. Through a series of mishaps however, Bomblinn lost his livelihood and forced into exile. He now lives a hard existence in the tunnels, constructing a scheme to return himself to his former glory. Bomblinn has an uneasy treaty with the wererat. They simply avoid each other. Bomblinn does not take too easy to strangers but will warm up if they promise to help him. Underneath his bed, there is a chest. In it, there is a potion with a blur effect and the last of his wages (27 gold pieces). If forced into battle, Bomblinn is never without his trusty scimitar.

h. Chained Up Zombie

In this room, a zombie lingers, chained up to the wall. Although he has great mobility within it's confines, he cannot leave it. At the other side of the room (and by the zombie), there is a locked wooden chest. Inside it is a potion of strength.

i. Ventilation Shaft

If the dark mantle at location f is not there, he will be here. In this ventilation shaft, the darkmantle has a great deal of treasure (98 gold pieces).

j. Wererat's Lair

The tunnel's wererat occupies this room when it is not consumed in its' numerous activities. During the day, the wererat can be found here sleeping. However, at night, it is possible to encounter it elsewhere (15% chance). Regardless of the wererat's presence, a dire rat, the wererat's pet, guards the room's confines and its main stash of wealth (it lies hidden behind a

brick, about 386 gold pieces in total). The wererat is a sophisticated fellow and takes pleasure in conservation. Depending on its mood, the wererat will parlay first instead of attacking intruders of its chamber outright. Elsewhere, the wererat will always parlay. Those who offer the wererat cheese will become it's dearest friends.

k. Hold

This room is small and meant for the most unruly of prisoners. The locks to room were however broken and therefore there is no longer any reason to use this room at all.

5. Court of Myconid

An alien patch of giant mushrooms the west side of the bandit's lairs. A number of myconids live here, enjoying an amount of security from the hoodlum's presence. There are twenty myconids in all, ruled by a king, who forbids they make their presence known, except at night. Therefore, there is only a 5% chance that a myconid will be discovered during the day. Otherwise (during the night), the chance of finding a myconid is 25%. Though of limited intellect, the myconid are affable creatures and will perform numerous tasks in return for some service. The king is gifted with a special powder that enhances the sharpness of weapon. With seven pinches, the damage of any weapon increases.

6. Bandit's Lair

Far from the haunts of the savage humanoids, a den of thieves lies near the fork of the river, occupying a system of damp caverns divided by minor streams and pits. Unlike the humanoids however, their presence is not tolerated and the bandits often live in fear of being ousted by the forest rangers. However, their ties to the local settlements has kept them from obliteration. About 15 bandits man the cave. All of which are led by a shrewd misanthrope called Rand.

a. Zombie Pit Room

The bandits avoid this room unless they want to dispose of someone or some corpse. At its center is a pit and at the bottom of the pit are six zombies. The zombie's creator had hidden wealth down there. Observant eyes will reveal a compartment in the floor that contains 998 silver pieces. However, the compartment is rigged. Those who open the floor must dodge a lightning bolt. Besides those silver pieces, a victim's bracelet lies on the floor. It is made of 46 white pearls strung together on a gilded wire. This piece of jewelry alone is worth 750 gold pieces.

b. Wide Cavern

This is a wide cavern with a moist floor. Some of the path through this cave is set with crude bricks.

c. Misty Cavern

The bandits also avoid this room unless they want to trick a pursuer into their deaths. A strange white mist permeates throughout this cavern, hiding the six skeletons that have made it into their lair. Though they do not guard anything, their victims over the years have netted the skeletons a wealth of 409 coppers, 45 silver pieces, and 2 gold pieces. One of skeletons also wields a sword with a bejeweled hilt (worth 50 gold pieces). Mobility is somewhat hindered in this room as the floor is also covered in slime, heavy rubble, and scrap metal.

d. Lounge

This large cavern serves as a resting place for the bandits after a hard day of work. It has stone walls built throughout its premises and a fire pit for cooking. Unlike the other caverns, it is also reasonably well-lit. Because of a recent earthquake however, the tunnel leading deeper into the cavern is hard to get into. One must crawl up a collapsed wall in order to reach it.

e. Goblin Spies

Two goblin spies have taken advantage of their knowledge regarding the caves. They have used this secret room to take surveillance on the bandits in preparation for an upcoming attack. Besides their gear, they have nothing of value. Depending on who enters the room, they will either attack or parlay. Humans and half-orcs always get the benefit of the doubt, while members of other races will always be attacked immediately.

f. Leisure Room

This room, filled with vapors of smoke, serves as a private room for the bandit leader. It has a dartboard, pool, and weapon rack, all of which the bandit leader frequently uses. There is also a couch for when the leader brings over a damsel from the underworld. No one, except the leader and his guests, are allowed into this room and one person always guards its entrance.

g. Ghoul Pool

This chamber lies underneath a iron grate. Down in its depth lives a ghoul, the pet of the bandit leader. It attacks anyone who is dropped down into the waters, emitting a viscous keening throughout the battle (distracting its opponent). Although the pool is shallow, the water hinders movement, making the whole combat disadvantageous for any opponent not suited to such combat. In the depths of the pool is an enchanted greatsword. It emits light when held.

7. Abandoned Observatory

Twenty years ago, a crew of six industrious experts manned this observatory that lies on the borders between the Geneva Woods and Ebongrove. Unfortunately, when their finances were cut, they each, save one, abandoned their respective projects. Now only the gnome Nord lingers on the ground and he is both old and feeble. Obsessed with the stars, Nord has allowed the other facilities, beyond that of the telescope, to fall into ruin. Besides the observatory's comprehensive books on astrology and breadth of general information, there is nothing much of value. Searching

the premises will reveal numerous journals and notebooks containing research material that could be prized by some academic.

8. Fisher's Pier

A half-day's journey northwest from the eastern settlement is the fisher's pier. Found in a secluded part of Ebongrove, the pier is not highly frequented. Those who approach the pier must roll to make a sound affirmation of their bravery. Beside this supernatural aura of fear, there is nothing extraordinary about the pier. At the DM's option, in the pier's shadow, a child's ball can be found. It is charged with negative energy and deals 1d4 points of damage to anyone struck with it. Any item, plunged in the pier's shadows as such and after a breadth of one month, will strike for an additional 1d4 points of negative energy damage.

