

TANTALUS

Written and illustrated by Simon Todd



A MontiDots adventure supplement for early versions of fantasy
role-playing games.

MD5



Tantalus

an introduction to TYPHON

MD5

Written by Simon Todd
Illustrated by Simon Todd and Bernie Jo Todd

The first adventure in the Typhon Cycle, a sequel to the Highcliff Gard adventures.

THE CURSE OF HARKEN HALL (MD2)

NECROMANCER'S BANE (MD3)

THE TALES OF HIGHCLIFF GARD (MD4)

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INTRODUCTION

“The country people, indeed, did not always clearly distinguish between the fairies and the dead. They called them both the ‘Silent People’; and the Milky Way they thought was the path along which the dead were carried to Fairyland.”

- Hope Mirrlees, Lud-in-the-Mist

“Every time a child says, “I don’t believe in fairies,” there is a fairy somewhere that falls down dead.”

- James Matthew Barrie, Peter Pan

“Into this wild Abyss

The womb of Nature, and perhaps her grave--

Of neither sea, nor shore, nor air, nor fire,

But all these in their pregnant causes mixed

Confusedly, and which thus must ever fight,

Unless the Almighty Maker them ordain

His dark materials to create more worlds,--

Into this wild Abyss the wary Fiend

Stood on the brink of Hell and looked a while,

Pondering his voyage; for no narrow firth

He had to cross. ”

— John Milton, Paradise Lost

The adventure is designed for 4th or 5th level characters, to be played as a sequel to The Curse of Harken Hall (MD2) and Necromancer’s Bane (MD3). It can easily be played as a transitional dungeon in another campaign.

Playing the scenario independently

The adventure takes place after a group of adventurers have passed through a magical portal from one realm to another. If the game master wishes to use this adventure for their own campaign, they can have the dungeon opening out to whole new vistas other than that described here. They should also include artefacts and evidence within the chasms that hint of the final destination they have planned. If the GM wishes to play this adventure independently, turn to page 5 to the start of the dungeon.

Playing the scenario in the Highcliff Gard campaign

The adventuring party intend to find King Lorx, or Lord Macklevan, in the faerie realm known as The Blessed Isles to remove a curse laid on the Harken family. If they fail the security of the whole valley of Highcliff Gard is put at risk.

They are unaware that this fairy realm has shifted position in the multiverse and now teeters on the brink of Tartarus, the hellish pit where the Titans were imprisoned in ages passed. The Blessed Isles has become Typhon.

In fact the party arrive in a subterranean complex on the island of Tantalus; one of the three islands known as The Titan’s Teeth (see the maps on pages 32-33 and page 36). These three “islands” are peaks of mountains whose roots bight into the inhospitable abysmal pit. The adventurers only become aware of the full enormity of their location when they escape from the caverns and see the infinite expanse for the first time.

The Story So Far

If the adventurers played through these quests there may be significant differences in the description below. This is an account of what was most likely. Appendix II at the back of the book provides extra information about artefacts taken from these adventures taken into Typhon.

Beneath the old manor house of Harken Hall the adventurers find the curse laid upon the valley of Highcliff Gard concerns Sir Agrail’s dealings with the Erle Folk and resolve to discover a way to confront the Erle in order to remove the curse before Sir Clovis Harken perishes (MD2: The curse of Harken Hall). If Sir Clovis dies the valley will be vulnerable to enemy forces from the south and the north waiting to fight over the valley.

The party find a parchment describing how to make a bone flute used to open a portal to the realm of the Erle, and a copy of a tune to be played upon it. They just need a bone of someone who has been touched by the curse to construct the flute.

This leads them into the catacombs of Highcliff where they encounter the revenant of Vivaine de Malavanche who has been battling with a powerful demon for the past two centuries (MD3: Necromancer’s Bane).

The adventurers defeat the demon and lay Vivaine to rest before returning to Lady Karlina, Clovis’s wife, with a piece of bone from a male descendant of Sir Agrail who has suffered from the family curse. Lady Karlina Harken fashions a flute and the adventurers prepare to open the portal at Harken Folly above the valley. Once they step through they must seek the forest Lord Macklevan or King Lorx, the dwarven lord.

Typhon Now

- Typhon’s true ruler, the amber dragon, Keltainen, resides in an eternal sleep of forgetfulness, without a heart, on the centre-most island of Coeus.
- The usurper, King Lorx, plans to appease the demon lords of Tartarus while engrossed in his schemes to hold onto power against the other rulers of Typhon.
- Typhon is now the thoroughfare for doomed souls and unwitting fools lost in the multiverse.
- Twisted dusky fae, once holding to the commands of the creator god, now trade in souls and slaves seeking out the remaining Erle Folk who fight to keep Typhon above the Pits of Hades.

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CHAPTER 1

THE DEPARTURE

Any Questions?

The party has every opportunity to prepare for an adventure through the portal. They should have time to write spells into books and the GM should allow any training to gain new levels to take place. Lady Karlina does all in her power to aid them. She fashions the flute and knows the tune they need to play if they failed to find it. She is unaware of how much The Blessed Isles have changed from what she remembers. If asked about what lies beyond the portal she knows the following:

- The Blessed Isles lie beyond the portal linked to Highcliff Gard. The Isles are suffering from a malaise which is effecting the Erle Folk in Hundreness Forest and the areas around the valley who have weakened and less touched by their true realm.
- The Blessed Isles takes the form of a cluster of beautiful islands in a limpid sea of viridian blue.

- One of the islands is called Halfring. This is where King Lorx may be found, who could help.
- The forest spirits, once ruled by Macklevan, can be found on the forest isle of Gyre.
- The islands were once ruled by an amber dragon named Keltainen though she may have perished some time ago.
- There are also a few humans in The Blessed Isles. It is vital the party find an ally as soon as they can and get advice on how to behave and what to avoid.
- The party's main goal is to find out how to remove the curse of the Harkens and save Clovis Harken from his fate. Try to gain an audience with Lord Macklevan.
- Time in The Blessed Isles runs differently than in Highcliff Gard and the party should not concern themselves with any urgency to achieve their goal.

HARKEN FOLLY

Once prepared, the party should gather at Harken Folly. Harken Folly and parts of a valley wall are all that remains of the grand fortification planned of Sir Agrail de Harken.

The folly stands thirty feet in diameter and rises up to three storeys though there are no surviving floors or roof. The mouldering ruin is shrouded in vines and weeds and is home to birds and mice. In the centre of the ruin floor is a portal between Highcliff Valley and the Faerie Realm.

INTO THE MIST

The floor of the folly is covered in rubble, mounds of earth and tangled briars. There is no visible indication of any portal. A member of the party must now play the specific tune on the bone flute. It is not vital to game-play if the party member is perfect in their playing as the aim is to get the party through the portal. Any game-play around how well they perform is for dramatic effect but should not change the outcome.

As the tune continues to hang in the air with a sinuous haunting melody a cloud of vapour rises from the tower's floor. With the melody's coda motes of pulsating light dance within the mist.

This mist lingers for the next ten rounds. Any who step into its heart pass through a realm gate and can not return without alternative means.

A Note on Map Reference

For ease of play the map (page 6) shows the hexagonal room at the bottom of the map and is described as "south." Once the party leave the caves of Tantalus this map is twisted round clockwise 90° with the hexagonal room to the west in line with the larger map of the Tantalus.

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WELCOME TO TYPHON

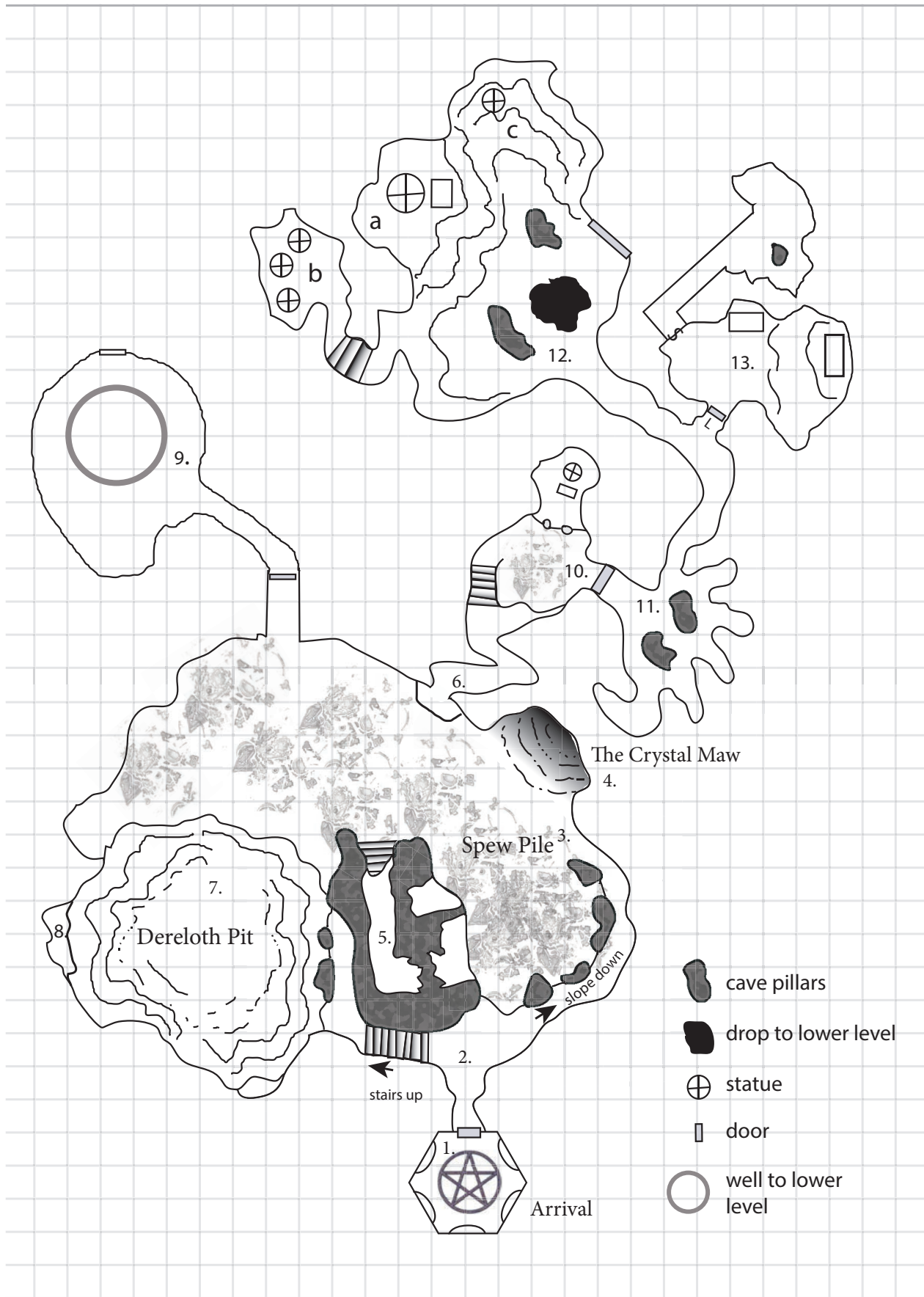
The complex was used in ages passed as a conduit between the prime world and the fae realm. Even then it was mainly used by Erle Folk and only very rarely by mortals. But since the time of the rift between these places it has fallen into disrepair. This is not to say that some hapless travellers do not find themselves here by some trap, draw the wrong card in a deck or activate the wrong part of a secret chamber in their mundane world to end up here.

