

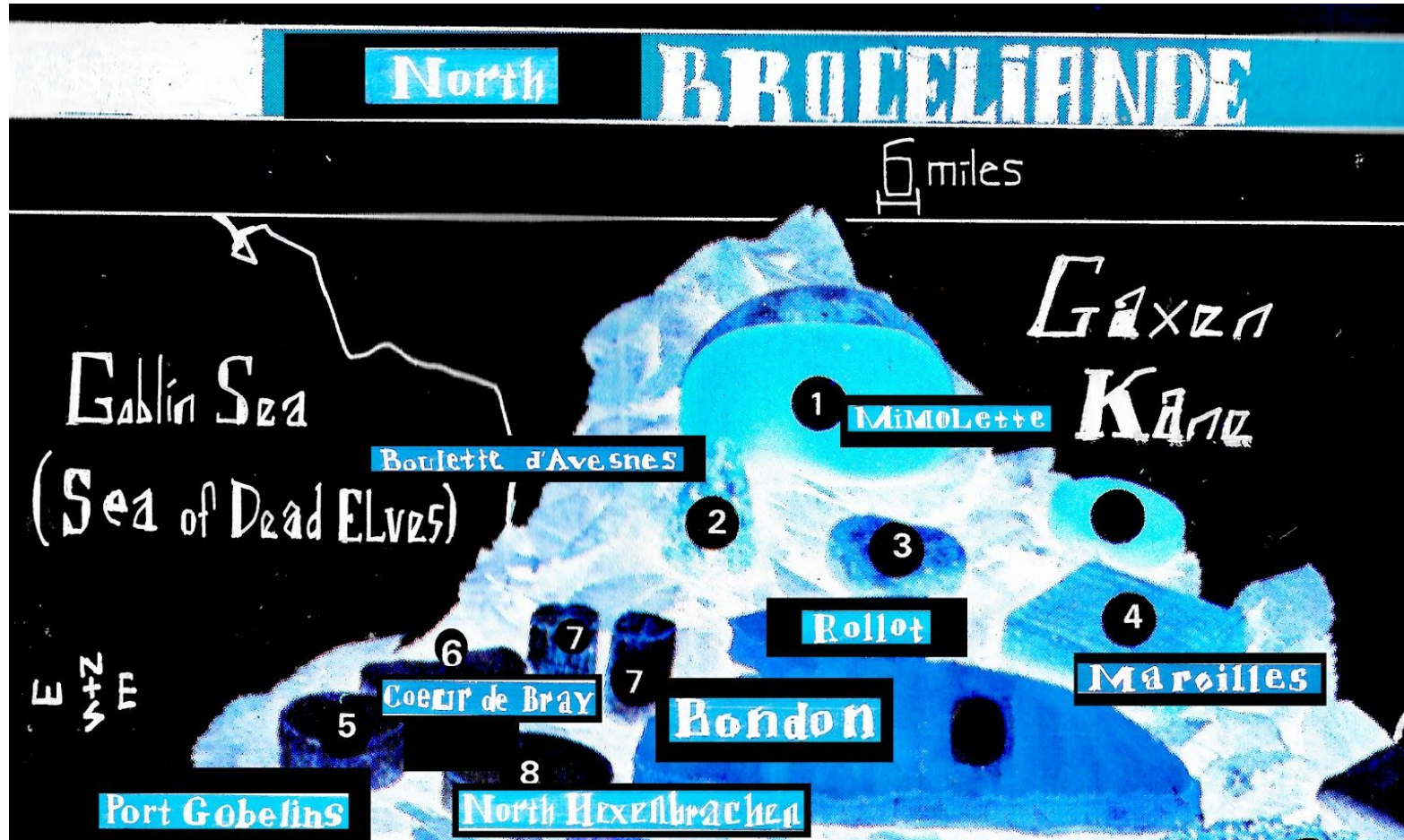
Broceliande

(Note: I know some of you are native french-speakers, so god knows what you'll make of the names in Broceliande. However, you will have an advantage in discovering the secret origin of the Broceliande map, so I hope that makes up somewhat for having to probably change the place-names if you want to use this area for your own game.)

Though all of the Cube World is littered with labyrinthine ruins poking up through the grass, Broceliande is unusually lovely and green, with tall castles, jousts, quests, wild forests, foxes, frogs and fae, elves in the north, halflings in the south, dwarves in mountains, the stylish and pleasure-loving empire of the Hunger Kings along the east coast and the staid and comfort-fond kingdom of Annwn nearby.

Unfortunately, its closest neighbor is Gaxen Kane, the horrible Goblin Empire, with which the various nations of Broceliande have been at war on-and-off since the earth first formed from the stone that the twelve medusa sisters turned the primordial demons into. This installment is just about the wartorn northern reaches of Broceliande, where the gray elves and goblins contend much as they have for many lifetimes of men.

The gray elves are the closest to the fae folk, and the most innately magical of their kind—and the shortest. Gray elves of any class can cast a specific first-level spell once per day.



The Map

I should've made the water blue but I liked the way this map looked and you're smart so let me just explain: over on the left/West is what elves call The Goblin Sea and what goblins call The Sea of Dead Elves, the bluish-white mass coming from the bottom is the tip of Broceliande, the area on either side of the northern protrusion of that mass is Gaxen Kane and the small black triangle southeast of Maroilles is part of the Sea of Ignorance and Pain, which defines the east coast of both continents.