9. The Drips

The Drips is a fortified and organized system of subterranean shacks, huts, and caverns just east of the opening to the northern valley, populated by numerous humanoid savages and other subterranean dwellers. The location is relatively well known and most adventurers are advised to avoid this place.

a. Formian Nest

Nine formian workers have become evacuating rocks from this cavern in preparation for the arrival of soldiers and possibly a queen. While they are hostile towards humanoids, they will not attack those who makes an effort to prove themselves guiltless of any potential wrongdoing.

b. Gnoll Band

A number of gnoll mercenaries have set up an informal office in this chamber. These gnolls often hire themselves off to either the bandits or any population within the Drips. Each of them are very greedy and prone to betraying their employer if they happen to get a better deal. A domineering female called Gortrah leads the four gnolls. She is a skilled tracker and loves hunting humans. Her underlings, Saarg, Fraknah, and Saasz, are all cutthroats and thieves. Saarg tries to undermine Gortrath whenever possible.

c. Grey Ooze Tunnel

This brief tunnel that sharply descends and ascends serves as a home to a grey ooze. Being in such a remote location, no one has bothered to get rid of this menace. This has allowed it to acquire a number of items, mostly coins (220 silver pieces), a greataxe of masterwork quality, and a set of climber's spikes. Those leaving the north end of the tunnel must pay heed for a jet of flame will shoot out at anyone who unfortunately activates its trigger.

d. Secret Empty Room

This room can only be entered by using a command word. During the Crimson Wars, a sorcerer created the room as a hideaway until he could escape the notice of pursuers. He did so successfully and the room has never been used since.

e. Scorpion Nest

A scorpion, as big as a man, has made itself a home in the remnant pillows, throne, and pottery shard of this primitive court hall. The scorpion is very hostile towards intruders and it will fight them to the death. One of the wooden doors leading into the court hall is tied to a spear trap.

f. Hobgoblin Band

A band of hobgoblins populates the vicinity of this cavern. They are in cahoots with the bugbear and henchman goblins elsewhere in the Drips. These hobgoblins are very martial and disciplined, flanking opponents and concentrating their firepower on the wounded. Divided evenly between them is a great wealth. Each has, in his own wood chest, 750 silver pieces. One of the hobgoblins has two spell scrolls, which the others don't seem to mind him keeping. Though the hobgoblins prefer to rely on their own firepower, they aren't above calling in reinforcements. In the case of an emergency, they will strike one of the gongs that lies on either side of the cavern.

g. Billowing Pool

A billowing pool resides here, washing back and forth with the phases of moon. A trio of lizardfolk jealously guards the pool, having ended up stranded in the Drips by some misfortune. Though they will not tolerate others enjoying the pool, the lizardfolk are affable and will reward visitors who could tell them the way home with fetishes and artifacts (mundane art objects worth 300 gold pieces). For the time being, the lizardfolk are allies with the hobgoblins and bugbear.

f. Bugbear and Crew

This chamber used to be a hermitage for an ascetic cleric and it contains some of its traditional trappings (mostly shelves and books). The majority of the place however has converted over to a living den for a bugbear and his goblin underlings. Four of them manage the upkeep of the place, either preparing a meal for their master or tending to his treasure (a heap of 2400 silver coins). In the pages of some books lie unwrapped scrolls of divine origin (two detect law and one cure moderate wounds).

h. Makeshift Lavatory

This small alcove has become into a lavatory by the bugbear and his goblins. Besides a small wooden table and dome-shaped roof, there are heaps of dung. The goblins regularly dispose of the waste using a spiked pit trap they had discovered. Any parties investigating the alcove have a good chance of either triggering or discovering the trap.

i. Wealthy Gnolls

Four gnolls inhabit this room. Though they are not as tough as the gnoll mercenaries, they have managed to stave off the rest of the Drips' inhabitants thanks to an enormous wealth they had discovered. Currently, within the confines of the room are 6,400 silver coins, a golden comb worth 800 gold pieces, a gem stone worth 50, several scrolls of divine origin (entangle, heat metal, command), and a scroll of arcane power (mirror image). They have barred the chamber's multiple entrances, forcing most intruders to use the door rigged with a lightning blast trap.

j. Lavatory

This place used to be a formal lavatory for whatever soldiers were holed up in the Drips during the Crimson War. In the pits below lives a digester who feeds off on whatever waste is relieved there. The digester is always hungry and it will spring out of the lavatory and attack anyone who does not relieve themselves at the lavatory. Money has occasionally spilled into depths of the lavatory over the years. Approximately 20 gold pieces, 500 silver pieces, and 7500 copper pieces can be wrested out from the sludge. A particularly smart soldier also used the lavatory to hide a substantial wealth. In a tin box resides 75 gold pieces and a wand of invisibility (only 24 charges remain).

k. Suspicious Tunnel

As the party enters the tunnel, there is a chance they will see the center of it is somewhat blurred and glossy. This is in actuality a perfectly still and fitting gelatinous cube. It will allow the party to do themselves in and will not pursue them if they decide to head in another direction. If they attack, the cube will definitely retaliate. Back in the day, this tunnel saw great traffic and numerous remnants (in the form of shattered dishes and keg parts) lie scattered all over the floor.

l. Rogues' Grave

In this room, two thieves die together, their sins forgiven by some act of good. What now hovers over their skeletons are two lantern archons. These archons are fearful intruders and will hide themselves as soon as they are discovered.

m. Ice Box

This chamber, known for being unnaturally cold, was used to preserve meats and other spoilable items. One pressing their hand against the wall can make certain of it. Nothing remains in this chamber however but a stool.

n. Foiled Trap

This entryway used to be rigged with a scything blade trap. Unfortunately, a rust monster took up residence in this chamber and through some ingenuity got at the trap's mechanics. Now all that remains is the rust monster. Though often hungry, the creature is not stupid and it will avoid attacking intruders that prepare heavily armed or strong.

o. Demonic Bodyguards

Two dretches inhabit this cavern, inkling away some form of existence here when they are not at the call of the imp pair elsewhere in the Drips. In their possession is a black pot where they used to cook whatever vermin they manage to catch. Inside the pot is some coin (55 gold pieces) and gemstone (two citrines worth 32 gold pieces). Construction in this cavern was started but it was never finished. The only piece of evidence is a empty font along the western wall.

