

ELEMENTAL EVIL™



PRINCES OF THE APOCALYPSE™

DUNGEONS & DRAGONS®

Prevent elemental annihilation in this adventure
for the world's greatest roleplaying game

EPIC BACK STORY

Rise of cults. The 4 prophets have established their temples. They have their legendary weapons given to them by the Elemental Evil Eye, made by a drow smith long ago. Invulnerable, the weapons must be used to open a gateway to summon their respective evil elemental prince. If the weapons were to be thrown into gates with any blemishes or cracks, it would destroy the gates! Only way to do that is with the hammer used by the drow smith. Which is in the Fane of the Eye!

Also, in order to draw the gate to this world, they must sacrifice souls according to their element! Which are done at the outposts, temples and with the orbs.

Air: flung through the air to die or run out of air?

Water: drowning

Fire: burning

Earth: buried alive

CULT TASKS

SACRIFICE SOULS

So each cult is given the task to sacrifice souls in a ritual of some sort. However it is becoming more difficult as the villagers, townsfolk are increasing security and being vigilant.

GATHER TREASURE

Another task is to get gold, gems, jewels, to produce the Devastation Orbs. These, when unleashed will kill anyone in the area, thusly increasing the soul sacrifices dramatically! And increasing the threat! But this too is becoming more difficult with cult's competing and less and less travelers.

Once enough souls are haunting the land, then the Prince will desire to come. Of

course, even if there isn't 'enough souls', the prophets, if in dire straits, will perform the ritual. But may end up being the sacrifice!

WHY THIS STORY LINE

Less hunting down missing people and side stories.

With sacrifice, and devastation orbs being unleashed, there is an impending doom that must be stopped.

Will have to go to every elemental location to find info, confront all four prophets, get their weapons, must also go to Fane to get the hammer. Must go to every geode to destroy the opening gates. Hopefully fighting at least one evil Elemental prince.

Using divination, one can ascertain which prophet is likely to summon an elemental prince, based on how many souls are roaming the land! DM should use order in progression to encourage players to go to in that order.

ENCOUNTER PROGRESSION EARLY ON

Everyone fears abductions on roads. Players hired to guard a supply or whatever. But only lone or small groups attacked! Could espy vultures far up! Where are the Feathergale knights?

Giant vultures only try to abduct loners on roads. Howling Hatred Initiate rides them. But is hidden atop, clinging tight! So can't see as they float far above.

Also:

Crushing Wave Reavers

Use boats/pirate attack... at farm road docks or bridges, trying to abduct & drown locals.

Meet or follow Feathergale knights to their spire. Vultures seen more in Sighing Valley!

LOCATION PROGRESSION

OUTPOSTS

Feathergate Spire & Sighing Valley
Rivergard Keep & Boat Attack
Sacred Stone Monastery
Scarlett Moon Hall

Cult Retaliations! Devastation Orbs!
Tornado! Flooding! Quakes! Fires!

TEMPLES

Temple of Howling Hatred
Temple of the Crushing Wave
Temple of the Black Earth
Temple of the Eternal Flame

Fane of the Eye

FINALES

Howling Caves
Plunging Torrents
Black Geode
Weeping Colossus

SEQUENCE

Feathergate Spire
Flamboyant knights, with flying mounts, pretend they are watching out for vultures but are actually with them.

Rivergard Keep
Pirates & plunder along river.

Sacred Stone Monastery
Scary, reclusive, some say any orphans or lone people disappear are taken by the secretive monks!

Scarlett Moon Hall
Druids calling out for other druids to come

and see the glory and greatness of the Circle of the Scarlett Moon. And how they can restore balance to nature!

AID

Dwarves & Gnomes of the Lost Kingdom... inform players of underground ruins. Ripe for evil to hide and grow. There are many ways to get in, but with all the crazy cults and religions popping up, who knows who resides in these ruined halls!

Learn about the hatred each cult has for each other. But are sworn not to fight, for fear of the Evil Elemental Eye.

Learn that each one has a special weapon/item that opens a gate, so each one must be stopped AND the gate destroyed. So the item must be brought to the gate, and thrown into the elemental energies to destroy it! However, each item must be weakened by what it was made from. Backstory on evil dwarf wizard Devir, who made weapons of elemental power, must be learned.

Each prophet should be confronted in temples. DM should have ample escape setup in place, with possibility of failure of course. Each prophet must be defeated either here or in finale. So each temple must be explored! Then, to the Fane, where at the altar are the blacksmith tools used to make the weapons. Only with one of these, and the weapon, thrown into the gates, will they collapse! There is an anvil (heavy), a hammer, a tong, and a bucket of magical cool water.

GOOD HELP

Aarakocra!
Giant Eagles
Dwarves
Patrol of good knights, clerics

STARTING

Best bet, start off in a village, as 1st level characters who expect to be villagers! But see their village become oppressed by a rise in cults that frequent the villages, farms, roads in the area. They're rude, they're secretive, they're nosy, they're bullies... And terrible things start happening, people 'they know' are disappearing! Finally someone close to them is kidnapped?

The characters are all young, ready to be heroes! Their family and villagers are too scared.

They know the blacksmith, the apothecary, a crazy old wizard or cleric who retires here, etc.. and there are immediate goals.

Have the blacksmith that can make +1 non-magical weapons and armor. That are 250 gp or more.

Apothecary who can make and sell Oil of Sharpness +1, Heal 2d8, and other minor potions for 50-150gp each.

KIDNAP

An old wizard is kidnapped by Howling Initiates! If he is rescued, they learn of some of story and get either gp from him or a potion, a scroll, to help. He also could be the source of info from this point on, connecting the story lines, finding the dwarves' lore etc... He could be a fun yet defiant curmudgeon.

Funny, he doesn't want to be rescued because he wants to discover what they are doing. But he foolishly let them knock him out. He's weaker than he thought. So he is impressed by youthful villagers and decides to support them? But he's still crusty mean!

Village, Hamlet, Keep, Hamstead Sites

Starting at top, left to right.

Triboar, good large town, goods. Giant series!

Yartar, large river citadel, many abductions of drunkards, beggars, for water cult. Extra info in Chapter 6 sidetrack.

Westbridge & Helvenblade House

Halfling farmers, a few sad missing! Weary of 'large vultures'. Can provide halfling provisions, elven too. Maybe some minor healing, bonus sustenance for promise of help. Finding giant vultures & ending them?