Broceliande consists of a substrate of politically-disorganized forest periodically interrupted by roughly-geometric principalities, dukedoms, fiefs, duchies, etc. Whether this is because these areas grew outward in an orderly-and-elfish manner from the sites of ancient city-states or because the demiurge that created the world based his Broceliande map on a photograph depicting various blocks of cheese sitting on a bed of leaves is a matter for the philosophers: what's important is:

- Each politically organized area is roughly geometric.
- Each area is separated from the others by dense forest.
- Each organized area has its own number and entry in the key.
- The forest between is handled with one big random encounter table rather than individual forest maps.

If all goes well, the areas all around in every direction will eventually be released in their own pdfs, including the unlabelled ones.

Random Encounters (d20)

Travelling parties roll every 6 miles on foot or 12 on horseback, camped and resting parties roll every 4 hours

Forest:

1-4 Monster **5** Civilian **6-12** No Encounter **13-20** Pick an animal (fox, raven, deer etc) --harmless but spooky.

Areas 1-4 (Heavy fighting)

1-4 Monster

5-6 War party, roll d10 on Monster list

7-8 Battle: Roll 2d4 a pair of d4s on the monster list for one side and add goblins, roll 6+d4 for the other

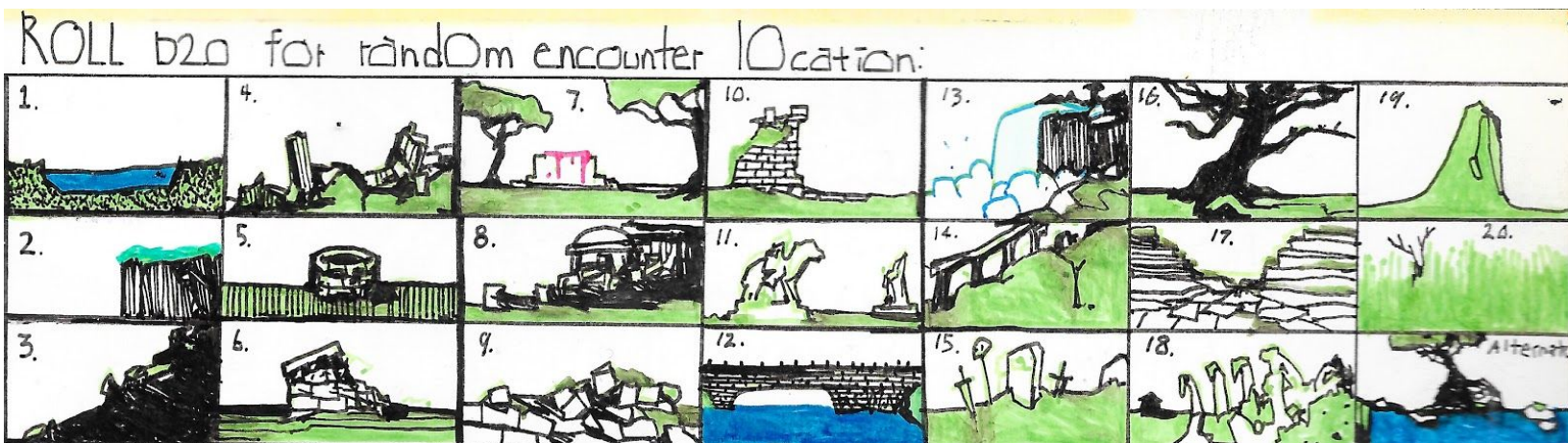
9-12 Civilian

13-20 No Encounter

Areas 5-8

1-2 Monster 3 Civilian 4 Fae of some kind (pick) 5-12 No encounter 13-20 Elven civilian

On these tables, if there's a monster you don't recognize you can google "dndwithpornstars" and the name or just skip it.



Civilians (species)	Civilians (motive)	Monsters				
1-2 Human	1-2 Hunters	(1-5: Implies a warband, roll d6 here for leader) 1 Dark Elves	17-18 Mermaids (implies a pond, etc)	45-46 Harpy	71-72 Werewolf	86 Needleman
3 Elf	3-4 Pilgrims	2 Beastmen	19-20 Caryatid	47-48 Hobgoblin	73-74 Witch	87 Humunculus
4 Dwarf	5-8 Merchants	3 Orcs	21-22 Talking crow	49-50 Nilbog	75 Small Water Elemental	88 Horned she-wolf
5 Halfling	9-13 Stereotype of species, dwarf miner, elf poet, etc	4 Centigors	23-24 Spider-elves	51-52 Mushroom men	76 Vomiter	89 Gray jester
6 Mixed species	14 Escapees	5 Necromancer + d6 undead	25-26 Giant Butterfly	53-54 Pit Grub (see Cube World 2)	77 Flagellant religious zealots	90-91 Lizardmen/Reptile women
	15-16 Entertainers	6 Wizard	27-28 Treant	55-56 Nymph	78 Vampire	92 Mouthing Mound
	17 Relocating	7 Humans	31-32 Fey	57-58 Ogres	79 Unicorn	93 Giant
	18 Weird motive	8 Halflings	33-34 Quickling	59-60 Narcissus Peacock	80 Tower golem	94 Doppelganger
	19 Visiting friends	9 Dwarves	35-36 Foxwoman	61-62 Scarecrow	81 Thogs	95 Disenchanter
	20 Inspector	10 Gray elves	37-38 Giant gloom moth	63-64 Shriek fungus	82 Succubus	96 Demon
		11-12 Wolves	39-40 Gnolls	65-66 Thornchild	83 Spawntoad	97 Danse Macabre skeletons
		13-14 Blindheim	41-42 Goblins	67-68 Troll	84 Toad demon	98 Cockatrice
		15-16 Giant Boar	43-44 Hag	69-70 Wererat	85 Skrath	99 Banshee 00 Al'mi'raj

The next page has the regions of North Broceliande, don't worry if it's confusing: there are explanatory notes soon after.