Very few survive the denizens who have taken up residence as any who carry ferrous weapons or equipment find them torn from their possession irrespective of their magical power. They need to survive a death trap unarmed with little protection.

The complex is now the home of the gargantuan dereloth of little intellect and huge appetite. It eats everything that moves then spews up anything indigestible later. Small vermin burrow into the mounds of detritus looking for scraps and a group of imp venture into the area to look for anything worth selling. They usually look in the old rust monster pit first as any items teleported there from the gate chamber. They then take a quick search of the main cavern, making sure the leviathan sleeps first. They are aware of three demonic zebulon in Ithunn's chamber (room 10) and avoid this way into the cavern.



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THE ARRIVAL

1: THE GATE CHAMBER

You step through the mist feeling a sickening pull then a sharp drop in temperature. Howling ululations emanate from the mouths of five huge faces staring at you from the walls of a hexagonal chamber. A foul breath of warm air blows from the gaping mouths. The sixth wall is a doorway in a deep recess. The door has the image of a dragon wrought in black metal with scales of amber, its claw curled round the door handle. The five heads each have circular crests beneath them. You realize with a sense of dread, that any and all objects in your possession made of ferrous metals have vanished.

The heads are:

- A dwarf with a forked beard and a crystalline crown appearing to grow from his head.
The crest is a mountain with a crystal at its center.
- An elf with a stern expression and a spiked crown.
Beneath this is the crest of a tree.
- A satyr or faun with ram-like horns and a long flowing beard.
The cheekbones have spiraling tattoo designs.
The crest shows a staff wreathed in thorns.
- A horned dragon. The horns form a crown.
The crest shows a rune. Spell casters will know this rune to describe coalescence through light.
- A demon or goblin lord with huge tusks, horns and a beard.
The crest shows a fist grabbing a bag.

The floor is clearly marked with a pentagram and a rune. This indicates a portal or gate. The portal was designed for beings entering the realm of the Erle Folk who, as a rule, detest iron-based weapons. All ferrous objects the pcs are carrying have been teleported to a room 9.

Stripping the Ironware

Allow the players time to note any missing metal objects. Go through the lists of equipment with them. Generally clothing items are not included. Any lantern they carry is missing or has the lighting steel absent unless they have specifically described an iron free lantern in their list. The “steel” element of their flint-and-steels is also missing.

Alarm

The eyes and gemstone of the dwarf soon begin to glow. There is no other effect in the room but King Lorx at Halfring is now aware that something or someone has used this portal. He sends a ship out from Halfring to investigate the new arrivals. It will arrive at the caves in four days. This ship, the Onyx, is loyal to Lorx. Details of the ship appear on page 30.

Searching the Heads

Searching the mouths of the heads reveals a **single coin** in the goblin’s mouth and a **lump of amber** in the dragon’s mouth.

Detecting magic in this room reveals both these have strong magical properties as well as the eyes and gem stone in the dwarf head.

The Amber Stone

This amber pebble has a rune carved on it and a petrified spark glowing within. If thrown the amber liquefies and spreads round a small to medium sized victim’s body and for the next three rounds causes 3d6hp electrical damage once per round. This also prevents the victim from being able to attack from beneath the amber.

Value: 1000gp 800xp

The Goblin Coin

This coin activates any magic portal. It can be used once for the person holding it before fragmenting into dust. These coins are given out as a means of teleporting between islands but could be used if the holder finds a portal to Tartarus or even to the prime realms. They are not openly sold but are given out to trusted individuals. They can be bought for extravagant prices on the black market.

If a character tosses the coin while standing in this room they find themselves returning to Harken Folly. No time has passed from their original departure and Lady Karlina is amazed to see the party member. The returning character has 5 rounds to return to their compatriots before the portal fades.

Value: 2000gp 200xp

THE GREAT CAVERN

It is important the GM has a thorough understanding of the Great Cavern before running the scenario. This is a huge puzzle room with dire consequences for any reckless character.

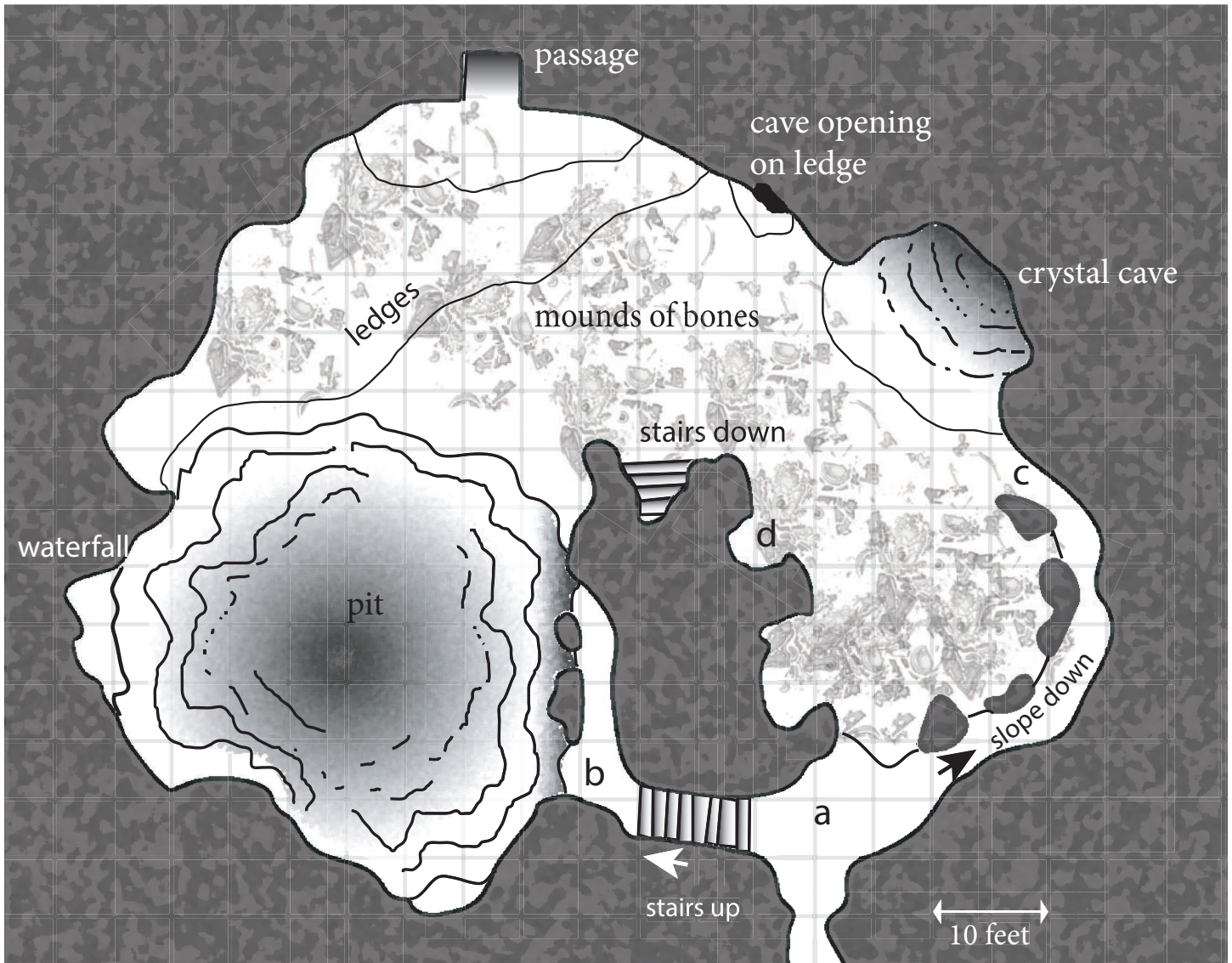
OVERVIEW OF THE AREA

The cavern stretches up 30 feet into an uneven ceiling covered in stalactites and Tarian Creepers (see page 11 for most of the creature descriptions).

The dominant feature of the cavern is a huge pit to the west where the gigantic dereloth lives. It currently slumbers, but can easily be disturbed by noise. The entire floor of the chamber is covered in heaps of bone fragments, the result of the dereloth’s eating habits. It tends to devour its victims in their entirety then regurgitate bones and equipment. Other creatures have taken up residence here to feed off scraps, left overs and each other.

The cavern has various exits; a crystal cave to the north, a couple of artificial doorways on ledges along the north wall, and a tunnel leading from the dereloth pit.

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PYROLITH EXPLOSIVE DAMAGE		
Quantity	Damage	Area of Effect
Handful of powder (5 fluid oz) Sugar lump	1d4 hp	3' radius
Purse of powder (10 fluid oz) Lump (4" diameter)	2d4+1hp	5' radius
Small sack of powder (1 pint) Large lump (8" diameter)	3d6+2 hp 1d3 hull points	10' radius
Pale of powder (1 gallon) Small boulder (18" diameter)	4d8+4 hp 2d4 hull points	15' radius
Pin of Powder (4 ½ gallons) Large boulder (36" diameter)	5d12+8 hp 3d6 hull points	15' radius

The chamber is lit by the tails of the shoel worms living among the bone fragments appearing as dull glowing green lights just under the bones. They only light a 5 foot radius but give some indication of the size of the chamber.