Helvenblade House

Great point to meet the secretive 'bronze dragon' Umsheryoth (has a bronze medallion). Who could decipher a tome/ledger that is cryptic in Draconic. Good info. Maybe come to their aide once as a bronze dragon. It happens to have a 'bronze medallion'? Oooh!

Belliard

Could be a great starting point. Retired adventurers here. Perhaps the party is children thereof? Crazy wizard here too.

Red Larch

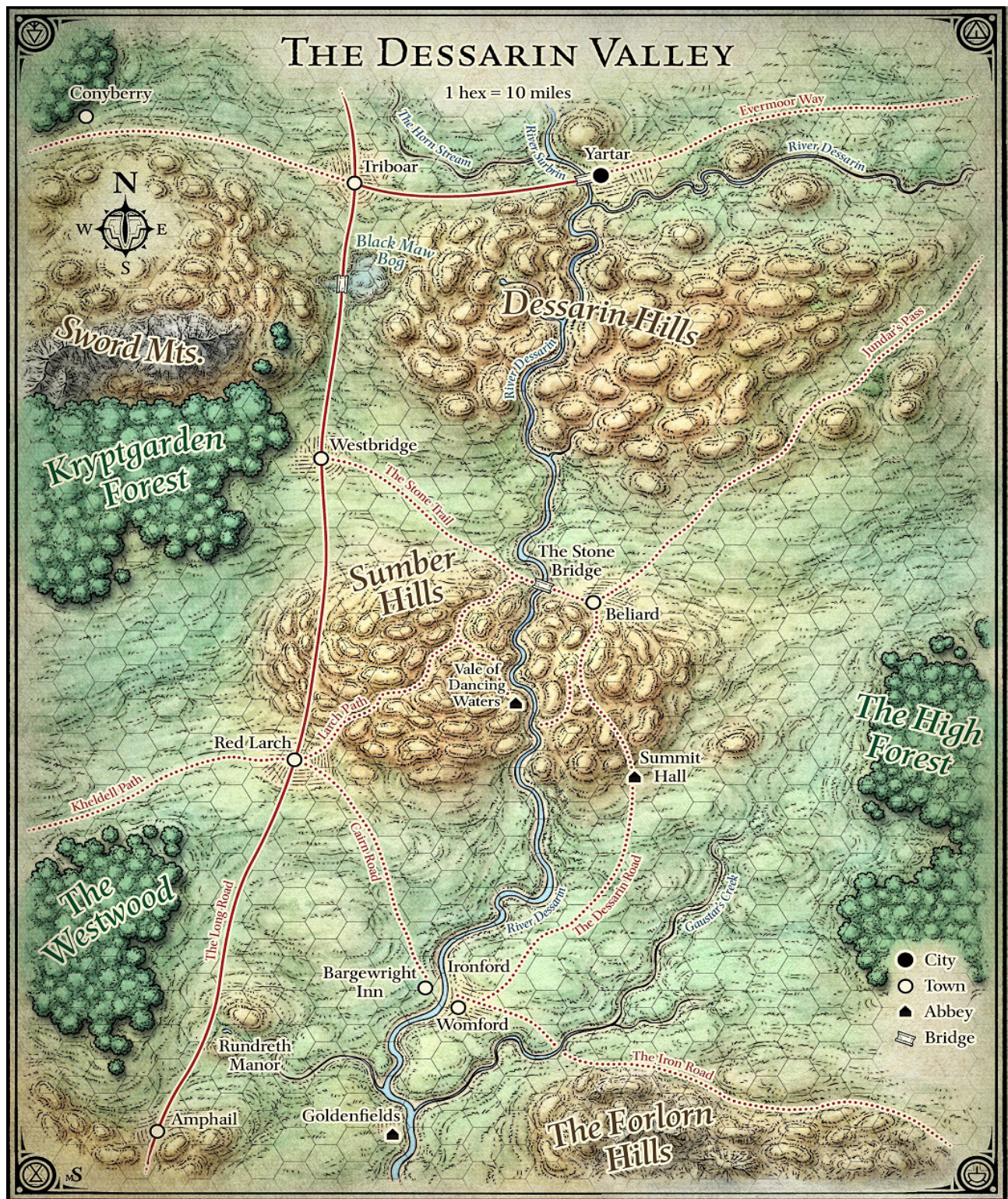
Good starting point to, lots of info.

Vale of Dancing Waters

Keep simple. A dwarven ruin with waterfall, beautiful? Fun giant or odd character resides.

Summit Hall

Good knights, clerics come from here. Only a few. Trying to protect roads. Have some info. Would kill for hippogriffs but Feathergale are considered enemies.



Amphail
Closer to Waterdeep, rough brickstyle town.
Probably good for a Devasatin Orb later on.

Rundrell Manor
Major side track, avoid.

Bargewrite Inn
Interesting massive lodge like village. An

opposing dock to Womford. Great for orb attack.

Womford
A dock/shanty town, great for water pirates to conscript, kidnap, and kill. No one cares. Many are into it. So might be good place to fight a bunch of evil doers. Tavern, dock, ship.

BACK STORY BULLET POINTS

AT VILLAGES

- Cults have risen.
- Hiding at different outposts.
- People gone missing or joining cults?
- Increase in bandits, pirates on river!
Not safe unless in large groups.
- Farmers disappearing!
- Giant vultures taking them!
- Signs of quakes, fires, floods, dust devils seen, causing death and destruction.
Minor.

OUTPOST DEFEAT

- Sacrifice of humans!
- Leaders at temples in underground.
- Dwarven ruins!
- Leaders have great weapons, indestructible!
- Gathering their followers, worshipping gods of fire, air, earth, water!
- Name of prophets!
- Sacrificed souls filling the land? (diviner, visions, dying by elements!)

RETALIATION

- Cult war parties increase. Killing by elements!
- Devastation Orbs used!
- Villages or settlements destroyed by elemental attack (orb) Survivors recount.
- Increase in elemental disasters!

TEMPLES

- The amount of souls increasing by air first... is highest. (encourage them to start here first)
- If enough souls sacrificed, prophets will summon their prince!
Make orbs of devastation at gateways!
Enough treasures to make glistening orb!
- They have gateways hidden in the deep, below the temples!

- Must use weapons given by the Eye of Elemental Evil!
- The Eye is channeled at an altar.
- Weapons forged by a dwarf smith, resting nearby!
- Weapons indestructible, except by the hammer that forged them!
- If they throw their perfect weapon into the gateway, with enough souls haunting the realm, their prince of the apocalypse is surely to come!
- Can get info on the geode levels, strength of the enemy.