1.

Mimollette

(a war-torn area on the edge of Gaxen Kane)

Elvris - An elven village made invisible to avoid goblin raiders.

War - droids have been burning on this fire for 300 years

Oathya - A tumbledown castle. Goes back & forth between sides

2.

Boulette d'Avesnes

(a once-pleasant valley, likewise war-torn)

Proud elven Prince Davynne, a famed goblin-killer, rules from castle with.

Werewolf bandits attack Elf and goblin alike
Goblin Commandos disguised as army of frogs

Peach orchard - One in ten is fair food + magic

Swamp - Now a wild magic zone after centuries of war. An absolutely idyllic, peaceful pond. Newts, toads.

3.

Rollet

(a troubled elven settlement on the edge of human lands)

Goblins and elves battle over an old 12' field wall.

Goblin Sniper

hidden in ruined complex lob's potions at passersby

Flooded elven city Goblins & Elves fight using small boats. Flooded 15' deep.

Pack of Goblin Dogs (3d6) grown wild. They are dyed wild colors and will attack anything.

The Great Elven war poet, Ors Arctoris, travels in search of subject matter.

Bridge with shriekers growing underneath.

4.

Maroilles

(another border area, where Princessa rules with an iron fist)

Impressive cliffs they plunge into clouds.

An extremely competent physician, Nizlik the Surgeon, expensive.

Warrior Princess Isa eats goblins for lunch and rules from Fort Orping

Goblins riding Giant Evil Caterpillars that know all stats of enemies (3d4).

Castle Groozers covered in slime from ancient slime attacks by goblins.

Spore Minefield, many of the bodies have treasure but, y'know, mines.

5.

Port Gobelins

(A London-sized elven metropolis, with canals instead of streets)

A sprawling port city Goblins disguised as masked urchins haunt the streets, stealing, smuggling, and sabotaging the waterfront.



Bouta/Busbar: 1HD4

Bellapest: 2 First lvl cleric spells

Moseta: Mouthless Mute Thieves

Larva: Drop from ceiling

Pantalone/Robin: Alchemists

Ride thru Canals

On Sealed Pig: Corsets

Firechino/Harlesgoblin: Juglers - throw eggs with hallucinogen gas inside

Zanni/Gremlin: 2 First level Wizard spells

Goblin Dogs: Wardogs dyed weird colors

Nympharium A2: Masked goblins (often mistaken for child thieves) haunt the sewers and tunnel canals of the Port! They can walk on walls

6.

Coeur de Bray

(A typical grey elf region, other than the sizable minority of halflings)

A giant's shoe that's been colonized by halfling traders. Inn, liquor, hairstylist, stables, armorer, general store, cartographer, and one other.



Corvus SKOT, famed elven bowyer. His custom bows and crossbows cost 1000gp and are +1 to hit for the intended owner. Each requires a unique substance (wood, string, etc).



Halfling bandits mostly rob spider goblins but they'll rob anybody, especially if they have tasty food.

Church of Eeloh, a disturbing, wide-eyed elven faith with lots of creepy music. They hate spider goblins.

7.

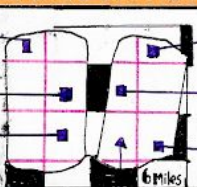
Bondon

(Mostly forest, but not fair - elves and quicklings abound)

Elves in iron masks tend a "Garden" of iron tubes used as a musical instrument. It can be heard throughout Bondon.



A massive treant the size of an orchard, ancient, wise, nearly sessile, indifferent.



Vorpx, an elven ranger, giant-slayer, and sworn democrat seeks aid killing ogres and tyrants.

Gmirel the Unfold, an elven wizard-prince, rules from Castle Gorgax and Louker hates Vorpx.

Gorgax's waterfall. A tribe of ogres collects a "tax" to cross near it.

8.

North Hexenbrachen

(a dangerous witchwood)

Looking at the statue of the death goddess here causes blindness, the first victim gets no save but the others do. It can be cured by bathing in the Spown Lake (56).

Old and rusting Church of Vorn, now infested by rotmen. They have rusty, cursed weapons that cause wounds. Vorn clerics can't heal.



Permanency Spell carved into a tree. Castable by anyone, works once.

The Dry Hunter - Archery contests, brandy, hot half-elven wartstuffs, spicy pork pie, moon-dust, dogs guard patrons' horses

Veiled the witch seeks unusual artifacts, substances, and ingredients and turns those who disappoint her into fungi. Wild boars serve her.



Dead in a gnarled tree here will reward any who bring "despoilers of the forest" to her. The rewards will be druid-style buffs delivered via kiss.