p. Formian Rogues

These four formian workers managed to escape the hivemind of the formian people. They now inhabit this nook of the Drips, avoiding the local denizens and outsider attention alike. Rigging what they could, they have set two traps as deterrents. One is a poison needle trap and the other is an arrow trap. The formian workers have learned of the importance of wealth in the Drips and they keep some wealth. There are 80 gold pieces meticulously piled off to a corner nearby a wand of magic missiles (24 charges). Besides these items, the formian workers keep jars of spices (spoiled and therefore worthless), boots, and empty chests and drawers. The formian workers from A are not aware of these fugitives.

q. Grisly Chamber

Years ago, in some final stand against some enemy, many soldiers died here in a melee. The walls and floor of this chamber are permanently moist in the fluid of fresh blood. Hidden in room's darkness is a shadow that preys on all intruders, though it relishes in stalking those of goblin or orc blood.

r. Hunter's Snare

A year ago, a hunter exploring the depths of the Drips, set up a net trap to capture some elusive beast he was pursuing. It still remains, exceptionally well-hidden, and easy to set off.

s. Nyark's Haunt

Five years ago, before the excursion of the hobgoblins from the Drips, their leader, Nyark, fell in a battle with an ogre. Enraged by his failure to remain with his people, Nyark came back from the dead and now haunts this portion of the Drips. Often angry, Nyark will attack intruders but otherwise, he will be morose and approachable. When in such a state, he prefers to speak with hobgoblins, goblins, and orcs, but he will tolerate the company of any other race (except elves who he has a great distaste for). Over his time, Nyark's Haunt has managed to gather an abundance of wealth; the majority of which Nyark keeps himself (about 900 gold pieces in equipment). However, there are loose items about (50 gold pieces, a tulip-shaped flagon of clear crystal worth 100 gold pieces, and a masterwork might composite longbow (+2 Str bonus) worth 600 gold pieces).

t. Forge

This used to be a forge, mainly from weapons. The weapons that remain here have been broken, but the tools are still salvageable. Another unnatural cold spot lies underneath a basin of water here.

u. Scorpion's Den

In this darkened alcove, a man-sized scorpion has taken residency. It is very aggressive and it will stalk intruders for some distance from its lair.

v. Execution Room

During the bitter weeks of combat with the humanoids that laid siege to the Drips during the Crimson War, the soldiers made this chamber into a multipurpose room for interrogation and execution. Numerous old instruments caked in layers of blood can still be found in its confines alongside a broken cannon. The executioner was an amoral fellow who had no qualms of taking the wealth of the executed. He secreted away 150 gold pieces into an iron chest, then hid it underneath a floorboard, rigging the precise location with an arrow trap.

w. Secret Treasure

At the center of this intersection lies a circular hole. Nearby lies a tremendous hourglass. An intelligent person can figure out that by placing the hourglass into the hole, something could possibly happen. The hourglass is quite heavy however and requires great effort to move. If its base is slotted into the hole however, a secret door will open up close by. The secret door leads to an enormous wealth (17,000 copper coins, and three gemstones worth 110 gold pieces apiece). However, the tunnel leading down into the treasure vault is rigged with an arrow trap.

x. Upside Down Room

All of the furnishings in this room were magically tied to the ceiling. This is very disorientating.

y. Disguised Zombies

Within the confines of this room, undead appear as though they were alive. A mirror reveals them for what they are however. Four man-sized zombies occupy the room, unknowingly using the room's power to their advantage.

z. Gibbering Moulder

A gibbering moulder frequents this dead-end tunnel. It has a rivalry with the other gibbering moulder and there is a 25% chance, it will enter melee and help anyone who is attacking its rival.

aa. Another Secret Treasure

Another hourglass and circular hole lie here. Another vault can be opened using the same

method. This vault is not trapped however. Inside the confines of the vault is a reasonable amount of wealth (1,400 silver pieces, four gems worth 50 gold pieces each, a quiver of 50 arrows, and 3 thunderstones).

bb. Gibbering Moulder

A gibbering moulder frequents this room. Unlike the other gibbering moulder, it keeps its business.

cc. Mask Room

An eccentric mage used to store his cultural masks here, using magic to help try them on easier and to keep them within the confines of the chamber. With just a thought, a mask will spring onto a subject and come right back off. Though the masks are priceless, they cannot be removed from the room at all. Those masks that are taken turn into ash as soon as they leave the premises.

dd. Imp's Lair

Two rogue imps have stalked out a living in the room of a abandoned wizard. Using this keen intellect and basic understanding of arcane principles, the imps have managed to contract themselves out to the various inhabitants of the Drips. They are paid on a weekly basis and have quickly accumulated 400 gold pieces in their brief time here (storing it in flower pot). Hung up on a hook is a whistle. If it is blown, it will summon the dretches from elsewhere in the Drips. They often appear in 1d4 rounds, but there is a 25% chance they will be occupied with a meal and come in 2d4 rounds. One of the imps has secreted away a potion of cure light wounds from the other. He keeps it underneath a heap of usable equipment in the room.

ee. Meat Locker

This room was originally used for the storage of meat, but when the humanoids took over the Drips, they converted it to a torture room for thier enemies. The skeletons of soldiers still hang from the room's hooks and in darkness, the bones become covered with bits of flesh and drip mucus and blood. A shadow enjoys the atmosphere of the room and frequents it. It is however afraid of goblins and will flee in their presence.

ff. Insect Breeding Ground

This large ditch seems to cause some mating frenzy amongst various species of vermin and it is also always covered in a thick green smile. Fortunately, a catwalk leads across it and the festivities below.

gg. Kennel

This used to be a kennel for the wardogs, but it is now occupied by an female alpha krenshar and her almost fully-grown pups. The room is more than comfortable for a hound and the soften floor

and the bowl of magically replenishing spring water at the side makes this a fair living environment for sentinel beings as well.

10. Nostram

Nostram is a hamlet ruled over a lawful neutral monastery of monks. Residing close to the border of the Geneva woods and the Ebongrove, Nostram has drawn 94 people to inhabit its boundaries and the land is comparatively wealthy (gold piece limit 100, total wealth 450 gold pieces) compared to the two thorps deep within the land. Those who govern the town include Gabriel (Ftr4), Ketil (Brd4), Arngrim (Rog4), and a number of inexperienced monks (3 Mnk2).

11. Poh

Poh is a thorp ruled over by a disenfranchised (though still wealthy) and evil noble named Davis. It lies along the north bank of the Tigris, just a bit before the fork. Hrodyn (Adp2) is a greedy crone that assists Davis in his governance of the thorp, while battle-scarred Hild (Ftr4) cruelly keeps order in the thorp. Hild and the rangers are not on good terms. Besides its rich ruler, Poh is poor and many of its inhabitants live on the brink of starvation (gold piece limit 7, total wealth 15).