With each success, weakens cults ability to attack and get more souls, so prophets will get desperate to summon their god!

FINALE

- Should kill air prophet first.
- Next three mixed, but could get info on strength of minions, to determine who is next. Or based on divination of souls haunting land.

Best order is water, earth, fire.

Kill air prophet in her temple.

Chase water prophet through temple, to fane!
He fights to protect Evil Eye with minions.

Be awesome to have OGREMECH actually summoned. They go to that one, earth prophet escape them, they chase to Black Geode. They get slowed. He summons OGREMECH! OGREMECH unsatisfied, takes earth prophet as sacrifice!

Same with Imix... unless they stop either/or. Neither get enough souls, unless they do... then Imix, with prophet, attack on land!

Get help of Knights of Sumter Hall!!!!

TREASURE OPTIONS

- 1-4 1 roll
5-6 2 rolls

1. 1d10 x10 gp
2. 1d20 x10 gp
3. Gems & Jewels 1d10 at 1d10 x10 gp value.
4. Potion & Things
5. Weapon or Leather Armor
6. Helpful Magical Item.

Potions & Things

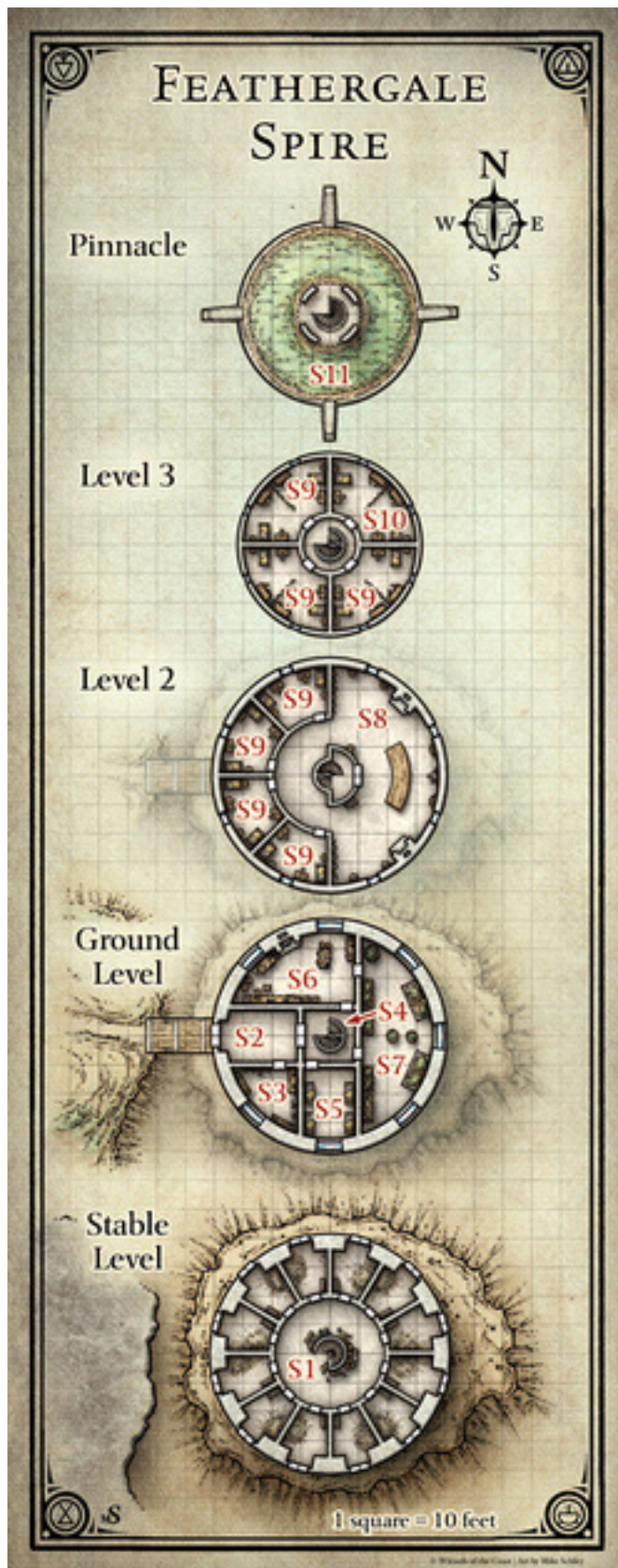
1. Healing 2d8
2. Healing 2d8
3. Cure/Resist Disease/Poison 1 Hour
4. Oil of Sharpness +1
5. Poison DC14Con +1d8
6. Dust of Fortitude AC+2, 1 combat
7. Scroll 1d4 levels. (Based on)
8. Scroll 1d6 levels. (Based on)
9. Scroll of Restoration, 1d4 lvl
10. Reroll, add 1.

Weapon or Leather Armor

- 1-2 Weapon +1 (based on what found)
- 3 Bracers AC +1
- 4 Shield +1
- 5-6 Studded Leather Armor +1
- 7 Oil of Permanent Sharpness +1
- 8 Armor of Permanent Hardening +1
Not stackable.
- 9 Greater Weapon +1 (based on)
- 10 Ammo +1 x 1d4

Helpful Magic Items

1. Greater Heal Potion 4d8
2. Greater Heal Potion 4d8
3. Potion of Damage Resistance, nonmagic
4. Potion of Breathing, in any liquid. 1 hour
5. Boots of Levitation, 10ft, hover, 1min/long
6. Boots of Flying, 30ft, moving, 1min/long
7. Immovable Rod, button, 8000lb hold
8. Pouch of Weight. Open 0, close 50lbs!
9. Lightning Rod (place, Resist 30'radius)
10. Anti-Magic Ring, 1/day, 1min, 10'ft
11. Magnifying Glass:, Adv to Invest, micro
12. Dust of Opening x10, open nonmagical
13. Ring of Featherfalling
14. Ring of Evasion, x3/day reroll Dex saves
15. Ring of Protection +1AC & Saves
16. Ring of Spell Turning x5, lvl5, then dust
17. Potion of Heroism, +10hp temp, +1insp
18. Ring of Fire Resistance
19. Ring of Spell Storing 4 lvls, 1d4 spells in there now. Can be cast!
20. +2 Weapon of the Mighty Hero, +10Hp, 19,20Crit



6 Feathergale Knights

Thurl Merosaka, sorcerer

6 Howling Initiates & 1 Hurricane (leader) do mundane tasks. Stable, kitchen, garden.

If goes bad, use Expeditious Retreat, go to top, featherfall off, get mount at bottom to escape.