There are remnants of a stairway that once descended into a chamber beneath the cavern but this is now completely filled with bones apart from a two foot crawl space.

Light Sources and Pyrolith: The pcs have limited vision from the phosphorescent shoel worm tails. To see better they need a light source unless they have fae sight. Characters may have candles or torches to hand but need to figure out how to light them. *The GM must bare this in mind when describing the place. On page 9 there are descriptions based on fae sight or limited vision.*

The walls of the main cave have small chunks of combustible pyrolith. Pyrolith is coated with an oxide in its natural state preventing easy combustion. If a segment is chipped off or scraped it exposes the raw mineral. Pyrolith detonates with sufficient impact however it does not ignite easily when exposed

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to flame. Once in a sustained heat source it releases its light and heat energy slowly making it an excellent fuel. Pyrolith dust or granules are extremely flammable and explosive in large amounts. Thus pyrolith can be prepared to make a light source, act as black powder for use in making match fuses, used in firearms and to create explosive shells and missiles such as crossbow bolts.

A 4" lump of pyrolith once lit (usually by taking it from the heart of a fire) burns for 1 hour. Pyrolith dust can be mixed in a suspension with certain oils to form fuel for lanterns and act as flammable tar for torches.

2. THE CHARACTER'S FIRST VIEW

This is area "a" on the map above or area 2 on the larger map (page 6). At this point there are stairs heading upward to the left and a slope disappearing down into the darkness to the right. A space to the front overlooks the bone mounds of the main cave. Vague clicking, chittering sounds rise from beneath the surface of this grotesque gravel. On the wall is scratched;

Lasciate ogne speranza, voi ch'intrate

The chamber is surprisingly warm but the howling flutings persist echoing round a huge cavernous chamber. This is accompanied by distant sounds of running water and a constant gentle chittering from some unseen source. The walls are natural as though water eroded them into undulant pilasters aeons ago.

...With Fae Sight

From the entrance (viewing point 'a') it is obvious there is a huge source of heat from the left beyond the stairs. Directly ahead pluming up from a cave entrance around 40 feet away encrusted in crystal shards like fangs. As the clouds of heat rise into the natural vaulted ceiling, clusters of ominous stalactites are picked out by the pooled heat and long wavering tendrils hang down toward the heaped floor wavering as though affected by some unfelt breeze. Blobs of subtle warmth can be seen beneath the bone piles that make up the floor though their nature is unknown.

...With a Light Source

There are no light sources near the slope to the east. Here the natural ramp fades into the dark bordered by natural pillars disappearing into the cavernous ceiling.

Ahead, dots of putrid green glow beneath the surface of mounds of bone fragments. Without fae sight the crystal cave (4) is dark.

The edge of the viewing point to the west is buttressed with natural pillars and ends in a sheer drop descending 20 feet into a pit. There is a choking stench of fouled meat. Filling a deep pit is a vast sleeping leviathan, humanoid in form with elephantine hide, and a writhing main of squirming tendrils running from its skull down its back. The visible claws would swat a creature the size of a horse. If this being were to stand it would be colossal.

The bone strewn floor undulates and rises as it goes further north from this viewing point; picked out by the moving phosphorescent points of light beneath it. To the south west in the corner a river of unknown fluid runs down the walls and into the pit where the creature lies. The flow is dense with moss and slime.

With No Light Source

The cavern is only visible by way of the myriad constellations of putrid green phosphor blobs dotted about the cave walls and moving beneath the bone piles covering the floor. This provides scant radiant light. Overlooking the viewing point (b) the adventurers might pick out the stench and heat of the dereloth but will not see it.

3. THE SPEW PILE

ENCOUNTERS IN THE DERELITH CAVE	
d6	Encounter
1	1d6 shoel worms
2	1d3 lesser pajaka spiders
3	2d4 large spiders
4	1d6 vermus
5	1d6 tartaran rats
6	1 dread root

For details of these encounters see pages 12-13. The Party may wish to search the bones for treasure and must certainly traverse the area reach other exits.

Each round the party are moving through area along the floor role a d6 for each active character.

1-3 nothing found

4-5 encounter

6 treasure

Give the party no more than three creature encounters.

From the base of the slope (C) the vast cavern's floor is covered in mounds of bone fragments. To the right is a huge cave opening lined in ridges of jagged clear blue crystals looking like rows of fangs disappearing into a monstrous gullet dropping into the unknown depths. A constant warm sulphurous vapour rises here.

A ledge along the north wall is twenty feet up from the bone heap floor. It leads to a visible cave entrance.

Directly across from where the party are standing the mounds of bones rise up toward the west side of the cave where a further ledge can be seen no more than five feet higher than the bone shards.

Looking south west there are three small cave openings about 30' away half hidden by the bones in the central section of the chamber. One is accessed by a descending stairway.

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The ceiling of the cave is covered in many pale swaying ropes ending in wavering fronds of red. On occasion one of these ropes snaps and curls snatching winged prey from the air. They cling to the upper reaches by a network of inverted roots, splaying out like nerve systems.

For more details on these creepers see page 13.

The floor is the home of many insects and vermin who thrive off the pickings from the dereloth. As soon as the adventurers tread onto bone fragments they cascade about the foot steps. Shifting, grinding and rattling sounds fill the chamber and chittering increases in intensity.

TREASURE IN THE PILE	
2d10	Treasure
2	Tantalum long sword +2/ Windwalker boots
3	Steel long sword +1/ Pyrolith crossbow bolts
4	Amulet: non-detection
5	Wind jockey helm and goggles
6	Bag of 10 gems and 20pp
7	Hide armour/ Helmet
8	Hide shield/ Gauntlets
9	Dwarven Tantalum axe/ Human Tantalum short blade
10	Fae dagger +1/ Crossbow
11	Brass hurricane lamp with 2 hours of pyrolith oil)
12	Ring of gem location/ Balin's Hook
13	Potion of fae sight/ Potion of silence
14	Scroll with three spells. Silence 15' radius, Light, Levitate
15	Ring: change self, 12 charges
16	Rope of climbing/ Crossbow +2
17	Spell Scroll: feather fall, detect magic, know alignment, hold portal, friends
18	Demon blade, Khanari: short sword +2, +d4hp energy drain. The sword has an energy capacity of 20hp. When this is reached it can send out a bolt of energy 10ft radius. All in area apart from the user take 1d4hp damage and are knocked off their feet (saving throw vs paralysis to avoid).
19	Spell Scroll: mending, spider climb, rope trick, protection from normal missiles, monster summoning I
20	2 goblin coins (see page 7)

NOTES ON TREASURE

Tantalum

Many swords native to the Blessed Isles are made from refined reflective self polishing metal called **Tantalum**. This metal provides no extra benefits in combat but is easily used by the fae. It is capable of supporting refined intricate design, and a long lasting edge but requires a specialist smith as it does not change colour with temperature change.

(Earth based elemental beings such as dwarves, ogres and brownies can use iron based goods with no penalty.)

Windwalker Boots

These boots prevent the wearer from losing their footing. This is very useful on board ships in a hurricane, They also add 30% to any climbing checks. They function with a command word, written on the inside of the leather. When activated the wearer is prevented from running.

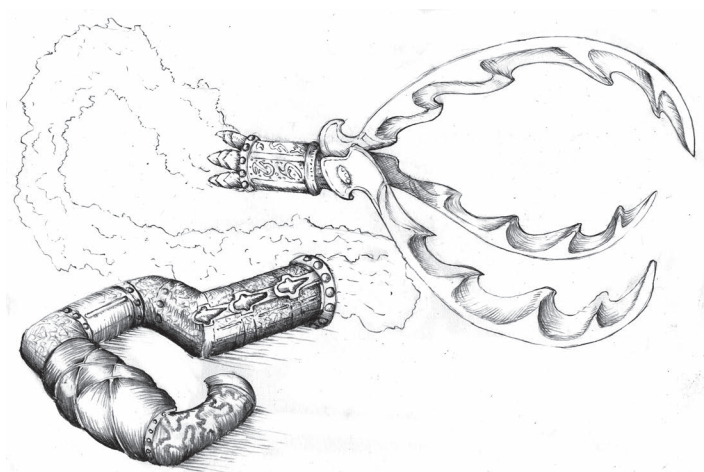
Value: 900gp xp 450

Wripper Suit

The wripper is a large rodent common in many wooded areas. It uses large loose flaps of skin between its limbs to glide long distances.

Intrepid adventurers have devised a non-magical suit that performs the same function making use of the powerful winds of Typhon to fly between ships. If they miss their target they are in deep trouble as the hurricane continues to take them vast distances. Unless they are lucky enough to find a passing vessel or loose hunk of cavorite, they eventually starve, lose consciousness and fall into the acid clouds, or just go insane at the vast incomprehensible storm. For this reason, most adventurers making use of a wripper suit carry a Balin's Hook or are tethered by an exceptionally long rope from their point of origin.

Value: 80gp



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Balin's Hook.

This uses a grapple as a projectile. The grapple latches onto any solid form man-sized or larger. The lower section is nothing but a pommel held in the hand looking somewhat like a hand gun and detached from the grapple section. As soon as the grapple latches onto a target it connects to the pommel up to 120 feet away via a cord of energy. Touching the cord causes no damage but gives a constant vibrating sensation. It would require a +1 or better magical blade to cut the cord and it can not be pulled apart. On command, or via button on the pommel, the user can lengthen or shorten the cord and, by this means, pull themselves up to the location of the grapple.

Value: 1200gp xp: 600

Pyrolith Bolts

These crossbow bolts do 1d4hp piercing damage but explode on impact for a further 1d4hp damage.

Value: 5gp per bolt

Amulet: Non-detection

This amulet contains an ovoid stone of veined green and red. No magical means of detecting the wearer is possible.

Value: 5000 gp xp: 2500

Wind Jockey Apparel

The typical outfit of a sky sailor, this usually includes hide or leather helm, goggles and tunic providing basic protection (AC: 8). Traditional armour is often adapted to include goggles and other additional features to protect the wearer from the constant force of the winds. A lanyard belt is often worn with rings for anchoring the wearer to a point of safety.

Value: 120gp

Brass Hurricane Lamp

Being made of brass, this lamp is fae friendly. The light within remains completely protected from the force of the wind and the spark is generated with flint and Tantalum metal.