Kenku/Crauman with a scythe seeks sacrifices for a crossroads demon. He needs a victim who attacks him first. He will throw them in a sack and drag them to Bondon.

One of this year's elven birthing lagoons. Elves don't give birth in the ordinary mammalian way - the pregnant female vomits an egg which incubates in water.

The "island" in the center of the pond here is a big turtle's back. It's ancient and wise, like the massive treant in Bondon, but they hate each other and will try to use PCs against each other.

Wyro Market (see 87)

Temple of the White Lipped Goddess, a ruin in the forest, the light filtering in once a year cures lycanthropy. The moon cult will help those who bring in moon goblins (they are heretic and live for questioning. The temple appears abandoned at first but is well-protected. It contains 8,000 gp worth of stuff.

To make a Broceliande town, drop at least one of each kind of die onto a piece of graph paper--the dice fall where the major features of the town are. Circle the dice, label them, and note what the results indicate about them.

TYPICAL Broceliande Town

Roll all the dice - MORE dice, MORE buildings
the dice fall where the buildings are



D4 - Church

1. Ruin Or roll twice
2. Vorn
3. Tittivilla
4. White Lipped Goddess



D8 Inn

1. NO Vacancy
2. They have drugs
3. Attractive Staff
4. Interesting Entertainers
5. Strange Games
6. Violent
7. Palatial, multistorey
8. Two inns, roll d6 twice
On this table



D12

- 1-4 City Wall ends here
- 5-7 Bridge (implies river)
- 8 Park/Garden
- 9 Pond/Lake
- 10-12 Market



D20

Number: ☐ Number of homes in
densest clump/cluster



D6 - Castle

1. In a lake
2. Single tall tower on a peak
3. Built into City Wall
4. Small Squat Tower
5. Partial ruin
6. Total ruin



D10

- 1-4 City wall ends here
- 5-6 Bridge (implies river)
- 7 Park/Garden
- 8-9 Pond/Lake
- 10 Market

The Organization of this Next Bit

Here we have the area as written up in my own DM notebook. What you'll get is those images as-is, plus notes here in regular type-written text for anything that is obscure, hard-to-read, or where I used a shorthand. Some things don't have extra notes—if I don't clarify something; make it up. I have also attached it as a separate document so you can zoom in if you need to.

Most of the sections on each region have small maps divided into 6 mile x 6 mile squares with pink lines with notes on the most interesting things in each of those 6x6 areas. (The document is marked marked North_Broceliande_Key_cube5_pack)

1. Mimolette

Eyris: Goblins know Eyris is somewhere around here, but they don't know exactly. Anyone who enters the village limits becomes visible to everyone inside. If you need a layout, I've included a Broceliande town generator at the end.

Orzigut-Aonce: Good place for a dungeon or dungeon exit. Also a good place for PCs to walk out of a dungeon and find themselves in if you want to introduce them to Broceliande.

Undead Carrion Birds (3d6)

HD d4 **HP** 4 (crow)-16 (vulture) **Speed** 60' (walk) 180' (fly) **Armor** 13 **Morale** 8 **Attack:** Attack Bonus equal to their HD for D4hp claw
Special: Turn as undead of their level, usual undead immunities

The **war dispatches** and the **dying lord** are both easy ways to introduce the concept of the war in general to players. Even unpatriotic elven PCs will realize there is favor to be gained by delivering these messages.

Fort Endless Murder is a translation from the Elvish, so-named because its been on the border of Gaxen Kane and the grey elven lands for pretty much ever. The "(100)" here refers to a long entry I haven't published yet, so for now you have to make it up.

2. Boulette d'Avesnes

Wereboars

HD 3 **HP** 15 **Speed** 120' as human or hybrid, 180' as boar **Armor** 17 **Morale** 11 **Attacks** (2 attacks per round)

(as human or hybrid) Axe +4 to hit d6hp

(as boar) Bite: +4 to hit for d8hp and save vs Poison or contract lycanthropy (see below).

Defense

Wereboars can only take damage from silver weapons, holy water, holy magic items or clerical magic cast by a Cleric that has already successfully hurt the wereboar in some other way (they will feel their faith becoming stronger). Wereboars are immune to arcane magic.

Special

Wereboars may change from human to boar at will as well as to a bizarre hybrid form with a human body and boar head.

Lycanthropy

If a character contracts lycanthropy, Remove Curse, Cure Disease or the like will fix it—if the condition goes untreated the character will turn into a voracious NPC boar on the night of the next full moon (with the defenses above), and will be human in the morning. This will continue each month until the boar draws the blood of a friend or an innocent, at which point the character will become a full wereboar, with the attacks and defense listed above (if the PC has a better attack bonus, substitute that).

Once this occurs, the character is controlled by their appetites—if in an inhabited area, they must kill and eat a human each day, if isolated, they must kill at least 100lbs worth of living flesh of some kind. Failure to do so within a 24-hour period means the Referee takes control of the PC for one (in-game) hour, during which the creature will rampage wildly and without mercy.

In addition, during combat the wereboar character must make a Wis check each time it deals or takes damage or be under the control of the Referee during the subsequent round. After such a Referee-controlled round, the player will have one round to do as they please before they must go back to making Wis checks each round. The wereboar will attempt to eat anything slain by its own hand and will fight anyone who gets in its way.