Stables

4 Hippogriffs

4 Giant Vultures

Thurl & 2 knights, 2 mounts on roof. Do their sacrifice deeds there.

4 knights practice, tasks, levels 2, 3

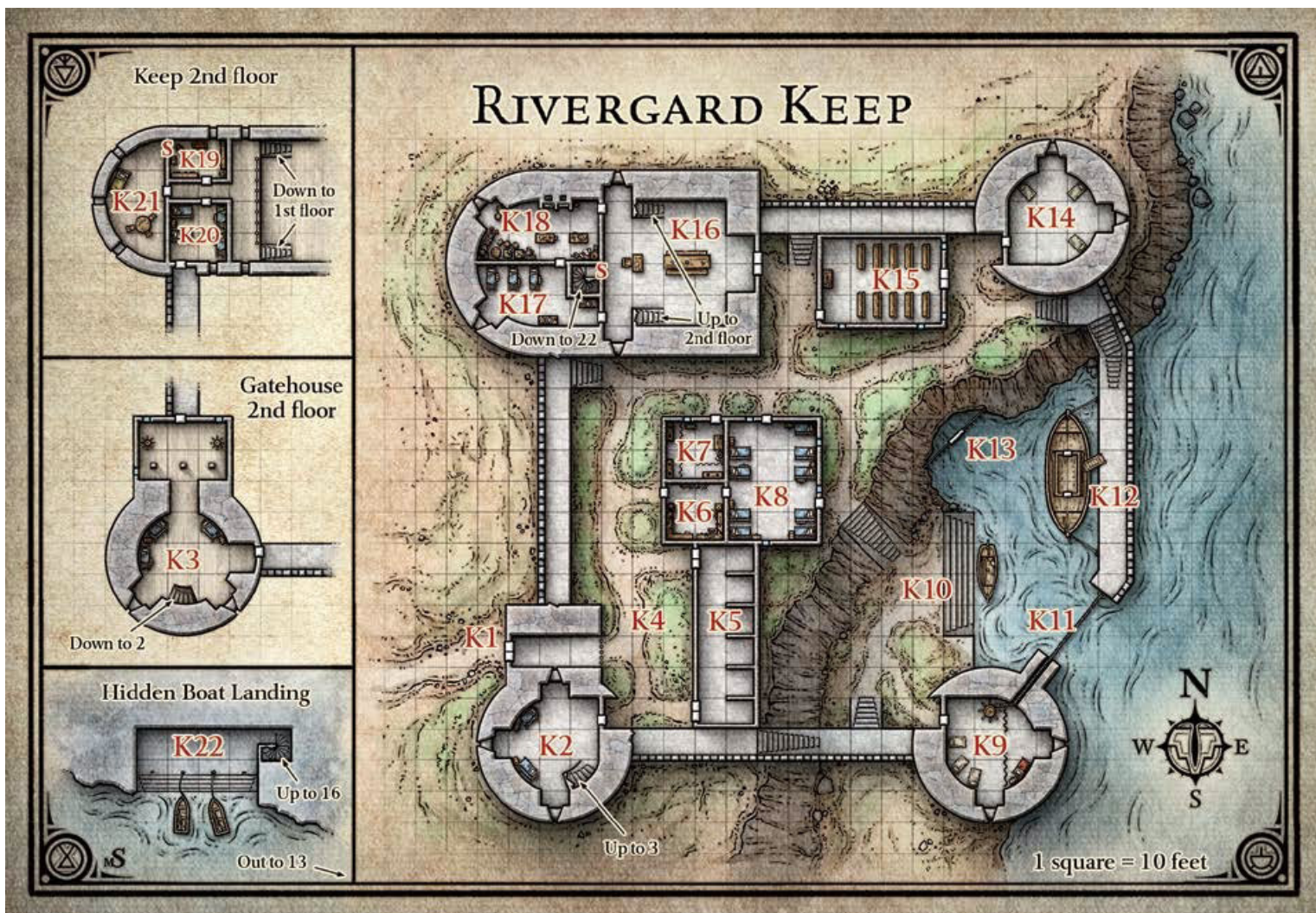
Treasure total: 500gp, 500gp worth of dishes, chalices, wine, wardrobe (heavy), jewels.

S10 Thurl's tome & ledger. DC18 Auran language or Arcana at Disadv.

TOME & LEDGER

- Speaks of sacrifices off cliff. Giant vultures feed. Souls flown through air!
- Weary of gnoll raiders in valley. 6 gnolls, 4 hyenas.
- Thinking of getting griffon eggs from pair, should be ready. Raise or sell!
- Fears manticores on southend. Must destroy. Got one Feathergale Knight and his Greatsword of Speed +1, +1 to Init.
- Recruiting woes, all just commoners.
- Aerisi Kalinoth is the beautiful elf-moon queen leader. He can use her to gain power for his knights. She is an able wizard and can wield that Windvane staff as a powerful weapon. Some sort of summoning artifact made by a drow smith.





TOTAL

14 bandits, 4 thugs

K1 Main gate

K2 Gatehouse, arrow slits

K3 Upper floor

K5-K8 stables, armory, bath, barracks

K9 Watch tower, Fathomer Reash

3 Crushing Wave Reavers

K10 landing, K11 chain gate

K12 Shoalar Quanderil (boat captain) 6 bandits.

K15 chapel Crushing Wave Priestess Drosnin

2 Crushing Wave Reavers

Jollivar Grimjaw (wereboar leader) K16 Great Hall

Fathomer Urshnora, 2 Crushing Wave Reavers

K19 Urshnora library, wizardly 1d6 scrolls, 1d4 lvls, 12 books worth 25gp each.

K20 Grimjaw lair, treasures 600gp, 20 gems/jewels 20gp each. Journal, ledger.

JOURNAL LEDGER

Secret Map to the Temple of the Crushing Wave via K22. Dwarven Cryptic DC22Wis, Arcana, Dwarven Lore. Talk of several Dark Tide Knights, a hag, water trolls and several large water beasts. Also mentions their lord, Gar Shatterkeel and his amazing spear 'Drown' given to him by powerful dark drow. It can open a gate to an evil water lord. There is a drawing with his claw arm. Extra remark: Can defeat blind monk wench at monastery, using loud noise!

Orders that every boat they plunder, they must drown the occupants. The river must be alive with drowned souls!