Value: 30gp

4. THE CRYSTAL MAW

The crystal cave stretches 15 feet across and is lined with serrated white blue translucent crystals covering every surface, giving it the appearance of a vast open mouth. The larger crystals are as thick as a human torso and stand four feet tall. A warm air current rises out of the maw. Any with fae sight see the air pulsing as though the cave mouth is breathing.

Any who attempt to traverse the crystals without magic suffer an automatic 1d4hp damage per round from cuts. Falling onto



the crystals causes 4d6hp damage plus further damage from the height of the fall.

As the opening stretches back from the cave entrance it drops sharply down for sixty feet before levelling off in a lower cave (area 9 on the lower map, page 19).

5. THE BOLT HOLES

A series of small caves provide protection from the dereloth's attacks. There are stairs heading down to one alcove but the cavity is all but filled with detritus providing only a crawl space enough to hide two human sized characters.

It would need a major effort to excavate the cave, taking at least a day. If the party decide to do this they certainly draw interest from all the vermin in the cavern as well as the dereloth. If the space is excavated it contains an armoury filled with fae blades, pole-arms and fae armour. All weapons test positive for magic. Any who detect magic here receive a powerful pulse of multiple magic auras six feet down in the cave.

6. THE UPPER LEDGE

The ledge of 20 feet up and once had a balustrade but this was smashed off long ago. It leads to the Ithunn Temple (10).

7. THE DERELOTH PIT

The huge pit drops down thirty feet. Although once a pool the water drained away long ago. There is a further exit from the pit lower down leading to other lower caverns. The sole occupant is the dereloth who uses this as a nest. The chances of waking this monstrosity are detailed with its description on page 12.

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Dereloth AC: 1 HD: 19 HP: 125
MV/R: 180 Damage: 2-24+8/ 12d8
Sz: Gigantic (24' tall) xp: 24,000

The dereloth is a native of Hades. It is over twenty feet tall with dun coloured dense leathery hide. The eyes are hardly visible beneath large bony ridges. Long squirming tendrils run from the head down to the base of its spine. Its tree-trunk arms are thick even in proportion to its body ending in vast taloned claws capable of excavated earth and stone but also used as devastating weapons dealing 2d12+8hp damage each. If a victim is unlucky enough to be bitten they suffer 12d8 hp damage and are bitten in half on a 18-20 on the attack roll.

It eats anything; meat, bone, armour or any other inanimate material. Periodically it spews forth anything indigestible. It relies on sound for hunting and has poor eye sight.

Waking the Dereloth

This depends on the where the characters are in the cave:

- To the east, each round of loud noise awakens the dereloth 30% of the time.
- To the west, each round of loud noise has a 60% chance of waking the dereloth. Here, even crunching through the bones at normal rate has a 40% chance of waking the beast. Thieves can attempt a Move Silently check to avoid this.
- Once awoken it emerges from the pit in 3 rounds.

Tartaran Rat AC: 6 HD: ½ HP: 3
MV/R: 180 feet Damage: 1-3
Sz: small xp: 35 each

These rats are covered in a pelt of fir grown into platelets providing improved armour. They have a distinct weeping call that alerts other rats to any potential meal. Rats only attack if cornered but their call often serves to alert other larger predators.

Large Spider AC: 8 HD: 1+1 HP: 6
MV/R: 90 feet Damage: 1
Sz: small xp: 225 each

These are very big brightly coloured spiders.

- They can dart 180 feet for 1 round to gain surprise on a victim.
- They can leap up to 20 feet gaining further surprise on a victim.

Save vs Poison +2 or a further 2d4 damage.

Dread Root AC: 7 HD: 3 HP: 15
MV/R: 0 Damage: 0
Sz: small xp: 30

The dread root is a type of fungal system covering a vast area beneath locations where there is a regular supply of animal carcasses frequented by scavengers. The root systems run just beneath the surface and are sensitive to movement. Should it pick up vibrations in an area it reaches out and attempts to wind round the legs of victims. It needs do no more as the local scavengers become aware of the easy meal. The dread root then feeds off any remains left by the scavengers.

The dread roots attack at +2 from surprise. Victims can free themselves from its grasp on a successful Bend Bars check, or by causing it 15hp damage. This does not kill the plant, but merely severs that feeder.

The root is susceptible to plant based spells.



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Lesser Pajaka Spider AC: 7 HD: 2+2 HP: 10
 MV/R: 90 feet Damage: 1d4
 Sz: small xp: 250 each

Pajaka are vile large spider-like creatures with yellow and black stripes and contorted humanoid heads, these were once shoel worms who survived long enough to evolve.

- The bight leaves a black spot. A failed saving throw (at +2 bonus to save) indicates the victim is cursed. Their soul is destined to end in Limbo, the first layer of Hades. Victims are dimly aware of this and must make a wisdom check 1/day to avoid descending into morbid depression. They either become despondent or are diverted from any other task to save their soul. If in an area where Tartarus is accessible, they become hunted by Soul Dealers, demons and other scavengers serving the lower plane.
- Pajaka can impersonate human speech to sound like distant conversations or cries of agony. They often use this to lure adventurers.
- They cast *web* to trap prey (like the web spell). Victims make a saving throw vs breath weapon to avoid being stuck.
- Limited blink ability. Able to blink within 20 feet once for every three rounds of combat.

Shoel Worm AC: 8 HD: 1 HP: 4
 MV/R: 60 feet Damage: 1d3
 Sz: small xp: 75 each

Shoel Worms are also known as larva and form from the many teeming souls who end up in Hades from the many prime planes. If these beings survive their first few years without being eaten by more powerful demons and other monstrous beings they form a chrysalis and emerge from the husk as a lesser pajaka spider. Shoel worms appear as human-headed centipedes with a myriad limbs. Their mouths are ridged with needle sharp teeth. They make shrill calls mimicking a human in hellish agony and pursue any prey in packs, heeding the call of their kind. Their tails have a phosphorescent glow.

The empty chrysalis can be powdered and used for protective spells.

Vermus AC: 9 HD: 1-1 HP: 4
 MV/R: 150 feet Damage: 1d4
 Sz: small xp: 175 each

Vermus appear like large flying maggots with white segmented bodies and a ring of needle sharp teeth in an orifice at one end. They do not possess eyes but seem to be able to detect smells and life energies through some other means.

Vermus attack as 3HD creatures. Once a vermus has latched onto a victim they sink the ring of needle teeth in and probe the victim with the syringe like tongue. They take a small amount of life energy and blood for themselves automatically causing 1d4hp damage per round and also take 4-24xp of energy each round. They continue to automatically do this until killed or three rounds have elapsed.

Tarian Creeper AC: 7 HD: 1 HP: 5
 MV/R: - Damage: -
 Sz: M up to 20' long xp: 15

Save vs Poison +4 for 1d2 damage

The Tarian Creeper is a member of the fungus family whose roots cling firmly to the ceiling of natural caves and caverns typically where there are avian insects to feed on and a relatively moist atmosphere. From their multi-stranded root systems they extend downwards to a length of up to twenty feet as thick pallid ropes covered in fine hairs. These hairs exude globules of sweet glue used for catching insects and often Tarian Creepers appear at a distance as a mass of mottled black spots; the carcasses of their prey. If touched with a bare hand these hairs sting like stinging nettles but offer no further harm. The sweet glue blobs would not hold the weight of anything larger than a vermus. At the very end of this tuberous rope is an array of rust red leafy fronds used to pick up vibrations in the air current. The creeper has limited movement and can flick out to take nearby prey.

- The creeper is immensely strong and can easily be climbed or swung on.
- If cut down, the creeper can be cured and used as leather rope.
- The syrup on the hairs can be carefully harvested to be used as an ingredient for food as a sweetener, but also has magical properties to aid in Spider Climb spells and potions.

Tantalus

8. THE WATERFALL

A constant flood of water drops down from the upper reaches of the cavern. The continual supply of minerals and nutrients have enabled a forest of moss, lichen and slimy algae to spread across the walls here. The waterfall disappears through smaller cavities at the bottom of the pit. It is the source of the constant sound of water throughout the caves.

9. THE RUST MONSTER'S TOMB

Toward the north west of the cavern, the bone fragments rise up toward a ledge with a five foot climb. The door is worse for wear but was once ornate with remnants of elegant florid decorations bordering a sinuous dragon image. The handle is covered in mottled verdigris and takes the form of a dragon.

When the teleport portal was used in times past any ferrous materials were separated from the traveller for assessment before being kept in a safe place by the Erle Folk or disposed of by feeding to a rust monster.

The room contains a circular pit dropping fifteen feet. In the bottom of the pit lie the rusted remnants of weaponry and other ferrous paraphernalia. A rust monster husk is collapsed at the bottom of the pile.

If the resident imps hear a loud commotion from the main cavern they make their way to this chamber to see what ironwork has turned up for them to sell. As soon as the GM judges the imps are alerted they arrive to this room in 10 minutes (1 turn) to pick up the party's belongings. See page 15 for details of the imps.

If the party get there before the imps, their equipment lies on a mound of rust and the desiccated rust monster carcass. Otherwise they see brown powdery tracks from the recent departure of the imps leaving by the north door.

The door to the north has a similar design of a dragon surrounded by elegant florid patterns.

10. ITHUNN TEMPLE

On a ledge to the north is a carving of a beautiful elf in a long flowing robe. On the floor of the area are three corpses of humans. They died some time ago. As the party arrive they wake up, their skins grey and withered, their eyes missing, but emitting a dull glow. These corpses are inhabited by demonic beings called zabulon.

The statue represents the White Lady, Ithunn, the goddess of harvest in her elven form. She holds one hand out as if to welcome the visitors, in the other she holds a sprig of an elven plant, *lyril*, the traditional offering of welcome and safe stay. On a pulpit in front of the statue is a stone carved book with a stone carved lily on it, created with great skill.

The book has the following engraving on it in elven;

“Aaye, quel ndor manke alasse’ ten’ oio bara!”

(Hail, happy fields where Joy for ever dwells!)

Zabulon	AC: 7 (special)	HD: 3	HP: 16
MV/R: 90	Damage: 1-8 or weapon		
Sz: M	xp: 275		

Special: Charm person at will. If a character is resistant to the charm attempt, they can never be charmed by that attacking zabulon. Elves receive their usual species resistance bonus.