12. Grind

Grind is a new settlements established by a guild of warriors (who are secretly worshippers of the god of tyranny). The town is virtually lawless with the strongest warriors, mainly Ubbi the Urge (Ftr5), oppressing the weak. Originally boasting more a population of 70, the excesses of the guild has taken its toll on the community. A druid called Rognvald (Drd3) and his brother Yakov (Adp3) have managed to counteract most of the guild's excesses, but it is not certain whether they can last for long. Money is nearly worthless in Grind with most of the inhabitants utilizing barter.

13. Kurst Peninsula

Beyond Bridge Valley lies the Peninsula of Kurst. It is nothing more than a strip of land, but Cossa the sailor lives there with his wife, running a business where he transports folk to the southern tropics and back. He charges 5 gold pieces for a one-way trip and can manage with no more than eight passengers at once.

14. Dark Recesses

Off to the west of the Peninsula lies a deserted island. It is there one can find the lich's horrifying experiments. Beside the sickly vegetation, there is nothing interesting on the surface. Interesting can be found below.

a. Empty Chamber

The lich had emptied this room and never got a chance to refill it with something. Nothing lies here but alchemical rubbish.

b. Formian Exploration Squad

A group of nine formian workers has begun an expedition into the dark recesses. Although they do not know what lies ahead, they are unnerved by the strange energies the caverns are emitting. They are currently sitting on a wealth of 20 platinum coins, 40 gold pieces, and a tanglefoot bag. The formian workers are not exceptionally interested in such items.

c. Progressive Pit Trap

This room appears empty but at its center is a expansive pit trap. At first, only one square opens up, the following round, the adjacent squares, and it continues in this pattern until all squares have open up. The trap can be deactivated as long as its switch is found prior to the trap's activation.

d. Lover's Room

The apprentice had taken upon a lover who lived in this room. Unfortunately, after his death, the lich saw she was no of further use to him and burned her to death. Her charred bones lay all over a ruined bed intermingled with some nonhumanoid bones as well. Spiders are in abundance here and cobwebs fill the entirety of the room.

e. Electrifying Guardians

The lich, before his disappearance, had experimented in augmenting shocker lizards, making them more durable and intelligent. Successful, he had charged them to keep watch on the more sinister inhabitants of the recesses. Unfortunately, the four of them smirked their responsibilities and settled here. The lizards are covetous of gold like dragons and they have heaped gold in the center of their lair (100 gold pieces).

f. Primitive Formians

The lich, having taken a curious fascination with the formian race, experimented with creating his own. Two of his test subjects have settled here. Though these creatures look like formians, they are non-intelligent and behave more like giant ants. There is one soldier and worker ant here. In a sunken area, they have gathered 40 gold pieces.

g. Brisk Wind

This winding passage downward is filled with a strong upward wind. There is a 25% chance it will blow off anyone's hat unless they are actively holding onto it.

h. Giant Guardian

The ettin that resides here is a loyal servant of the lich. Served by four orc warrior women, he lives a life of relative comfort, needing only to guard a substantial wealth of gold pieces (1,040). He has not heard from the lich in some time and is somewhat disturbed by his prolonged absence. He will not admit this. The ettin will attack intruders but those who display necromantic magic will be parlay with, so the origins of their power can be found. If they are sorcerers, the ettin will resume his attack.

i. Locked Room

Through the barred window of this room, anyone passing by will see a marvelous wealth. Unfortunately, the wealth is not real and the treasure will disappear as soon as the door leading into the chamber is open.

k. Empty Room

Besides the door to this room that slides upwards, there is nothing interesting in this chamber.

l. Workshop

This room served as a workstation for any experts the lich had hired. It is filled with all sorts of instruments and utensils, the most recent being an alchemical apparatus and a set of sculptor's tools.

m. Giant Skeletons

Two giant skeletons linger in this room. They are very aware of this surroundings and will hide themselves behind a giant gong and hourglass when they heard the approach of intruders. A iron chest lies out in the open of the chamber. The chest is locked and contains 500 silver pieces and a wand of burning hands with 13 charges. The skeletons will allow the intruders to attempt opening the chest before they spring an attack. The skeletons are also programmed to hit the gong when they are in trouble. This opens a secret door leading to the zombie hall, allowing its inhabitants to swarm into the room.

n. Worship Room

An evil symbol encompasses the entirety of this room's floor. A tray also decorates the land, caked in a even sheet of black ichor. When burnt, the ichor liquefies and turns into red blood.

o. Balcony

This balcony oversees a vacant subterranean canyon. Words have been scrawled into it. They read "bittersweet."

p. Celestial Kennel

The lich had imprisoned a pair of blink dogs in preparation of an experiment. The dogs still

remain, though both are now raving mad and on the brink of starvation. They can be freed with the appropriate command word, but once unleashed, will attack their saviors. On a nearby table amongst empty vial lies a sneaking potion.

q. Workshop of Undead Laborers

An alchemist ghastr and a ghoull sculptor still languish here plying their respective trades and producing horrifying substances and works of art. Since the beginning of their unlife, they have created three items, six creations in all (each worth about 45 gold pieces). The lich also hid their wages in the room (12 gold pieces). They are located in the legs of the workshop table. Should they be discovered, the ghoull and ghastr can be put to rest. Otherwise, the two will simply spring back to life after they have been slain. Along with their wages, potions of delay poison, enlarge, and sneaking can be found in the table legs.

r. Skeletal Heaps

Two giant skeletons in the form of bone clusters can be found in this chamber. Beyond the two lies a wooden sarcophagus. The coffin is filled to the brim in silver (1500 silver pieces). As soon as the coffin is opened however, the giant skeletons will animate themselves and attack the intruders. Otherwise, they will leave them to their own devices.

s. Zombie Hall

This hall is swarmed with nine man-sized zombies and the remnants of their meals. A pressure-plate leading to m might prove to be a good means of escape from this crowd.

t. Ebon Vault

A solid monolith of ebony lies in the center of this chamber. Although it has no perceivable nooks, searching can yield one. Unfortunately this also sets forth a trap that unleashes a cone of cold on the person who opened the monolith and releases a wraith to clean up remaining thieves. Those who survive these obstacles can recover 400 gold pieces from the monolith's main compartment. On the side of the monolith is another secret compartment that only opens up when the main compartment has been opened. The secret compartment holds 200 gold pieces.

u. Sludge Drop

Anyone who enters this intersection has the chance of suffering the misfortune of being nailed with sludge. There is a 25% chance per person this will happen. Those who are alert are entitled to some chance of dodging the drop of filth onto their heads.

v. Disguised Elevator

This alcove serves as an elevator that will take anyone who sits down in it and presses down on the table to the lowest floor of the lich's dungeons.