Sacred Stone Monks x12
 Black Earth Priest Qarbo
 Black Earth Guard x2

M3 monk room
 M4 Black Earth guests
 M5 monks & 6 duergar servants
 M6-7 dining, kitchen

M8 2 gargoyles retreat to
 M9 Black Earth ritual,
 can release umber hulk
 from below. Bronze lever.

M12 Hellenrae blind
 monk. If loud noise, she
 is at disadvantage w/first
 attack.

M13 Distillery, valuable
 steel components! 100gp
 to innkeeper!

M14 2 gargoyles, also
 could retreat/alert Qarbo
 inside
 M15 Dojo... 1 nice weap-
 on, +1 on display

M16-17 Lich, as book.

M18 3 orogs, 1 ogre. Jurth lead orog.

M19 slaves. Instead of delegation story, they
 reveal info, further story.

M20 6 zombies and/or a few mummies. Have
 some treasure found in tombs. 2 rolls on
 Treasure roll. Simple.

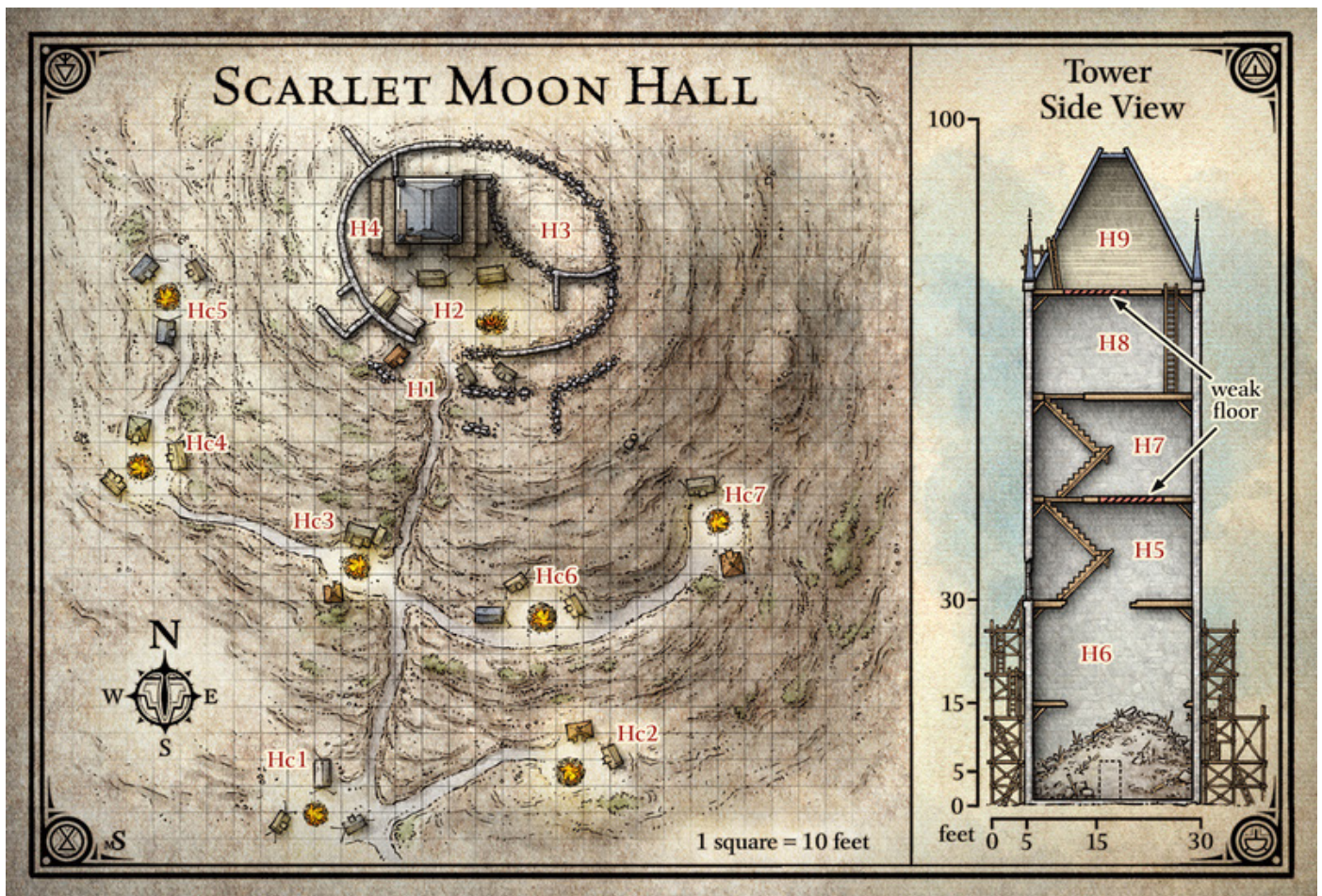
M21 as book.
 M22 mines...

SLAVE INFO

They reveal how mines are filled with the dead, buried alive! Souls buried alive!

But also, another passage leads to some ancient temple the leaders go to (M24). Jurth and Hellenrae have keys. Brag of Temple of Black Earth, giant burrow sharks, and Marlos Urnrayle, their leader. He has serpents for hair, they say, and with his gaze, can turn yee to stone! Powerful!!! Don't go unless you are powerful yeeselves! He wields Ironfang, it is indestructible! Only the hammer from the drow forge can crack it!

But return us to village for rewards please!
(possible known villagers that were missing as well. 300gp reward, some supplies, etc..)



Eternal Flame Guardian 10
 Eternal Flame Priest 4
 Elizar Dryflagon

Good Druids at Hc1, wondering if this was a good idea. Hopeful. Can be healing helpful to party if they get too burned.

A Crushing Wave Priest sees them. He is Alter, wonders what they are up to? Perhaps they could sneak in and see if this cult is truly helpful? Who can cast sleet storm, Dex save or fall on ice, any who cast out fire, target gets resistance! After helping, will retreat!

Crazy cultists, pilgrims amidst camps. Take out other odd groups. Change to low level cowardly types.

1 Barbarian named Nanoc! Seeks revenge. Elizar killed his wife & son, burned them

alive. Doesn't trust anyone. Hides in pilgrim clothes. Will sneak in to attack or attack when fight begins!

Big Finale
 H1 4 Guardians
 H2 2 Flame priests
 H3, 4... 1 guardian each roaming
 Fire elemental summoned and 2 hell hounds!

Come from tower, 6 guardians, 2 priests, & Elizar.