Goblin Commandos Stats are the same in either form, but they can only effectively attack in goblin form

HD 1 **HP** 3 **Speed** 120' **Armor** 14 (high dex) **Morale** 6 **Attack:** +3 thrown egg (fillings: *blinding cloud*, save vs poison each round—blind until save is made, *rotten egg*, smell makes you easy to track, *acid* d8 hp 5' radius, *hallucinogen*, save vs poison each round—*Confusion*-like effect until save is made)

Skills: Stealth 4, Sleight of Hand 4 **Special:** Walk on walls and ceilings as *Spider Climb*

Fae Peaches—put you under a geas to the faeries: you must complete a task for them or else the next day you're -1 to all saves, then -2, then -3 etc. The peaches also have random magic: 1-Heal d6, 2-Shrink to a foot tall, 3-Grow an extra limb, 4-Switch brains with the nearest creature, 5-You can only eat peaches, 6-You're blue now. The magic wears off when the geas is completed

Wild Magic Zone—there will always be a Living Spell loose in this area and it will attack PCs as soon as they enter. In addition, casting spells in this area is unpredictable—any spell cast will take effect, but afterwards roll D6: on a 1 the spell turns into a living being and acts in a way harmful to the party, on a 4 it turns into a living being and acts in a way helpful to the party. On any other roll something strange happens, related to the spell effect but not immediately helpful or harmful. For example, a Wall of Ice spell may simply start random ice crystals forming everywhere.

Living Spell —a 3-5' inchoate plasm floating in mid-air

HD 2 **HP** 8 **Speed** 120' **Armor** 12 (magical weapon to hit) **Morale** 12 **Attack** no normal attack, the spells can cast themselves (see Special) every other round **Defense:** Dispel magic kills it.

Special: Roll d6 to see what kind of spell you've got—

1 Fireball: 3d6 fire damage, save for half

2 Charm: Save or you want to get more spells cast in here so the spell will have "friends"

3 Web: As the spell. The noise it makes after triggers a Wandering Monster check, roll until you get a creature.

4 Forget: Save or forget everything for a day.

5 Stinking Cloud: As the spell, triggers a Wandering Monster check, roll until you get a creature.

6 Suggestion: Save or believe a random contrafactual assertion ("trees are bread", "rain is lava", etc) for a day.

3. Rollot

Goblins and elves fighting over the wall are typical fighters, each of D4 HD. The elves have longbows and harpoons, the goblins have nets and slings.

The potion-lobbing goblin hurls (d4)

1. Green Slime—If you touch it, you lose a point of armor class if you're in armor. If you're not or your armor is depleted, the slime begins changing you into slime. The process takes d4+1 rounds. Healing magic will kill it. Scraping, burning, and freezing work, as does cutting off the exposed flesh. Nothing else does.

2. Explosive Goo—save or 2d6 in a 20' area

3. Reduce—Save or become half your size for an hour

4. Screampiasm—Save or scream continuously for an hour. Makes you easy to find.

Flooded Elven City you can use the Broceliande Town generator if you need it

Goblin Dogs

HD 2 HP 6 Speed 120' Armor 14 Morale 7 Attack: +2 2d4hp bite

Ars Arctoris might pay the party to take him someplace dangerous.

Shriekers are fungi that emit a horrible banshee-like wail whenever any living thing is within 60' feet. This sound will attract a wandering monster and it will appear in 1-2 rounds. It doesn't move but the bridge is *coated* in it so cleaning it off might not be practical.

4. Maroilles

Nizlikk is experienced in battlefield medicine. Always makes medicine checks and heals d4 per day.

Warrior Princess Isa is a level 15 fighter. She wields an enchanted two-handed hammer named *Tenderizer* that does 2d8+Str damage but which will cease to be magic if you don't eat what you kill.

Goblins on caterpillars—the goblins are 2dh fighter-types

Giant Caterpillars—7' long and can talk

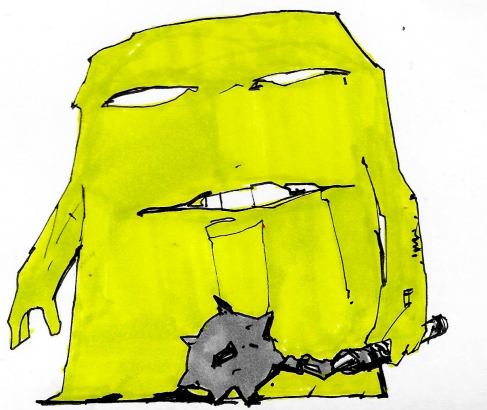
HD 5 HP 20 Speed 120' Armor 13 Morale 7 Attack: +2 d8hp bite

Castle Grooze — see Green Slime under potion-lobbing goblin above

Spore minefield—for every ten minutes of searching the minefield roll twice on whatever Random Treasure table you have or just give 4d6X100gp if you don't want to get fancy. Assume it taps out after 10 parcels of treasure. However a floating mine appears every d4 minutes and there are 40 mines.

Floating gas-filled, popcorn-colored fungi 3-4' across. These are living proximity mines bred by goblins. When they sense movement within 30' they immediately move toward it and explode (roll initiative as an ordinary creature):

HD 1 HP 4 Speed Human Armor 13 Morale 12 Attack Explosion: everyone within 15' of the explosion has to save or take d12hp and then clean the rest of the spores off of them (save again) in subsequent rounds or take d4hp from smaller explosions for d4 more rounds. Killing the cluster will cause it to prematurely explode.