Special defence: Zabulon are not undead but demons. They can be turned as 10th level undead or lesser demons. The physical forms they inhabit can be hit by normal weapons, unless they use special magical protection. Their demonic spirits require +1 or blessed weapons to harm. Treat their physical forms as having the same hp as their demonic.

Zabulon are demonic beings with no physical form of their own, who possess corpses of other sentient beings. This process of transference takes 3 rounds. The zabulon is barely visible, appearing as ripple of distorted air. It can be clearly seen using revealing spells such as Faerie Fire, Light or Detect Evil. They are ignored by other undead; an event that could reveal their identity. They are also unable to enter sanctified areas.

They may have once been mortal souls sent out from Tartarus to spread their malignity. They take over any corpse they can find, often murdering a victim, to inhabit their fresh body. At their most dangerous, they move into a fresh corpse as soon as the original soul has departed and wreak havoc impersonating the host body. If they transfer within ten rounds of the host's death they can grab the residual memories. These can be detailed surface thoughts but do not include memorized spells.

They have been known to lurk in cities in the mundane world and can theoretically live forever moving from body to body. They can leave their host corpse to enter a more favourable body at will once a day usually during the darkest hours. Zabulon gain levels as a human, though they are usually classed as 3rd level for the purposes of combat. They can wear any armour with restrictions according to their own skill class and use any weapons. They generally take over the bodies of humans, elves, dwarves, halflings, gnomes and half-elves.

Killing the physical body merely releases the zabulon to find another host. It can not force a living soul from a body but can attempt to charm characters to kill themselves. The victim receives +4 on their saving throw vs magic in this case. They always leave Tartarus or other hellish realms with a thoroughly evil heart but are capable becoming less evil should the circumstance arise.

Tantalus

11. & 12. THE IMPLAIR

Encounters: A small gang of Imp

Sensing a regular source of income and maybe the odd errant soul or two, these Tartaran Imps have taken up residence in the caves annexed to the dereloth chamber. There is enough traffic to make it worth their while and not many adventurers stop off from the surrounding islands to bother them unless it is to do trade buying mundane world steel from them.

They are aware of the zabulon demons in room 10 and prefer to avoid the place making their way to the rust monster chamber (room 9) via the lower caves.

If the adventurer's made a racket

As soon as the party wake the dereloth the imp become aware of new visitors.

Eight imps head off to the rust monster lair (area 9, level 1) taking 10 rounds to get there. They spend a further 6 rounds gathering any equipment from the rust pile and a further 10 rounds heading back to area 12 via the lower caves. During this period a further 8 imps stay behind in areas 11 and 12.

If the adventurer's keep things quiet

If the party managed to get this far without alerting the imp, they are all in areas 11 and 12. The party gets a surprise round on the unprepared critters. Six are sleeping in the oubliettes of area 11. Others are milling about in area 12.

This band of imps have been here long enough to accrue magic to help them. Each is either wearing a ring of protection +1 and carrying a shield giving them AC2. They also all carry short swords +1. **They each have a 50% chance of a magic item from list below.**

d8	Magic
1	Potion: climbing or speed
2	Potion healing or sweet water
3	Bracers of Defence: AC 3 or Ring Protection +2
4	Dagger +2
5	Footman's Mace +1 or Hand Axe +1
6	Dust of Appearance or Choking
7	Wand of Magic Missiles or Illumination
8	Roll again twice ignoring 8 or 2d4 gems value 50gp each.

Area 11

This grotto of small bolt holes has been excavated by the resident imps as a sleeping area. Apart from scraps of cloth, the odd ragged cuddly toy (!) and spoiled clumps of food there is nothing of value here.

14 x Tartaran Imp AC: 2 (ring of protection +1) HD: 3 HP: 16
 MV/R: 12/F124 Damage: 1-3/1-3/1-2 see below
 Sz: S (3' tall) xp: 420

Weapons: Short sword +1, Sling, 12 pyrolith bullets

Poisoned saliva. Imp have a venomous saliva which they apply to their weapons. They reapply this every other round as it dries. The saliva causes an extra 1d6 damage (1d3 if the victim Saves vs Poison). If they do not have a weapon they use their raking claws with a two attacks a round for 1-3/1-3hp damage. Their bite causes 1-2hp damage but has the additional effect of containing the poisonous saliva.

Pyrolith bullets are used as normal sling stones causing 1d4+1 damage except they explode on impact causing a further 1d4 fire damage.

Mobbing. Imp are fond of leaping onto their victim in numbers with up to four imps attacking a human sized opponent at once. For each successful leaping attack the victim is -2 on their subsequent attack and lose 2 points on their initiative roles. The victim must spend the following round physically wrenching the imps off themselves. No weapon larger than a dagger can be used, though a longsword pommel could function as a cosh. To successfully remove an imp the victim needs to make a higher successful strength check than the clinging imp. An imp's strength check target is 14. The second round an imp is riding on a victim they attack with claws and bite. A bite causes d2hp damage plus saliva venom of 1d6 damage (1d3 if the victim Saves vs Poison).

The GM and the player roll a d20 and both must get their strength or lower on the dice to succeed the check. The highest successful check wins.

Description: Tartaran imp are three feet of gnarled swart humanoid menace. They are prolific throughout the lower planes and considered a necessary vermin even by the demons. Their heads are disproportionately large for their bodies and their bat wings fold behind them like leathery bone-filled sacks. They have prominent bone ridges along their spines which transform into short thorny tails. They wear any armour that fits.

Magic & Protection: Imps are fond of magic defenses such as rings and bracers as they are easy to wear and do not impede movement, otherwise they are happy with small magical bucklers and shields. They only carry weapons the length of a short sword or less.

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Skarrus: Imp leader	AC: -1	HD: 6	HP: 32
MV/R: 9/18	Damage: 1-4+3/1-4+3	weapon	
Sz: M 6' tall	xp: 1200		

Description: This overweight brute is about the size of a large bugbear. He sees himself as a merchant to rival the guild leaders of Halfring, though he has never been there and prefers to rule his own particular roost. For one thing if he ever left the dereloth caves he fears a take over.

Combat: Skarrus has a strength of 18/00 giving +3 to damage with hand-held weapons, thrown missiles and claws. He carries a brutal bastard sword and a flail, both from the rich pickings of unfortunate travelers.

Bastard Sword: Harpy's Bane 2d4/2d8 +2/+3vs avians

Flail: +3 Demon's Tongue 1d6+1 (+3)/1d4+1 (+3) wounds cause 1hp extra wounding per hit for the next 3 rounds.

Skarrus wears a suit of adapted breast plate +2. This has an embossed image of a wolf head on the breast plate and can be modified for human use and worn with chain mail adds 6 points Armour Class.

Skarrus can gate 2d4 imps to his aid 60% of the time from anywhere on Typhon.



Area 12

In former times this huge chamber was the lobby for welcomed guests into The Blessed Isles. The natural cave has effigies of three of the seven sisters in raised areas to the north west and a huge intricately carved door on the north east wall. This door now leads nowhere, blocked by a rockfall from the other side. A hole has been opened up in the floor dropping into the lower level of the cave complex. The north area (c) is a grotto of mineral tiers covered in fractured calcite crystal which glistens in lamplight. A grotesque statue has been placed before it.

12a

A vast headless statue is robed in a long flowing dress of many layered fabrics with dragonfly wings spread out behind her. The stone has a translucent quality with an eerie glow emanating from within. The Imp have scratched and battered the sculpture and it now stands as a sad reflection of its former self.

A white stone table stands before this elegant figure. Any item placed here glows if it is magical. Anything with an illusion cast upon it has the illusion dispelled while it sits on the table.

12b

This area is accessed by natural looking steps. The imps avoid it even now as the sight of the three fae rulers scares them. Each statue is seven feet high with alabaster white skin and multi-coloured robes, jewellery and hair. The area has a **Protection vs Good & Evil** effecting only those beings who follow the pure forms of these alignments. Lawful good characters feel a deep sense of uncertainty as their natural impulses are greatly exaggerated over-riding any adherence to their moral code.

The following statues stand in the area.

- **Keltainen**
The dragon ruler in elven form. An elegant elven female dressed in a rich honey coloured robe covered in Celtic knot-work in which can be seen dragon motifs.

Optional Note: If any character carries the dragon heart (from Curse of Harken Hall) with them, this statue glows with a powerful light. Somewhere on the island of Coeus, The Dragon's Palace, the sleeping amber dragon, Keltainen, begins to waken as she becomes aware her heart is on the same plane. If the bearer of the heart seeks to communicate with Keltainen they become empathically linked with the dragon who urges them to return the heart to Coeus as soon as possible. What further information the character receives from this most powerful dragon is up the Game Master.

- **Tanaquille**
A tall female with a gossamer multi-layered robe and dragonfly wings. As the viewer approaches they see the robe change colour with the angle of the light. She is one of the seven sisters who oversee all the myriad fae realms. She is generally the least chaotic, sympathetic and most benevolent of the sisters.
- **Amadan**
Robed in dark hued reds, fauns and greens, this figure is austere with her head covered in a cowl almost like a figure of death. In one hand is an apple. Amadan, otherwise known as Hecate, is the queen of the Unseelie Court and does dealings with the lower planes on a regular basis. She is the darkest of the Seven Sisters.

There is no further magic here or any writing to identify these figures, though Clama knows who they are.

Tantalus

12c

Standing on a rise of natural rock is a stone statue of a insectoid robed being. This hideous figure is carved in polished black and gold flecked marble and is of superior quality. The base of the statue is littered with severed heads and shriveled hearts covered in insects feasting on the gruesome offerings.



Clama, dwarf appraiser	AC:2	HD: 4	HP: 20
MV/R: 12		Damage: War hammer,	spells
Sz: Small 4' tall		xp: 360	

Clama has taken up residence with the imps acting as their appraiser and go-between for the various pirates and shifty merchants who turn up to sell goods and buy the ironmongery. He is treated well by the imps though keeps to himself, taking advantage of any scrolls and tomes that turn up from the various realms. He does have an array of spells but no combat spells currently. He will not take part in fighting unless forced to sides with any dominant force. He trusts no-one, especially with his library. He will even abandon it rather than share its location with the party, planning to return to it later.