Wicker Giant, magical flame within. However sacrifices visible in burned piles around! If show proof to good druids, they will surely help!

Nonac the Barbarian, Avenger! Half orc

AC15, +2init, 40ft

Str+3, Dex+2, Con+3, Int-1, Wis0, Cha+1

Saves Str, Con +6, Dex+2, Int-1, Cha+1

HitPoints72

Rage x4, +2Dam, resist melee

+Frenzy +1 melee, -1 exhaustion!

+Mindless Rage, no charm/fear until after

Reckless Attack, Adv first attack. Adv against as well.

Danger sense, Dex Adv

2 Attacks

Great Axe +7, 1d12+4

Javelin +6, 1d6+3

Bracers of Fire Resistance

Great Axe +1, +10HP

Potion of Resting x2 (plus 1d4 levels exhaustion)

Potion of Greater Restoration

(if wins, likes party, will give them his items as he retires to peace! So they can defeat rest of evil. He still has a daughter to raise.)

Elizar Dryflagon, Circle of the Scarlet Moon, Rite fo the Wicker Giant, to restore balance to nature.

Real motive, gather followers, perform huge fire ritual. Burn them in sacrifice. Elizar cajoles, the more souls sacrificed in fire, the more powerful the fire god will be! The greater chance Vanifer unblemished Tinderstrike can open the gate with a satisfied Imix.

Good Natured Druids

AC16, +3init, 30ft

Str0, Dex+3, Con+1, Int+1, Wis+4, Cha-1

Save: Str0,Dex+3,Con+1,Int+3,Wis+6,Cha-1

HitPoints27

Scimitar+5, 1d6+3

Poison Spray 10', 1d12, 14Con

Produce Flame +6, 30', 1d8

Wild Shape 2/day, Brown Bear, Lion, Tiger, Dire Wolf, Giant Spider?

Cantrip: Poison Spray, Produce Flame, Guidance

1st Level (4): Cure Wounds, Healing Word, Entangle, Fog Cloud

2nd Level (3): Flame Blade, Gust of Wind, Hold Person, Spike Growth

Wood Elf- Sanah

Half elf -Timbooh

Human- Ikkon



BOTTOM PART

Rooms 1, 2, 3, 4 along with 12, 14

All together, mass group who surround and protect entrance. 1/3 go to each side of passageway. Some fight at doorway, holding them inside passage way of death.

The passageway is a trap, where initiates and casters open arrow slits and attack, cast spells quickly, closing it. Random ones open, able to attack 3 squares. PCs can only see in at 1 square!

Windharrow

1 Howling Hatred Priest

1 Hurricane

1 Skyweaver (have this have Storm bommerang item from A13)

12 Howling Hatred Initiates

1 caster with each group. Windharrow helps for awhile then tries to escape to ziggurat (main area).

Rest of bottom is easy, find minor treasures. 3 will lower water obviously, if they turn styles. Slaves there can inform if healed a little. Rescue people. Get some information!

TOP PART

Just have this be a simple dungeon adventure with decent treasures. The Air cult blocked it off at 10. Use monsters noted, add random treasure finds. Have cloaker in shops lead them to umber hulk... symbiotic relationship!

Have ghouls and fun ghost in A9... dwarven ghost can inform them of ancient history and perhaps of evil drow smith.

Stone Golem in water. As is. Avoid!!!

FINALE

Have Skyweaver and wyvern harass them and/or pretend fly out of cavern, then come back behind them when they go in to ziggurat to attack others.

1 Hurricane

1 Skyweaver

5-10 Howling Hatred Initiates with Seeker Darts!

They use columns for cover, AC 15

Have Aerisi be so prideful and foolish she waits for them in her temple, bored. Windharrow, if alive, can be here to calm her, then help her if needed. She fights to the end, foolishly. Windharrow should be played cowardly.

Aerisi, also, can use horn, to call djinni, which should be played as book says.

Aerisi is so prideful she can not believe she can be killed. Play her that way!

But her weapon must still be broken then thrown into the Air Geode!

If characters have her Windvane and show it, any cultist left will flee in terror.

HOWLING CAVES

Play Howling Caves as is but with minimal need to fight. Except have air elemental myrmidons there, guarding the gateway.

For fun & drama of it, have Yan-C-Bin appear, attack for 1 or 2 rnds, then get thrust back. Get a 'taste of' one of the princes of the apocalypse!

TEMPLE OF THE CRUSHING WAVE

1 square = 10 feet



ENTRANCE

Take out ghouls, just have drowned zombies in pools. See that cultists are horrible and cruel. Also have some in area 5, awaiting their death, weak.. Get some info too.

Giant octopus can attack whenever. Use at opportune time. Have them see it a few times. Make it a bit tougher too.

EAST SIDE

Boat/land fight

Pirate schooner:

8 Crushing Wave Reavers

1 Fathomer

1 One-eye shiver

2 Dark Tide Knight w/hunter shark mounts

Half can be on ship & mounts, other come around passageway for rear attack.

If it goes bad, they can escape on boat to 21, calling forth dragon turtle & sea hag/trolls!

HAG CENTRAL BATTLE

Sea Hag, 3 Aquatic Trolls, rule this area. 11, 12, 13, 14, 22, 23, 24... guarding for Gar. Several water cult servants are here to but do not fight. But will go to hit gong to call dragon turtle to their aid. They will fight in 22 if possible. Horrible signs of sacrifices & feeding.

WEST ROOMS

1 One-eye shiver

4 Crushing Wave Reavers

These will just come to the fight. In here is a list of known collaberators, ledgers, giving more info and history. Plus treasures.