5. Port Gobelins

Although London-sized and now connected to the sea only by wide shipping canals, this otherwise looks a lot like Venice, though the gondoliers are better-dressed. If you've never been to Venice, I was totally unprepared for how Vornheimy it was: the claustrophobic and dungeonish aspect with front doors sitting literally and surreally right on the waterlines of 5' wide canals far outweighs the broad and vacationy vibe given by postcards of the grand canal. There are no streets wide enough to take a cart and horse in Gobelins. If you use the town generator to make parts of Port Gobelins treat a pond/lake result as another bridge (implying a canal beneath) and rivers as canals.



The “Nympharium A2” note refers to a section in the cancelled LotFP product where this was completely stated up.

It is said an alchemist created a method of distilling bad ideas and rolling them into a dough, from which they baked the first goblins—small sickly-colored humunculi whose faces expanded to fill and match the contours of the carnival masks they wore to disguise their mischief in the streets. Especially during the carnival, Gobelins is rife with rumors of bands of masked children or dwarves robbing and molesting innocents and dragging them off to the canals.

They live behind a chain of grates at the end of a network of waterways in the heart of the city, deep within floorless warrens. The goblins move through the canals on pontoons made from the inflated carcasses of pigs—the hogs' orifices sealed and their bodies waterproofed with tar and pitch, then shellacked. They are adept at training small animals, including small monsters and stray dogs, on which they ride. They speak backwards, always saying the opposite of what they mean, and walk on ceilings whenever possible.

Goblin society in Gobelins functions according to the type of carnival mask their face resembles:

Bauta/Bugbear (heavy features, jutting, chin) Leaders—fighters

HD 4 HP 16 Speed 120' Armor 17 (chain+high dex) **Morale 9 Attack:** +5 d8 axe **Special:** Walk on walls and ceilings as *Spider Climb*

Dellapest (plague-doctor's beak) Clerics continually seeking for the worst possible gospel to spread

HD 2 HP 6 Speed 120' Armor 16 (chain) **Morale 8 Attack:** +1 beak-shaped pick d6 **Spells:** 2 first-level cleric spells, typically *Cause Fear* (reverse of *Remove Fear*), *Putrefy Food & Drink* (reverse of *Purify Food & Drink*), or *Command* **Special:** Walk on walls and ceilings as *Spider Climb*

Moretta (covers an oval in the center of the face, mouthless) Thieves, mouthless and mute

HD 1 HP 3 Speed 120' Armor 16 (leather+high dex) **Morale 6 Attack:** +1 d6hp stiletto **Skills:** Stealth 4, Sneak Attack 2 **Special:** Walk on walls and ceilings as *Spider Climb*

Larva (covers the face completely, the most “normal” mannequin-like mask) Soldiers—the majority of goblins. They hide in the rafters and drop oil into intruders' eyes.

HD 1 HP 4 Speed 120' Armor 13 (high dex) **Morale 6 Attack:** +1 d6hp stiletto **Skills:** Stealth 3 **Special:** Walk on walls and ceilings as *Spider Climb*

Pantalone/Hobgoblin (upper-face covered, wrinkled old man face, long nose) Alchemists and engineers, builders of devices and traps.

HD 1 HP 4 Speed 120' Armor 12 Morale 6 Attack: +1 d8hp hammer **Skills:** Tinker: 4 **Special:** Walk on walls and ceilings as *Spider Climb*

Arlecchino/Harlegoblin (upper-face covered, wide, rounded features, smiling cheeks) Mischief-makers, jugglers, distracters, they often wear preposterous patterns: stripes, diamonds, checks.

HD 1 HP 3 Speed 120' Armor 14 (high dex) **Morale 6 Attack:** +3 thrown egg (fillings: *blinding cloud*, save vs poison each round—blind until save is made, *rotten egg*, smell makes you easy to track, *acid* d8 hp 5' radius, *hallucinogen*, save vs poison each round—*Confusion*-like effect until save is made) **Skills:** Stealth 4, Sleight of Hand 4 **Special:** Walk on walls and ceilings as *Spider Climb*

Zanni/Gremlin (upper-face covered, very long and serpentine nose) Magic-users

HD 2 HP 6 Speed 120' Armor 13 (high dex) **Morale 6 Attack:** +1 dagger d4 **Spells:** 2 first level spells, typically *Sleep*, *Summon*, *Reduce* (reverse of *Enlarge*), *Charm Person*, *Faerie Fire*, or *Darkness* (reverse of *Light*) **Special:** Walk on walls and ceilings as *Spider Climb*

Goblin dogs ordinary dogs, though well-trained, and often dyed lurid colors

HD 2 HP 6 Speed 120' Armor 14 Morale 7 Attack: +2 2d4hp bite **Special:** Walk on walls and ceilings as *Spider Climb*

6. Couer de Bray

Giant's shoe: Cartographers are major patrons of adventurers in Broceliande, they'll pay a party to go and find out what's in an area.

Spider goblins: They worship Lolth aka Rangda instead of the usual Great Maggot or chaos lord Akayle Ozph and paint themselves spidery.