13. CLAMA'S CHAMBER

Clama lives here, keeping out of the way of the imps by locking the door. The bed to the east is on a raised section of floor covered in heaps of fine cloth and blankets.

- Under the bed are three spare pairs of dwarf boots including a pair of dwarf sized **wind-walker boots**.
- A leather **storm jacket** with many buckles and pockets and a leather helmet equipped with tinted goggles. It provides AC: 8
- A chest near a table contains all the equipment Clama needs to appraise, repair and clean mechanic items, jewellery and other valuable oddments.
- **Scroll Chest.** Another chest contains loosely bound scrolls covered in drawings and script concerning certain items:

The Sword of Galantus

The designs for this blade depict a short broad sword with a richly decorated surface. This item must be greatly sought after as it can be imbued with a target name. Thereafter it becomes a weapon of slaying in respect to the named being. This acts as a +3 short sword in other respects and can hit any being who requires +3 or less to hit. Written on the plan is the phrase, "Aura Kierga- agreed bounty, 10000gp and a Clasp of High Tier"

The Kalistratus Crest

A symbol is drawn on a sheet in detail with the name Kalistratus.

The Verudin Armour

A plan for a suit of armour with the engraved image of wings on the breast plate. Written by the sketch is the word "Verudin."

Vermus Tongue

These sketches show how the tongue and stomach can be extracted from a vermus to use for harvesting life essence. The result looks like a long syringe attached to a bladder. It does not say whether the subject or victim is alive or dead at the time.

- On the bedside table is a thick tome of spells. These are not magical scripts and are written in dwarven. Unless the character knows dwarven they are unable to transcribe the spells into their book.

Tantalus

The spells are:

<i>Detect Magic</i>	<i>Misdirection</i>
<i>Cantrip</i>	<i>Wizard Lock</i>
<i>Comprehend Languages</i>	<i>Secret Page</i>
<i>Read Magic</i>	<i>Sepia Snake Sygil</i>
<i>Identify</i>	<i>Tongues</i>
<i>Mending</i>	<i>Non-Detection</i>
<i>Protection from Evil</i>	<i>Vacancy</i>
<i>ESP</i>	<i>Dig</i>
<i>Knock</i>	<i>Detect Scrying</i>
<i>Protection from Cantrips</i>	

The Secret Chamber

Clama has fashioned a secret area where he keeps items set aside for private sale. He has a policy of keeping enough good quality stock for the imps to be satisfied but always squirrels away top quality goods for himself.

- One sack of 325gp, one sack of 280 sp, one casket of 800cup
- One **Rallying Banner** bearing the crest of a white winged lion, The Vandrach family. This battle flag gives a +2 to attacks and morale checks within a 30 yard radius. This works only for Lawful Good or Neutral Good characters.
- One suit of ogre size steel plate mail.
- One box of **six potions**

<i>Spider Climb</i>	<i>Comprehend Languages</i>
<i>Sweet Water</i>	<i>Polymorph Self</i>
<i>Extra Healing</i>	<i>Levitation</i>

- Two magical crossbows:

“Galecutter.” This +1 **crossbow** ignores all effects from wind.

“Tracker.” This bow has 3 bolts specifically designed to be fired with it. Once they hit their target they send out a signal to the crossbow locating the direction of the bolt by means of a lodestone needle in a compartment on the stock. The needle rotates to face the target bolt and increases in red light according to how close it is. The trace only works within the same plane of existence.

- An ornate box containing 2 soul gems (see below).
- 3 shields with a dragon crest,
- 4 long swords, 2 short swords, 2 war hammers, 1 battle axe, all of steel.

At the GM’s discretion these can be +1 magical items.

Soul Gems

Soul gems are red stones about the size of a human fist containing souls. They are extremely valuable in the Cauldron to placate demons when encountered and save dragging living bodies around. They can also be used to bribe the more powerful undead.

Value: 500gp + 500gp per level of soul above 1.

Soul Reader

This apparatus assesses the quality and level of a soul contained within a Soul Gem. It takes the form of a pair of scales. This is a device commonly found with those who trade in souls.

Value: 1500gp

THE DOCK LEVEL

The Middle Level

This runs from the dereloth pit (5 on the map opposite) to the cave entrance in the north east (3a) including the store room (6) and the rust monster chamber (1 and 2). It lies thirty feet beneath the upper chambers.

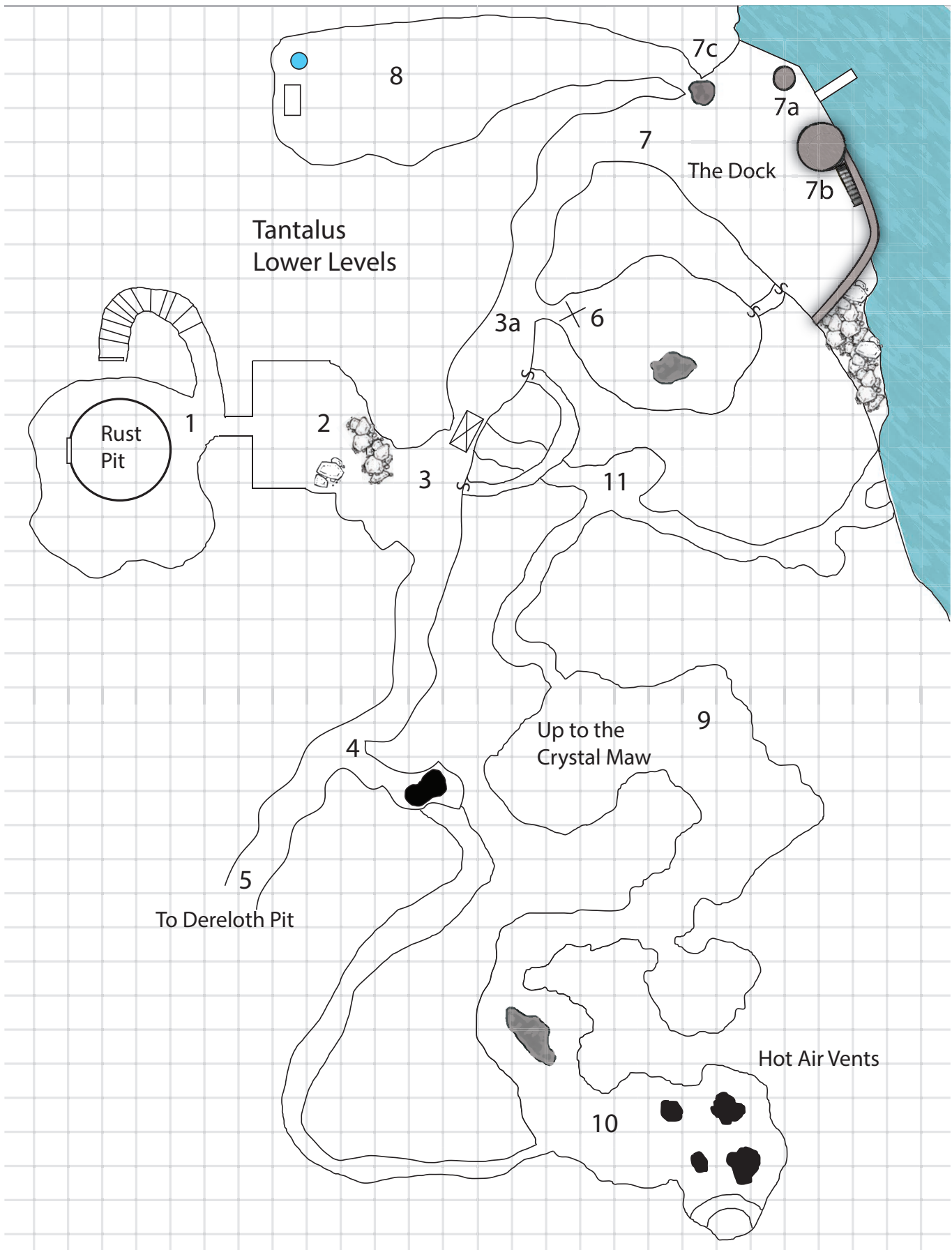
The Base Level

The base level runs from the crystal maw (9) down to the hot vents (10). This is about sixty feet down.

The lower levels of the caverns can be accessed from a number of locations:

- From the crystal maw cave. The party could descend this way but must attempt to avoid touching the walls as they are covered in blade-like crystals. They drop sixty feet to the base level before reaching the floor of the area. Any attempting to traverse the crystals suffer an automatic 1d4hp damage per round from cuts. Falling onto the crystals causes 4d6hp damage plus further damage from the fall.
- From the dereloth pit. Half way down the wall of the dereloth pit is a hole leading into the main corridor of the lower caverns (5 on the map opposite).
- From the rust monster stairs. This is a straight forward way of getting to the lower levels used also by the Imps.
- From the imp rooms (area 12 upper level to area 6). A hole in the floor in room 12 drops down thirty feet to the store room below. The Imps clamber up and down the shaft with ease. All others must make three climb checks with a 25% bonus on their attempt.

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1. RUST MONSTER ROOM

A tight spiral staircase descends to a natural cave room. In the middle is a circular artificial wall with a door to the west. This door is of black granite with elven writing in elegant script reading "Do not feed the Iron Eater."

The door is magically locked. If the door is opened a combined drift of rust powder leather fragments and rust monster carapace pour out. Unless the characters' ferrous belongings are still here there is nothing of value.

2. AN ANTECHAMBER

This room has been smashed through in the corner. Vague images of elven scenes of bucolic splendour have been vandalised by the imps.

3. THE CORRIDOR

This is the main corridor leading north east toward the dock. There is a warm draft coming from the south smelling of sulphur. The constant violent sound of a gale force wind comes from the north. Imp boot prints come and go throughout this area, but never directly north up the corridor toward the dock or south toward area 4. They all appear to go straight through the wall opposite where a secret door is found with ease.

The secret door

A small mound of scrapped steel weapons lie against the wall nearby. The secret door is the usual means by which the imps head toward the docks and is opened by a well marked loose stone.

The floor trap

A large pit trap set by the imps is a defence against pirate incursions. The floor gives way 1-4 on a d6 into a vertical chute whose walls are covered in calcite shards. The drop is forty feet but the uneven walls break the fall of victims. Damage from the trap is 3d6hp from the fall + 2d6hp from the shards.