NORTHSIDE, GRAND FINALE

Gar Shatterkill

4 Dark Tide Knights

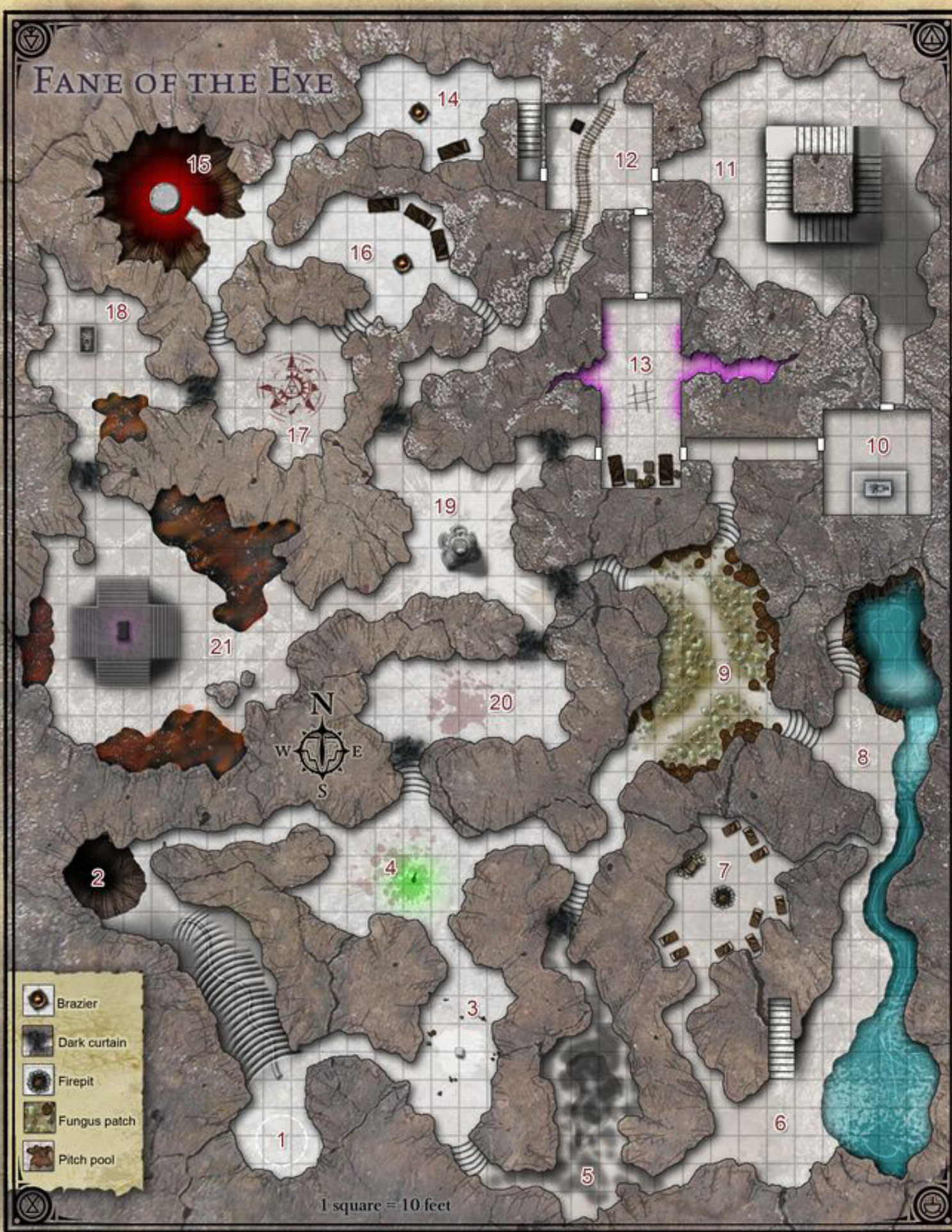
2 Crushing Wave Priests

Fight, but Gar will try to escape through water, he can swim into 26, hide while they see treasure, then swim back out.

He can swim down waterways to 28 as well.

Remove all minor creatures from this level and demon from 28. Keep pace going.

FANE OF THE EYE



1 square = 10 feet

1, 2, 3, 4, 5 as is.
Interesting stuff.

6, 8 probably take out the Water Wierds,
combat... plenty of real action coming up.
Just cool ambient water scenery. Roar of the
waterfall in cave, etc..

7 just be an temp room used by cultists. Any
here can be defeated easily, roleplay, rest cower,
pray, look delusional. (take out lizardfolk
thing, could get too tedious)

9 I would do gas spores that paralyze upon
bursting. And have 2 or 3 grells float down
and attack.

10, 11, 12 As is, but take out specter combat.
Just eerie specter ghosts... visions of dwarves
and grimlocks fighting or something. Also
dwarf aid in 10 is good! Plus more info on
backstory... Drowsmith is nearby... his tools,
etc.. use them!

13 Hill giants... have fun with this. Play a
game of craps or whatever with PCs... do
some betting. One is safe passage! Or just
goofy trinkets. Maybe they can bribe hill giants
as mercenaries! They have no allegiance!
(can be devious and let hill giants pretend,
then in finale, they turn on them! But give
clues of their deviousness... if possible!)

14, 15, 16, 17
Like the minotaurs, definitely have a great
battle here. Use charge & reckless!
1 tough minotaur Zegdar
5 minotaurs

Have good treasure too!

18... For backstory, have the drow smith tools

here! In tomb... that can damage weapons!
Forge here.

19 seems amusing

20 just describe scene, where cultists are
allowed to fight each other. Bloodied, dead,
ransacked... all groups.

21 Temple finale!

1 Prophet with entourage who will be called
here to defend the Eye!! If the party did not
follow a prophet here, one will come. They
will enter through their respective sector with
group. So party could encounter them sooner.

The Eye altar must be destroyed either way.
To stop the 'will' of the prophets.

1



-

1 square = 10 feet

Keep as is... pretty nice and different feel for this one. So interesting throughout.

Could streamline some of the weaker creatures. They are there, but either do not fight or roleplay the fight with a few dice. Easy, a little frustrating... done.

TEMPLE OF BLACK EARTH



SCM14

Anvil	Firepit	Pillar	Secret door
Bedroll	Firewood	Pool	Statue
Bunk	Iron stove	Rack	Supplies

1 square = 10 feet

TOP CHASM

Gargoyles good. Secret area cool.

BATTLE ROYALE

3,4,5,6,7, 18, 19, 20: Use arrow slit cross fire.
Have duergars on each side, shooting cross-bows.

Black Earth Guards block area 4.

Have Burrowshark ride bulettes underneath,
and come from chasm area to attack rear!

Duergars 4

Burrowshark 2

Bulette 2

Stonemelder

Black Earth Guard 4

Black Earth Priest

8 Intersting keep as is. I'd make him invisible,
and let golem fight. He just hides. Fearful!
Maybe makes a fumble, is discovered? Gives
up info! If released!

9, chained bullettes, fine. Just a cool visual.
Don't mess with!

10 just getting across interesting. I'd make
bullettes on right side so they have to cross
on left.

12 Ettin, fine.

13, 14, 15, 16

Dao smith is good. Have 2 here & 4 at 16,
well armored & armed ogres!

Good armor, arm treasures!

23 Keep simple, gnome near death, shackled,
meant to be sacrificed soon. Ritual to be bur-
ied alive. More story info if healed.