The “Spider goblins and quicksand lake” in location 92 is a reference to something that you’ll hopefully get to see later, where they’re fleshed out a bit, but until then: their temple is in the middle of a disguised quicksand area where they ensnare travelers and fish them out with their nets.

7. Bondon

Garden of tubes: This is the main thing about Bondon—remember to tell players they hear a strange low piping on the wind wherever they are.

The Treant has 400 hit points but is useless in a fight. It's a great opportunity to talk verrrrrrrry sIOWWWWWWleeeeeee. Has lots of useful information about the entire Broceliande. Hates the turtle in the North Hexenbrachen below.

The Quicklings are 3' and fast and carry rapiers and act like Elven meth-heads, there's a longer description of how they are at the end of this document.

Typical Quickling

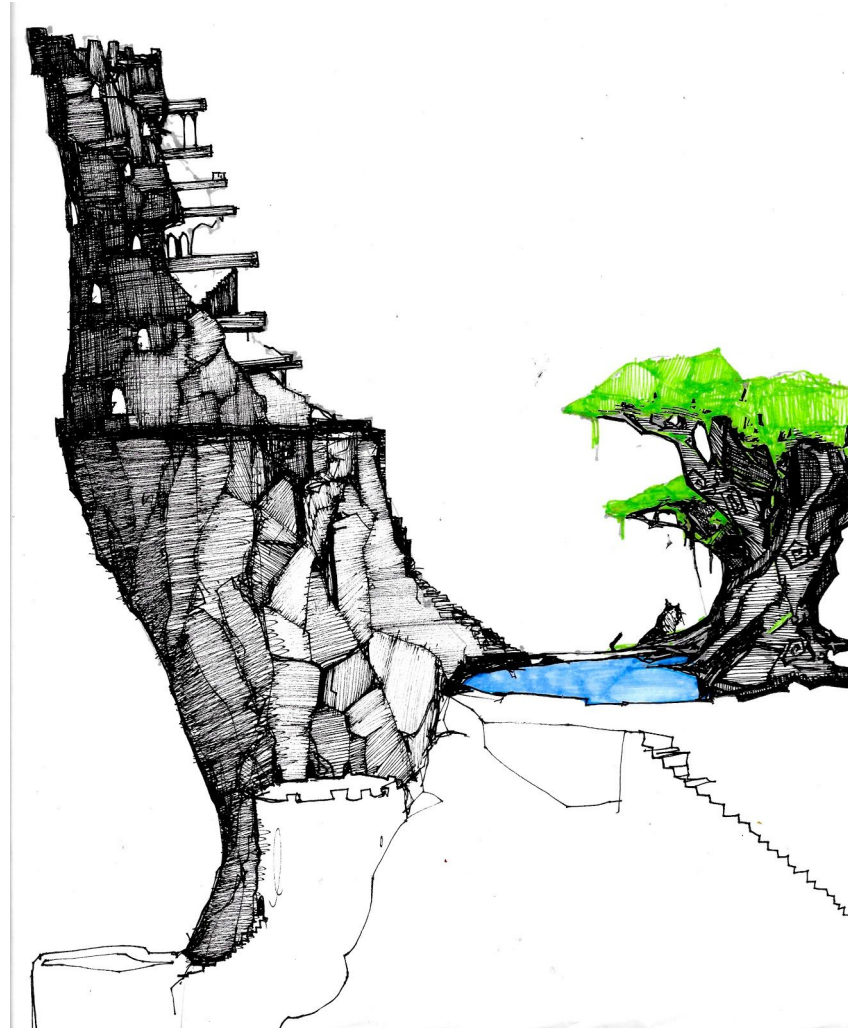
HD 2 HP 8 Speed 340' Armor 20 (all speed) Morale 7 Attack: 3 atks per round +5 d6hp rapier **Special:** Always win initiative

Vorpix is only 5th level but rich and pays well.

Gnievel the Untold is a 12th level wizard.

Ogres: going around the waterfall from this direction is a huge pain and results in 4 more random encounter rolls.

There will be d4+1 guarding the crossing at any time. **HD 5 HP 25 Speed 90' Armor 15 Morale 9 Attack: +5 d10+2 club**



8. North Hexenbrachen

“**Spawn Lake (56)**” will be described at a later date but for now it’s basically like a Misshaping Pool from *Frostbitten & Mutilated*—you go in it and it mutates you.

Ratmen

HD 2 HP 8 Speed 120' Armor 15 (leather+high dex) **Morale 6 Attack:** +1 to hit short sword d6hp, lt crossbow or net **Skills:** Stealth 4, Sneak Attack 2, Climb 4 in 6, Senses at +2

Averique—will be described in a future installment but basically it’s a human kingdom way on the other side of Broceliande so the traders are asking for protection on a long journey.

Troll Under Bridge —Classic!

HD 15 HP 60 Speed 120' Armor 17 Morale 11 Attack: +6 to hit claw d10hp **Skills:** Climb 5 in 6

Dry Hunter Inn—Elves don’t much run inns since they don’t have to sleep and their gastronomic habits vary wildly based on subspecies (some eat only moondust, others only goblins, etc), it’s mostly a halfling and human thing, so a decent inn around here is a landmark.

Veldred is a 12th level magic-user or *Frostbitten & Mutilated* witch.