15. Lich's Keep

The remnants of the lich's abode lies a two day's journey west of the Drips. Originally a keep, the majority of the complex has fallen from the master's absence, leaving only the eastern part of the keep and the adjacent tower intact. The dungeon areas have been impervious to the passage of time and are mostly intact, although uninvited guests have permeated throughout those parts.

Dungeon Level Four

a. Gazebo of Affection and Purity

A simple coffin lies underneath the dome of a great white gazebo. Inside is a mummified woman. Besides the gazebo is a shrine to the White Veiled Goddess and a font of holy water. Besides its holy nature, nothing else is remarkable about the place.

b. Rodentguard

This room is divided in half by a iron porticullis. Those attempting to lift it spring a trap where poison needles spring out of the wood and iron and stab whoever is holding the gate and widdles away at their constitution. Fortunately, the trap's console is hidden away on the north side of the room beneath a false wall. There are plenty of rats in this room. Anyone who does not deal carefully with them will cause them to form three rat swarms and attack.

c. Secret Stash

Four phantom fungi of curious purpose have been growing here for the lich's pleasure. Unfortunately, he never bothered to check on their progress before disappearing. They do not attack until they are jarred (perhaps by a sharp blow) whereupon their natural instincts to survive reassert itself. Once they have been killed, they issue a intoxicating cloud. Those who fail their saving throw start hallucinating immediately.

d. Interrogation Room

The eight orcs in this prison chamber would greatly appreciate new victims to torture. They have been given a pseudo-immortality which lasts as long as they remain on the fourth dungeon floor. They won't immediately seize anyone who enters if an attempt to parlay is made. They will always negotiate for victims, wealth, or news in that order. The leader of the orcs keeps their modest wealth of 10 pp, 370 gp, and four gems totalling 270 gold pieces in value in a small barrel hung from his neck.

e. Accursed Archway

Passing through this archway bestows a luckless curse on the first chaotic person who passes through. It also simultaneously riles up the nearby bats on the ceiling causing them to form four bat swarms and attack everyone in the corridor.

f. Burnt, Crushed, or Dropped

This passageway forks into three directions. Unfortunately, each is trapped. Transversing through one springs a burning hands trap. Travelling through another causes blocks to fall from the ceiling while walking down the last triggers the camouflaged pit fall trap. Adventurers who end up in the pit trap are assaulted by four huge monstrous centipedes.

g. Pet Bears

Two black bears have been kept in this artificial environment for the lich's amusement. A hail of needles storm down on anyone intruding on the bears while a haste and enlarge spell is casted on the bears. Both have been bred to be territorial and they will attack intruders immediately.

h. Altar to the Crusher

This room contains two rows of pews, altar, and a great stone statue of the Crusher. Those who approach the altar trigger the statue which attempts to crush them. Also, touching the altar triggers the snake sepia sigil spell trap.

i. Stick Around

Halfway down this hallway, there is a false door. A javelin shoots out of the dark portal towards the person who opens it.

j. Smithy

This is an abandoned workshop. Unfortunately, the place never had good ventilation and therefore a bit of ozone still pollutes the air.

k. Bugbear Base

Four bugbears have setup a temporary home in this prison cell. Each carries a whistle that produces a sound that only bugbears can hear to warn each other of danger. The leader carries a key to the chest containing their treasure. The chest is hidden in the wall underneath the prison cell bench and contains a masterwork composite shortbow, 400 gold pieces, and 2 freshwater pearls worth 110 gold pieces each. They do not like elves at all and will decide to slaughter entire parties if it contains a single elf.

l. Carrion Chimney

A solitary fireplace and gong adorns this chamber. If the gong is struck, the two carrion crawlers in the chimney will climb down and mill about the chimney until they are given further orders. Otherwise, if anyone ascends the chimney, the carrion crawlers will attack.

m. Dark Ballroom

Six obsidian pillars wrapped in white cloth notch the walls of this room while a single chandelier of black (glass) diamonds hangs from the ceiling's center.

n. Arachnid Nursery

In this cavern, amongst the other remains, is a solitary intact monstrous spider egg. Any exposure to heat will quickly give life to the spiders within who will attempt to overwhelm and devour their savior. There are fourteen small monstrous spiders in all.

o. Gazebo of Pain and Sin

A black gazebo with a single coffin underneath its dome lies in the center of this room, a shrine to the Destroyer and a font of unholy water besides it. Inside the coffin is a mummified man who will attack once disturbed. The creature's grave goods can be found in a secret compartment on the coffin's platform. There are 200 gold pieces, one dose of antitoxin, a suit of full plate, a masterwork composite longbox, and masterwork studded leather.

p. The Rotting Hole

In the center of this room is a twenty feet deep pit and at the bottom are sixteen human zombies.

q. Drop-In

Opening this door opens a pit trap which slides the door's opener into the rotting hole (see above entry). The zombies immediately attack the slider.

r. Cold Throne

In this secret room, here lies the remains of the lich. In the end, the apprentice had simply slain its master and took his place. Besides a wand of chill touch and ring of protection +2 hidden in the ash of the lich, nothing of value remains.

s. Personal Study

This room was the lich's study. Amongst the various texts and treatises lies the lich's diary. Fortunately he never bothered to trap it. The last page reveals that the cloak was actually the apprentice's phylactery.