The victim finds themselves in the natural lower corridors and gullies of area 11 leading to the heat vents area to the southeast or east to small cave holes open to the vast expanse of the hurricane.

3a. THE COMING STORM

It is only at this point when the party become aware of the full power of the storm force winds passing the mouth of the cave to the north. From this point characters must shout to hear each other though they do not feel the physical effects of the gale until they reach the dock. Spell casters can continue to use spells as normal until they feel the physical effects of the storm unless the spell requires a target to hear the spell for it to function.

4. THE HOT DROP

This exposed shaft expels hot air with a foul stench of sulphur. It drops down toward the cave of the heat vents. The drop is steep at first though not too hard to climb back up. The imps are fond of dropping rubbish down this chute and it is partially blocked by bits of leather and wood fragments. It ends in the heat vent (area 10).

5. THE DERELOTH PIT CAVE

This opening leads into the main lower corridor from the dereloth pit. This is never used by the imps and there are no foot prints here though there are some vermin in this area. Roll on the following table:

ENCOUNTERS IN THE DERELOTH CAVE	
d6	Encounter
1	1d6 shoel worms
2	1d3 lesser pajaka spiders
3	2d4 large spiders
4	1d6 vermus
5	1d6 undead rats
6	1 dread root

See pages 10-11 for descriptions of these vermin.

6. THE STORE

The entrance has a hole in the ceiling leading up to area 12 on the upper level (marked with an "X"). This is the main store room for the imps where they keep all the ironwork and other detritus ready for sale.

Stores:

- 4 x suits of chain mail
- 2 x long swords +1
- 1 ogre sized maul
- 1 suit of plate mail for a dwarf
- 1 short sword +1
- 6 x normal daggers
- 2 x daggers +1
- 2 suits of leather armour
- 2 x sets of picks and tools
- 8 x lanterns
- 4 x pairs of iron studded boots

A secret passage provides an alternative route to the dock.

Tantalus

7. THE DOCK

If the GM is playing this module as part of another campaign the dock may not exist, or may border a terrestrial island in an ocean or large lake. The GM needs to adapt area 7 onwards according to their campaign.

Once the party arrive at the dock, the Carceron arrives in 10-60 minutes (1d6 x 10). Turn to Chapter 2 on page 24.

Four imps currently lurk in the area aimed with slings and pyrolith bullets. They seek to escape rather than fight unless the party are weakened.

4 x Tartaran Imp AC: 2 HD: 3 HP: 16
 MV/R: 12/F124 Damage: by weapon, see below
 Sz: S (3' tall) xp: 420

Weapons: Short sword +1, Sling, 12 pyrolith bullets

Special Attacks: Poisoned saliva is applied to weapons causing 1d6hp additional damage. Half this is the victim saves vs poison.

Pyrolith bullets are used as normal sling stones causing 1d4+1 damage with a further 1d4hp fire damage on impact.

Magic items: Ring Protection +1, plus 50% chance of magic from list on page 16.

THE FIRST VIEW OF TYPHON

As you leave the confines of the cave a vast slow moving mass of cloud stretches as far as the eye can see. Above, the sky is filled with ponderous darkened clouds mirroring those beneath. Lightning dances perpetually across the vast undulating horizon between the two cloud layers. The wind is unrelenting and deafening.

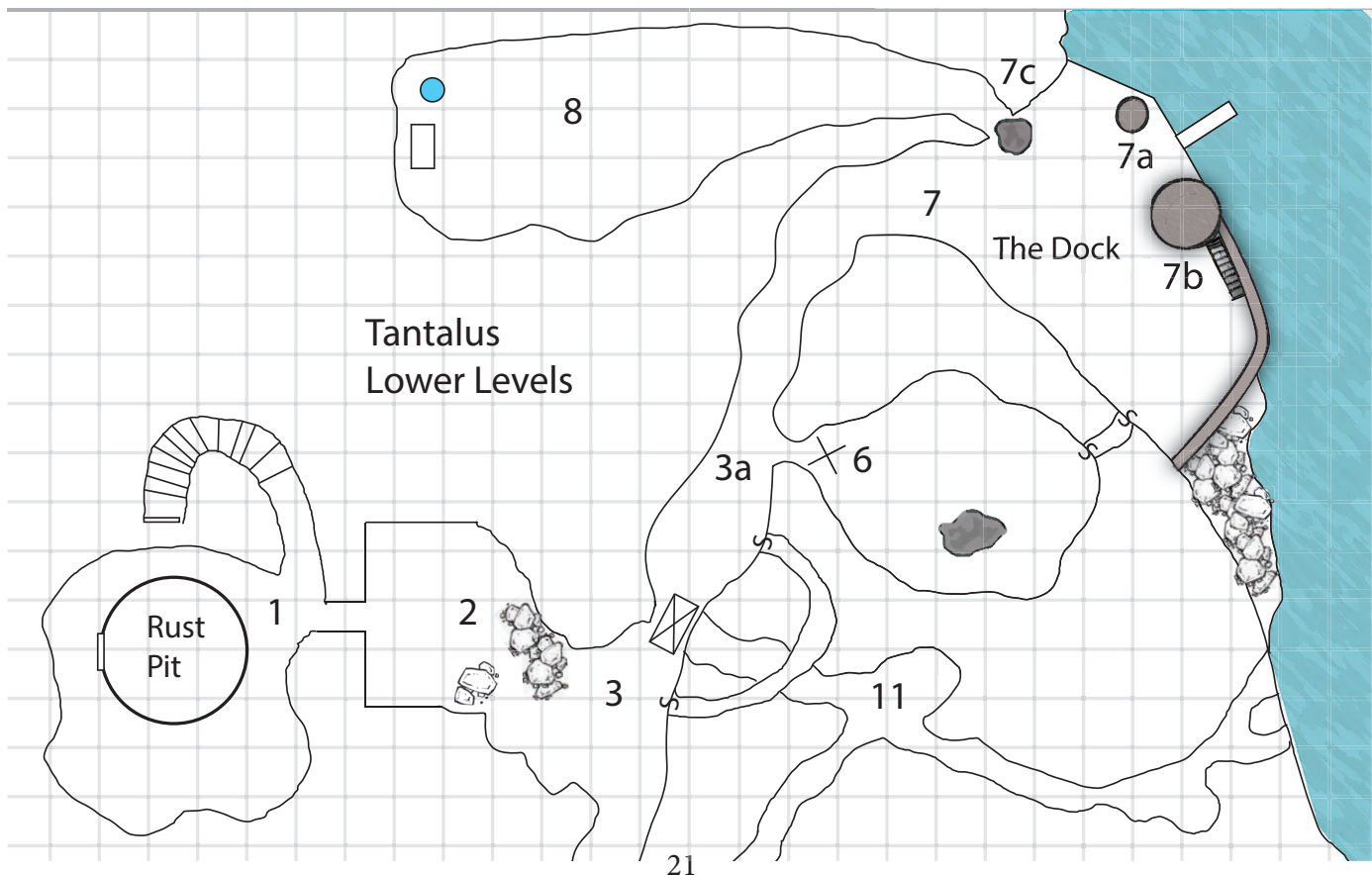
The wind speed away from any shelter is around 40 mph. The southern area of the dock is protected by a tall wall braced against the outside of the mountain. This protects the dock from the brunt of the weather.

Various crates about the dock contain piles of metal ore of negligible value, but also a new consignment has been put together by the imps:

The Shipment

- 3 x long swords +1
- 12 normal long swords
- 4 x suits of chain mail
- 3 x shields bearing the crest of a griffon's head

Old crates are stored in the south most corner. Carts on heavy solid wheels lie idle usually pulled by two dock workers each.



Tantalus

7A. THE MOORING PILLAR

A jetty extends out into the storm. A pillar of black stone stands nearby rising up into the air 40 feet and measuring three feet across. At the top of the pillar is a grotesque gargoyle hunched over with glowing red eyes. These eyes act as beacons for approaching sky ships.

7B. THE BALLISTA

At the north end of the wind wall a stair leads up to a short enclosed room. This houses a single medium ballista, a large mounted crossbow six feet in length with a large windlass to arm it. A horizontal slit runs round almost 180° on the windward side of the tower room. The walls are lined with bolt racks for the exceptionally large bolts fired from the device. There are also three Tantalum bound locked chests, slender and shallow in dimension. One is empty, one contains a single grapple bolt, one contains a huge amber bolt.

Medium Ballista

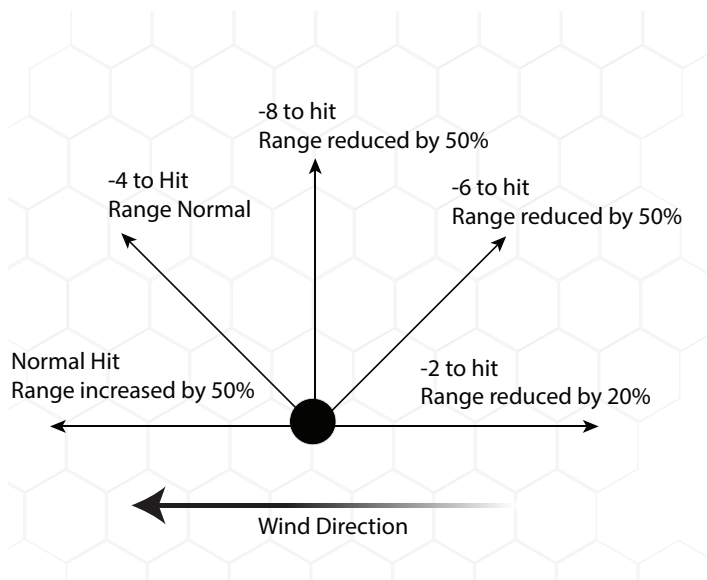
Range: 1000 yds

Damage: 3d10hp or 1d4+1 Structure Points on vessels.

Crew: 2

Rate of Fire: Once per three rounds.

- 6 x standard bolt. Damage: as above.
- 2 x pyrolith bolt. Damage: as above plus special. Explosive damage bonus of 5d4hp/1d4 Structure Points. Area of effect 5' radius.
- 1x grapple bolt. Range 200 yards. Armour Rating of target vessel is ignored for the purposes of a successful hit. The ballista captain need only make to hit role vs Ar10. Magical repulsion is still effective if utilised on the vessel. The bolt causes no damage but a powerful magical rope tethers the struck vessel to the fixed ballista.