Her boars

HD 2 HP 10 Speed 120' Armor 14 Morale 8 Attack: +2 to hit 2d4hp

Dryad wears a headband but still hot

HD 2 HP 10 Speed 120' Armor 12 Morale 5 Attack: +2 to hit d8hp spit thorns up to 10' **Special:** *Charm* 3/day, *Speak to Plants* at will, If she’s unobserved she can always reappear at her own tree, Stealth 5 in 6, buffs she delivers will be helpful Druid spells of a level commensurate with the task accomplished

Crowman

HD 6 HP 24 Speed 120' Armor 14 Morale 10 Attack: +6 to hit d10 scythe **Special:** Stealth: 4 in 6

Turtle like the Treant in Bondon, it has 400 hit points, is useless in a fight and can trade information for useful tasks.

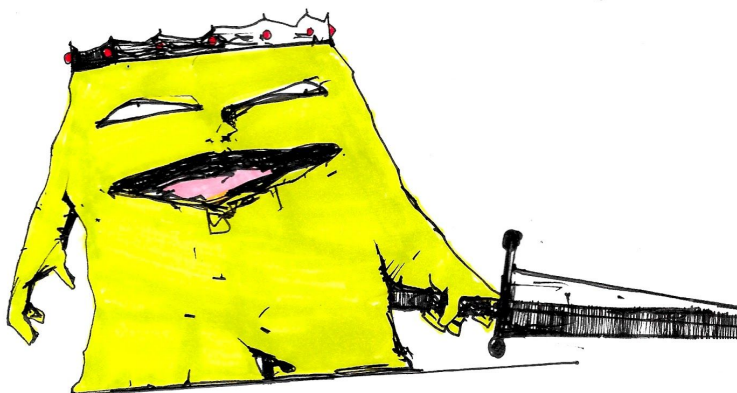
Birthing lagoon the location changes every year, sometimes pregnant elves have to travel for weeks to get to the proper lagoon and will hire adventurers to escort them.

Wyrd Marker (87) Not released yet but for now you can use the Goblin Market
<http://dndwithpornstars.blogspot.com/2015/10/goblin-market-works-like-this.html>

Temple of the White-Lipped Goddess the same moon-worshipping religion as described in the longer scenario in Cube World #2: they consider all statues with their head’s defaced to be images of their faith. They’re not uniformly evil, just opposed to the Church of Vorn and inordinately fond of werewolves. Moon goblins are the oldest and wisest strain of goblin, they are a sickly white-yellow and carry sickles but have the same stats though many have cleric levels.

Sisters of the Moon Queen clerics—average levels 2-8

HD 2d4 HP 6-24 (HDx3) Speed 120' as human Armor 18/19 (plate+shield) Morale 10 Attacks +1 rock hammer d8 or + spells **Special :** Clerics of the Moon Queen can control lycanthropes within 25 miles and can choose (at the appropriate level) *Cure Serious Wounds*, *Faerie Fire*, *Howl of the Moon* and any magic-user spells dealing with rock or stone in addition to those off the cleric list



Quicklings

Quicklings, only halfling-tall, are one of the many disasters made possible by the union of man and elf. When the humors mix awry, the resulting offspring inherit the capacity of experience of an elf, but only the mortal span of a human to experience it in.

You ever notice how capricious and stately elves are with their fucking stag horn crowns and twisty lathed smooth wood and shit? This is because they have all the time in the world. They wallow in unacknowledged temporal privilege.

Not quicklings. Their eyes are red with stimulants and bad frenzy, their homes are chaotic with the clicking of clocks. Their lives are desperations. They want more. You move so slow, you talk so slow. You bore them so much.

They always win initiative, their voices are shrill, and they attack three times per round. Their principle occupation is to acquire experience before death. They want more life, fucker.

A typical quickling encounter begins with the local lord awaking to find his cupboards bare, his animals behaving strangely, his maids terrified, his art stolen, his secret doors wide open, his drugs dispersed about the halls and maybe a lone leftover quickling on a chandelier--inebriated and dangling and babbling a poem about smocks or some shit. The rest are long gone.

Occasionally long but barely-legible works of food or art criticism are left in place of the items themselves, the ink still wet. The reasoning in these essays is solid, if unnecessarily prescriptive.

Parties occasionally encounter quicklings because they possess something unique, or have gained access to a unique place. The quicklings must sample it. A ring of fire breathing? Must know what that's like. The Unknown Caverns of Vacuous Glear? Must know them.

What is that? A bootlast? What do you do with it? Why do you do that? Why do you exist? I hate you. Poke poke poke poke poke you full of holes I hate you so much. Now what do you look like inside out?

They are as culturally developed as any elves (they learn fast, naturally) but their culture is deeply unclean. They've already done everything normal-fun and have long-ago moved into fucked-up fun.

True elves (what they call "snail elves") value their counsel* on matters such as aesthetics, fencing and the natural world (their various analyses being the result of far more observation) though, being obviously abominations against the natural order, they are wary of them. A Seelie lord may ask a party to locate (never easy) and bring in a quickling consultant to address some pressing* matter.

They have names like "Skrinthian Ipting" and "Scree-Act Proth".

*In the elven sense of the word, so this could be "What do we do about the fucking orcs over there?" but also "What is the ideal length of a horn to sound on the first day of spring after the meerkats wake?"