Dungeon Level Three

a. Troglodyte Specialists

The troglodyte specialists here served as the lich's bodyguards in aquatic environments. They now reside here underneath the threats of Rabrah. The troglodytes are not relatively well paid, but the lich showered them with tropical birds, which they take good care of. The troglodytes,

though they aren't fond of their employers, aren't fond of intruders as well. They will feign friendliness and try to trick them into springing a summon monster trap concealed on the southern side of the wall. Once the trap has been sprung, they will use the diversion to summon Rabrah.

b. Viper Pit

A 10 ft. deep square pit lies in the center of this chamber. Down in the pit, camouflaged in the loose sands, are two huge viper snakes. They often shake the gold pieces (69 of them are there) to the surface so to attract prey.

c. Rabrah's Lair

Rabrah is a ghost of a experienced goblin informant (Rog5). During her life, she served as a correspondent for the lich. In death, she crushes dissent amongst the goblin and orc servitors. When she is not overseeing the ranks, she can be found either here or chit-chatting with the ogre jailer on the floor above. Rabrah lives a spartan lifestyle, carrying all of her possessions with her.

d. Hanged Man

Years ago, the lich hung a man to dead. Now his body, a wight, lingers in this hall, attacking all intruders. Everyone has learned over the years to give this creature wide berth, although Rabrah is known to torture it on occasion. The wight wears a masterwork chain shirt

e. Shadow Puppet

In this room, attached to a series of strings is a shadow. Although made to entertain the goblins and orcs on occasion, the shadow also serves as a formidable guardian, protecting a wealth of 5 platinum pieces, 150 gold pieces, and six gemstones (each worth 50 gold pieces). This wealth is hidden in a floor compartment under before the shadow.

f. Meditation Room

This room was once inhabited by a stoic monk in service of the lich. However, once the lich disappeared, the monk saw no need to stay any longer. The room is filled with two strange smells, one is the scent of incense and the other is unidentifiable yet pours into the room from a small cooking pot.

g. Orc Barracks

This room of six bunk beds is inhabited by twelve orcs. They are all loyal to Rabrah (and by extension, the lich). When they do not wish to be distributed, they activate a spiked pit trap that lies just in front of their room door. Sometimes they forget to deactivate the trap, much to the chagrin of their peers.

h. Recreational Room

When they are not in their barracks, the orcs can be found here, sharpening their weapons or enjoying ale. If any are here, there is a 25% of each being inebriated. In such a cause, they will be approachable and possibly reveal numerous secrets about the dungeon. Otherwise, they will attack intruders to the death.

i. Collapsed Hallway

The remainder of this hallway has collapsed. A grisly white hand of a dead ogre sticks out of the rubble. Nearby sits a trough of cold clear water, signifying the hallway's original purpose: a stable for horses.

Dungeon Level Two

a. Ant Incursion

A number of ants have begun an expedition into the dungeons of the lich. So far only a soldier ant and three workers have taken the duty of exploring the premises and they keep relatively close to the hole they have made. The room in which they frequent was originally a treasure room, but they have already carried most the treasure back to the queen. The only items that remain are a masterwork bastard sword (which is not significantly pretty to draw their interest) and a heap of hidden golden pieces (400 in all) that has evaded their attention. The heap is rigged with a 20 ft. deep spiked pit trap.

b. Ogre Jailer and Pet

An ogre resides here along with its pet boar. The ogre is responsible for watching prisoners, but it has not had any for weeks and it could care less. It bides this time, patrolling the tunnels of the dungeon floor, but the ogre is frightened by the incursion of giant ants and the haunting allip and so keeps to its chamber. The ogre has accumulated great wealth (1600 silver pieces) and it plans to catch up with the goblins that had abandoned their posts.

c. Empty Room

The two entrances of this room can be locked from the outside. Powerful and large intruders were often led into the room and imprisoned here until they could be properly disposed of.

d. Prisoner Paradise

A sarcastic entitled place, the Prisoner Paradise is a funhouse of torture, where a heated brazier and iron maiden were put to good use on a daily basis. Nowadays, it lies vacant, an unexplainable sound permeating through the room.

e. Haunted Room

A malicious allip lingers in this room, toying with the various furnishings of the room. Springing from a greedy person in life, the allip, in death, is an exceptionally covetous spectre and it has gathered 13,500 silver pieces in its existence. These silver pieces are kept at the bottom of jars filled with topsoil. A potion of intelligence is hidden amongst one of the heaps.

Dungeon Level One

a. Entryway

This is the entry hall into the dungeon. The room is well-lit with a row of six torches. In the presence of arcane spellcasting, the torches will turn a sickly green color.

b. Food Storage

This room was meant to preserve the food for the various living inhabitants of the lich's abode. The foodstuffs that remain however have gone spoiled and trash piles high here.

c. Goblin Barracks

This room has fallen into disrepair ever since the humanoid servants of the lich left the keep to pursue other activities. The room is covered in a thick layer of dust and filth and a strong stench permeates the air.

d. Carrion Crawler Nest

A carrion crawler has taken residence in this chamber, living a healthy life of subsistence on the trash found in this dungeon floor. Amongst the inedible articles (mainly leather products such as boots and belts) are 20 gold pieces.

e. Pit Trap

This is nothing remarkable in this room. Just after the entrance there is a ten foot-wide pit trap.

f. Coffers

At the opposite side of this chamber lies a series of coffer. Many of which are empty, but one is not. It contains 40 gold pieces and a quiver of masterwork arrows. An arrow trap guards the coffer.

Eastern Keep

a. Study

This room is a comfortable study filled with books, a lamp, and a spacious table. The stone door to the south is stuck however and is impossible to pry open.

b. Hatchery

The lich had stolen the egg of a black dragon and had been incubating it here. The wyrmling has hatched and made a bit of a primitive lair and treasure heap of the premises and its furnishings. 489 gold pieces, two arcane scrolls, and a potion of swimming are its treasure. The wyrmling is not too bright and there is a 45% chance, it will mistake intruders for its parents.

c. Artisan's Quarters

A pair of artisans used to occupy this room. They however were consumed by the newborn black dragon wyrmling. Nothing of value remains in this place. Mostly broken weapons and ruined clothing are left.

d. Disguised Intersection

This tunnel is actually a four-way intersection. One pathway is concealed behind a wooden wall. It is rigged with a lightning blast trap. The other pathway is a rotating door that blends with the stone surrounding.

e. Second Disguised Intersection

This tunnel is identical to the previously described four-way intersection, except both hidden pathways are secret rotating stone doors.

f. Goblin Duo

A hobgoblin and his goblin companion have holed up in this secret room in an effort to evade the attention of a black dragon. They haven't had food for a number of days and will hurriedly offer their fortune in exchange for food. 3,180 copper pieces are sprawled over this room's floor (the remaining 20 pieces evenly distributed in the hobgoblin and goblin's stomachs) along with a divine scroll of summon swarm.

g. Suspended Cage

This small nook served as a waiting room for newly initiated prisoners. Suspended from its ceiling is an iron cage that can hold up to one man-sized creature. Nearby is a branding iron, leader, and casket that served the cage's warden well.