24 Golem faces corridor out. Avoid!

21, 22 Big finale

Marlos & shadow demon. Using his Earth
Passage he will escape to Fane and/or Earth
Geode.

THE BLACK GEODE



1 square = 10 feet

→ = 20 foot descent



1, 2

2 Black Earth Guards

Stonemelder

Xorn

2 Earth Elementals

3

Roper, 2 or 3? Treasures...

4,5,6,7,8

roleplay, story, take out fighting elements. just interesting stuff.

9, 10, 11

Bridge, hook horrors is good.

Myrmidon not necessary.

12, 13

Just have bullette battle. Waiting for party, they attack from earth, piles of rubble!

4 burrowsharks

4 bullette.

2 stonemelders

15

Dwarf smith is free! He gives them armor treasure!?

16 empty cool visual!

17

Marlos calling forth Ogremoch! Desperate flee from them. If party doesn't chase after from temple, he still calls forth Ogremoch! Perhaps too soon and Ogremoch takes him as a sacrifice! Then pushes up to land, to find more sacrifices!!!!



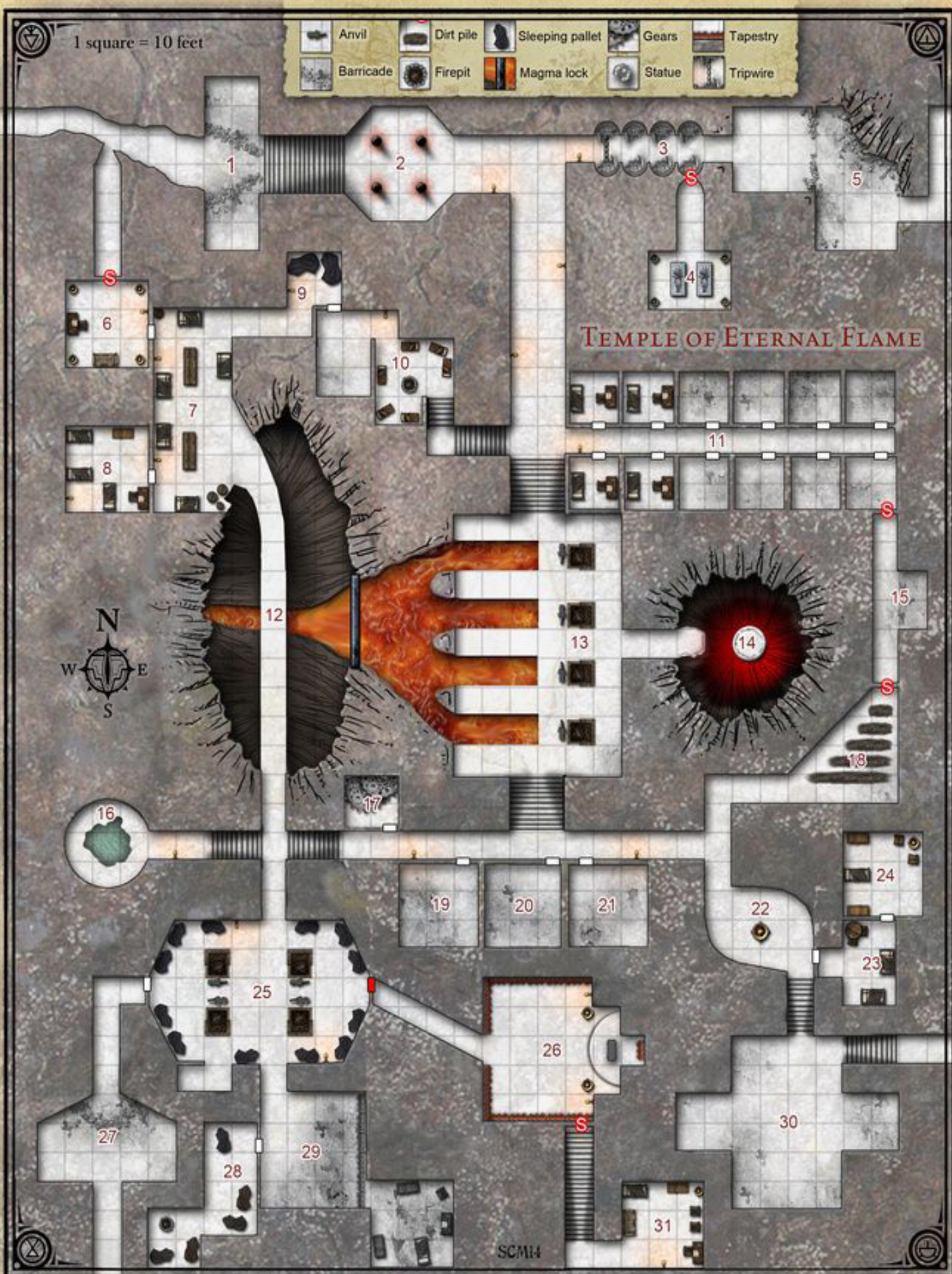
1 square = 10 feet

Anvil	Dirt pile	Sleeping pallet	Gears	Tapestry
Barricade	Firepit	Magma lock	Statue	Tripwire



TEMPLE OF ETERNAL FLAME

SCM14



1, 2, 3, 5, 6, 7, 8, 9, 10, 11

All connected as guards and garrison, guarding entrance and slaves.

6 Eternal Flame Guardians

4 Eternal Flame Priests

4 Flamewrath

2 Fire Ogres (resist fire) Hill giant stats! With AC17 plate. Larger tougher ogres.

Bastian Thermander

SLAVES

Salamander, Azers... optional...

12, 13, 14

Efreeti (summon fire elemental, flee as gaseous form if beaten)

Razerblast

2 Eternal Flame Guardians

15

Secret Dwarven Armory! Man I'd make it way cooler stuff in there. Maybe a bunch of +1 stuff, and a rare +2, with extra dwarven coolness! Fer sure!!!

16, 17, 19, 20, 21

emptyish! Resting... maybe signs of hellhounds!

22, 23, 24, 25

Guard this area.

4 Eternal Flame Guardians

4 hellhounds

1 Flamewrath

2 Razerblasts

1 Chimera pet!

They will all come to each other's aid.

Vanifer will come to summon fire elementals & cast some spells but will retreat to 14, to Fane or Weeping Colussus.



THE WEEPING COLOSSUS



1 square = 10 feet



Keep as is. Has a nice simple linear focus.