h. Living Room

This is a well-furnished room populated by comfortable chairs and a bearskin rug and a cold fireplace sits along the west end. If wood is burnt in the fireplace, the flames burn a repugnant green but are otherwise fine and bear no malice towards their occupants.

i. Spider Web

A monstrous spider of medium size stalks this cloister. Numerous corpses hang from its web, meals in preparation.

j. Laboratory

This workstation is especially suited towards an alchemist. It is still well-stocked, its cupboards freshly replenished before the lich's disappearance. It's occupant however had vacated the premises long ago however.

k. Laboratory Cell

To the east of the laboratory lies a cell where two subjects were held. Unfortunately, they died and the alchemical substances floating in their bodies reanimate them. They now exist as zombies and will attack anyone who enters their cell. Before his death, one of the inmates clawed a nook into the wall. Inside this nook is 70 gold pieces.

l. Custodian Quarters

A lone orc remains, futilely trying to keep up the premises of the keep. The orc is a peaceable fellow and unlike his fellows will not immediately attack or call alert on intruders, as he is not loyal to the lich but his job. The orc will accept bribes, after all, he has not been rewarded a wage in months.

m. Elven Madmen

Before the lich's disappearance, he had captured two elves and performed a number of atrocious experiments on them. Having escaped from their prisons, the two met up and have been stalking the grounds ever since. While both elves are insane, they are not immediate threats and both retain elements of their good natures. However, certain things will drive them into a killing frenzy: needles, orcs (half-orcs in the right light will set them off), and skeletons. In their quarters, the elves have hidden 84 gold pieces behind a brick designated with a claw mark.

n. Guest Quarters

The guest quarters were pillaged by the vacating goblin servitors. They took everything but the room's bed and tub that are sole occupants of the room.

East Tower

The east tower is connected to the lich keep through an solitary hallway on the first dungeon level floor.

a. Chapel

This chapel was nothing more than a front for the more insidious activities of the lich. On the

altar lies a golden bowl of rotten fruit that was long ago dedicated to the goddess of nature. Throughout all of the pews is debris.

b. Intersection Room

There is only one normal passage into this room. Two of the other three doors are concealed (one is also rigged with an arrow trap) and one is secret (a rotating door with a push-brick trigger).

c. Primary Forge

This forge is maintained by a pair of industrious azer. Preferring their solitude, they often lock the doors leading into the forge. Unbeknownst to them, there is a illusionary wall behind the main forge which anyone can also get access to. Beside mundane crafts, the azer have experimented on gems, enhancing their beauty. Four such trinkets can be found throughout the room. Each is worth 200 gold pieces. In addition to this, the azer sit

d. Intersection Double Whammy

A 20 ft. deep pit trap lies in the center of this intersection. Down one of the passageways is also a portcullis trap. The fourth passageway is concealed, requiring the appropriate gesture to open.

e. Kitchen

This room used to serve as a kitchen. Right now, it holds nothing more than a cupboard filled with spaces and a dead firepit.

f. Secret Intersection Room

This is a five-way intersection. Two of the ways are concealed and require the right command word to open up. The other two ways are obstructed by doors, one of which is stuck and the other is locked. The third and unobstructed passageway is rigged with an arrow trap.

g. Lizard's Den

In this room lives a duo of shocker lizards, they are pets to the nearby blue dragon. They were given toys in the form of 60 gold pieces. In battle, they let out vicious keens. These draw the attention of their master who will arrive in 1d4+1 rounds.

h. Dragon's Den

A blue dragon of very young age sits on an enormous wealth here. 48,000 copper coins, a Heward's handy haversack, a bag of hold (type 3), and a potion of levitate can be found in the confines of this room. The blue dragon is very arrogant and charges aggressively into combat without a thought.

i. Game Room

In this room are numerous toys (cards, a bench, and rubble) that the blue dragon occasionally plays with. The floor is covered in claw marks and shreds of blankets lay tossed all over the room.

j. Library

This is the apprentice's library. Many of the books were burnt in the lich's rage but a number of them remain, attended by two imps. These imps do not frequent the library however, staying in miniature private chambers behind two false walls. They can peer out into the library through these walls and observe intruders at length before deciding whether to dispose of them or not.

k. Dangerous Hallway

This hallway spans some distance and has four great threats. The first threat is a spiked pit trap (20 ft. deep), the second threat is a scything blade trap, the third is a normal pit trap (20 ft. deep), and the final threat is the unleashing of an hungry ankheg. The triggers to these traps are hard to bypass and only a person familiar with their workings could bypass them all.

l. Reptilian Attendant

These spartan quarters serve as home to the lizardfolk attendant to the blue dragon. He regularly collects money from the orc and goblins on the lower floors and then offers a portion of the wealth to his master, keeping a small bit for himself. Over the years, he has accumulated 240 gold pieces and three scrolls of divine power (chill metal, command, and calm animals). He is very careful about revealing this fortune, not wanting to suffer his master's wrath. He hides this treasure in a deep layer of soot at the bottom of the pool of water in the abandoned secondary forge.

m. Secondary Forge

This was built to be a forge, but it mainly serves as a storage room for replacement supplies for and finished goods from the primary forge. There is a 10% chance one of the azer will be here looking for something or putting a finished product into storage. There is a 5% chance the lizardfolk will be checking in on its treasure.

n. Ghoul Hold

The lich had dumped a bunch of three new ghouls in this hold before his disappearance. Before that, the hold had served as a small storage space. In one of the crates, there are three potions of cure light wounds.

o. Treasure Hold

Similar to the ghoul hold, this hold contains a substantial wealth. However, upon first inspection,

it seems vacant. There is a compartment on the west side of the hold. In the compartment is a crate that yields 300 gold pieces, two jade gemstones worth 70 apiece, a case of 20 crossbow bolts, and a silver masterwork long sword.

15. Hin Pirate Cove

Long ago, a legendary band of halfling pirates inhabited this beachside cavern. From there, they terrorized the southern tropics, retreating back to this hideout to nurse their wounds and plot out new schemes and ventures. Unfortunately, their enemies got the best of them and they were exterminated to the last man. Children often play alongside the cove, concocting stories of wayward halfling spirits and ghoulish pirates. Over the years, many new inhabitants have moved into the cove, making exploration of the premises very dangerous.

a. Old Trinkets

Here, behind a passwall of stone that can be opened with a command word, lies the remnants of the halfling pirate's possessions. They are mostly knick-knacks (a pouch, candelabra, bellows, iron runes, a pillory, spinning wheel, curtain, and a iron tub).

b. Gnoll Scoundrels

The former leaders, Bruugh (Brd3) and Sakk (Rgr3), of the Drips' gnolls reside here. Cast out of the mercenary band, the two had set up residency here living. If it were not for the dragon Shining White, they would have died. Fortunately, the dragon took them underneath its wing. Under his tutelage, the two gnolls have successfully fulfilled a number of missions in the southern tropics, bringing both prestige and reputation to the two parties. Their chamber is well furnished with two beds, two baths, and numerous art objects (there are eight amateur pieces, each worth 10 gold pieces). Bruugh also possesses a loom having picked up looming recently.

c. Pirate Lounge

The pirates used to lounge here. A broken down bed and couch lie near the center while a fountain and fireplace lie along the west and east walls respectively. A number of cracks run through the lounge's room and a cold spot lies in one corner.

d. Shining White's Lair

Shining White is the virtual master of the Hin Pirate Cove, though he gives great berth to his discipline Firey Cider and the lammasu Morganne. He commands the loyalties of the gnolls, harpies, and lizardfolk riders of the cove and when he is in need of their services can simply bellow. In 2d8 rounds, they will appear in his quarters. Shining White, unlike others of his kind, has no interest in treasure, though he keeps a sizeable hoard. It consists of 800 gold pieces and twelve precious gemstones (four worth 75 gold pieces, six worth 200 gold pieces, and one worth 4000 gold pieces). At will, Shining White can activate a trap that fills his abode with the contagion. He avoids doing however as it might inadvertently harm one of his subjects.

e. Desolated Hobgoblin Village

In these caverns lie the remnants of a hobgoblin community, the leader of the hobgoblins had ticked off Shining White and he repaid the favor by annihilating the majority of the hobgoblins. All that remains are three elders and a young warrior. The warrior Oortrah has vowed vengeance against Shining White and has offered his arms to Morganne. Morganne is wary of the hobgoblin's proposition but has not revealed whether she will make use of it.

f. Haunt of Ogres Jack and Jim

Before the halflings had ever occupied the cove, the zombified bodies of the ogres Jack and Jim had haunted the confines of the cove. While given no pause by the current inhabitants, they are often unleashed onto any intruders or intruders are tricked into their lairs. In their abode, a small puddle of mud hides an amber gemstone worth 70 gold pieces.

g. Wood Walk

Wood Walk used to serve as the dock for the halfling pirates. Now it serves as a crude overpass for the less mobile inhabitants of the cove. A waterfall flows nearby at a rapid pace, temporarily deafening those passing by. Occasionally, bursts of water will pour down from the cavern's ceiling here. There is a 25% chance that one will hit a party member and carry him down into the waters below. Those who are carried by the current can either end up in the old storage room or the lair of the reptilian cavaliers.

h. Bird's Nest

Opposite of the Wood Walk and across the adjacent waters lies the Bird's Nest. Here, three harpy sisters reside, engaging every moment of their days in vanity. Shining White, through magical experimentation, has enhanced their beauty and unlike typical harpies, these are extremely beautiful with auburn hair and bright red and orange feathers. They are showered in wealth (400 gold pieces and a potion of enlarge) and each has a golden frame mirror worth 100 gold pieces.

i. Reptilian Cavaliers

This is where the reptilian cavaliers underneath Shining White dwell. There are two of them and they live close lives with their steeds (two giant lizards). At the north end of the cavern lies a natural steam bath which they relax in during their free time and scrawled into the floor is the word "vanquished". The rest of the day, they patrol the cove, seeking out intruders and killing them. When on patrol, they wield tridents and wear full plate. Their full plate is cold and fire resistant, reducing those types of damage by 1 point per die. The lizardfolk are disciplined and have an almost fanatical devotion to Shining White and revere Firey Cider to a much lesser extent. They love money and Shining White has showered them with a substantial amount. In their lair, hidden in a chest, are 240 gold pieces and a potion of truth. The chest also has a secret compartment where an additional 639 gold pieces and two gemstones (worth 30 gold pieces apiece).

m. Ceremonial Chamber

The remnants of a shrine to a halfling goddess resides here. Amongst the debris is a drum, ten foot pole, and a spinning wheel.

n. Old Storage Room

An old oil lamp sits atop of a shelf overlooking a casket and toppled statue. Iron bars keep individuals from throwing themselves or slipping over into the nearby ravine. A passwall leading into Morganne's lair can be found alongside the southern wall. A trap the soul spell traps the wall however.

o. Firey Cider's Lair

A young red dragon called Firey Cider occupies this chamber. He is Shining White's discipline and though he thinks of himself as superior to the white dragon, he has taken a liking towards Shining White and does not wish him any harm. Firey Cider does not tolerate subordination from his lesser and is quick to punish and abuse those who do anything but what he commands. Firey Cider is greedy and has stolen bits and pieces of Shining White's hoard over the years. Shining White knows of the thefts but he has not made a move to stop it. Firey Cider's hoard presently consists of 1,360 gold pieces, a pair of spider climbing slippers, a robe of useful items, and a potion of cure light wounds. He also covets mundane items and trade goods and a number can be found in a smaller hoard elsewhere. Up high in a nook, Firey Cider has hidden additional treasure. This treasure includes 2,100 silver pieces, an arcane scroll of detect thoughts, a divine scroll of shillelagh, and a potion of detect thoughts.

p. Duchess Morganne's Quarters

The lammasu Duchess Morganne is a bastion of good amidst evil. Through her wisdom however, she has managed to escape extermination and avert some of the evil committed by Shining White and his underlings. She has not made a move to exterminate the dragon but is biding her time and accumulating the resources she would need to do the job successfully. Currently, she has enough gold to hire powerful heroes but she has yet to announce an offer. Over the years, Morganne has had her chambers meticulously chiseled and decorated, her abode now appearing as something out of a fairy tale or royal castle. In a primary vault, she contains the most precious of her belongings, her hoard of 21,600 gold pieces, a pendant consisting of a fire opal worth and gilded neck chain (1400 gold pieces), and two gemstones (each worth 37 gold pieces). In a secondary and hidden vault, Morganne has 1000 silver pieces, five arcane scrolls, five divine scrolls, a phylactery of faithfulness, and a potion of vision. This secondary vault is also trapped with a 80 ft. deep pit trap.

THUS ENDS THE CLOAK OF DARKNESS!