- 1 x amber bolt. Damage 3d10hp/1d4+1 Structure Points. At the heart of this amber bolt is a corrosive acid that spreads out in 10" radius from the point of impact causing 3d6 Structure Points. Anyone within the area of effect receives 3d10hp damage. Saving Throw vs Breath Weapon halves this.

Firing a Ballista in Typhon

Any character with a proficiency with a ballista or a crossbow uses normal hit chances. All other characters treat this as a non-proficient weapon. In addition to this use this chart for further modifiers due to wind.

7C. NORBET

A cave doorway to the north is blocked by a landfall of large boulders. This is a sleeping rock troll who has lived here for centuries. It was once employed by the mining company to haul heavy loads but is rarely used by the imps. It has fallen into a long sleep in the doorway of the old store.

Norbet is of very low intelligence and of neutral alignment. He follows basic instructions but attacks any who threaten him. If woken, he assembles into a humanoid shape but does not move from the cave mouth, blocking it. He understands elven, dwarven and human tongue for simple commands. He never asks any questions but knows his name is Norbet. He is far too heavy to travel on the Carceron.

Norbet the Rock Troll	AC:0	HD: 8+1	HP: 36
MV/R: 9	Damage:	two fists: 1-8 +7, 1-8 +7	
Sz: huge	xp: 850		

Special: Regeneration 3hp/round if in contact with an earth element. Can only be destroyed if his component parts are spread more than 50 yards from each other.



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8. THE OLD STORE & REPAIRS

This large spacious cave is filled with wood crates strapped with cracked old leather. Many have been smashed up with their contents absent. Toward the rear of the cave is a well shaft and a blacksmith's forge with anvils on huge blocks of wood. Hammers, tongs and other tools all made of Tantalum hang on the walls. Stacked about the cave are large coils of rope, beams and planks of cut wood and huge sheets of leather from some unknown beast.

Leaning against a far wall is a large black marble carving looking like an elven god in opulent regalia. It weighs 200lb and would fetch between 1000gp - 4000gp depending on the character's bartering skills.

9. FROM THE CRYSTAL MAW CAVE

The entire shaft up to the upper level is lined with vast shards of crystal. Enterprising adventurers managing to remove a shard in good condition could use it to barter. A good condition crystal would need someone proficient in mining, or any dwarf or gnome character, to excavate without damaging it. Any crystal between two feet and four feet in height would fetch 40gp-240gp, anything larger fetches 200gp-800gp.

Once at the base of the shaft the crystals line the walls but are absent from the floor. The cave is broad with a humid sulphurous warmth. Carried on the drafts of warm air are distant screams of anguish as though a city of souls is suffering endless agonies. There is also a dreadful continuous howling that wavers and drifts in its intensity and pitch.

Desiccated corpses line the cave walls. None have any steel with them, most are human though one is a halfling. Searching them reveals among their backpacks old provisions, rope, but nothing made of iron.

10. THE HOT AIR VENTS

This chamber is almost unbearably hot with a stench of sulphur making it difficult to breath. Four huge holes disappear into the floor with hot jets of air carrying brimstone and the anguished cries of tortured souls.

The sound of this requires the characters to make a Saving Throw vs Rod, Staff or Wand or be unable to enter the room out of utter terror. The entire cave is covered in carvings depicting both demons enslaving and torturing humans and wards against demonic presence. A figure completely covered in yellow crystal sits in meditative repose at the far end of the cave, three armoured figures stand near the vent holes, also covered in the yellow shards.

Noxious Fumes

Each round an unprotected character stays in this chamber;

- They suffer 1d2 Constitution loss. Once their Constitution reaches half their total points they must make a system shock role each round or become unconscious.

- They take 1d4hp poison damage from the sulphur (saving throw vs Poison +2 to halve this).

Lumps of cavorite (rock with natural levitation properties) cluster in the ceiling having been expelled by the holes in the floor. As they are lighter than air, these lumps of rock hang like released balloons. If these can be retrieved from the ceiling they are large enough to enable a human sized character to float but not rise in the air without further aid. Each lump is about two feet across.

The Sulphur Knights and the Blind Worms

The sulphurous knights wear chain and plate armour made of Tantalum, carry shields and long swords. As soon as the party enter the area they come to life.

3 x Sulfurous Knight	AC: 3	HD: 4+1	HP: 23
MV/R: 12	Damage: 1-8hp + special		
Sz: Medium	xp: 370		

Special: On successfully hitting a sulphurous knight it lets off a cloud of poisonous sulphur in a 5 foot radius (save vs poison or 2d6hp damage, saving causes half damage). They have enough sulphur on their being for three such clouds.

These are undead beings and as such can be turned as a 6HD undead.

The Yellow Priest

At the far south of the cavern is a seated figure completely coated in yellow crystals posed with its legs crossed and its hands palm upwards resting on its lap. An unidentifiable lump rests in its hands. The sulphur crystals can be removed from the statue and have a value in themselves as sulphur is an ingredient in a range of formulas. Gathering a sack of sulphur gives the group 500xp and is worth 500gp.

The Lotus of Light

As the sulphur is removed from the seated figure an intense light radiates from a crystal carved in the form of a lotus-like flower. This light wards against any evil entering the cave. The beacon flower can be removed and acts as a **Protection vs Evil 15' radius** spell when exposed. In this realm any carrying it will fast become a target.

Value: 2000gp xp: 2000

11. CRAWL TUNNELS

A series of narrow tunnels formed from ancient lava flows runs between the larger chambers. At one point they lead to openings out into the open air. The full blast of the hurricane provides a constant howling noise. These hole have a precipitous drop beneath them to the lower slopes of the mountain on the edge of the vast acid hurricane.

If the characters have some of the cavorite, they could risk jumping into the air to be carried at growing speed to the dock

Tantalus

area. If they fail to stop they continue flying beyond the island reaching a speed of up to 40 miles per hour. In around 30 minutes they reach the island peak of Uapetus.

CHAPTER 2

THE GREAT ESCAPE

Once the party has reached the docks, there is nowhere else to go unless they begin to explore the inhospitable landscape of Tantalus. They find a mostly barren island apart from a tangled mass of vegetation, a mixture of long thorn brambles and creepers flourishing in the leeward slopes. There is a five mile trek into powerful winds before the party to see the abandoned dwarf mines in the heart of the island. (See the island map on page 23.) This is an opportunity for the GM to create an area of undead dwarves and forgotten treasures.

Sky ships plying the maelstrom tend to work at a height around forty to fifty fathoms above the cloud base. The ships consist of a gondola suspended beneath vast chunks of cavorite, a strange mineral with levitation qualities.

For the purposes of this adventure the party's only real means of escape from Tantalus is via a passing privateer due to dock

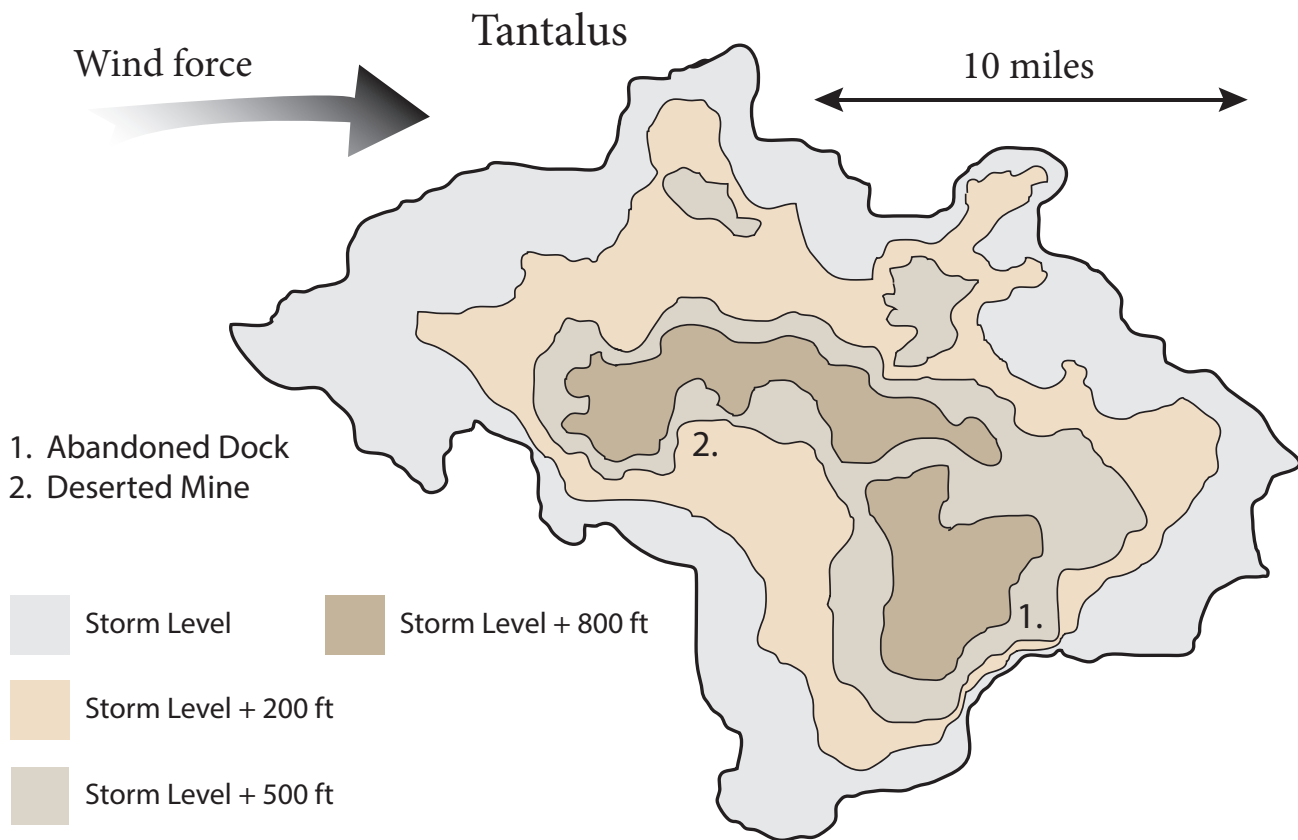
shortly after the party arrive in that location. The imps were preparing for the arrival of the vessel and it should turn up in 1d6 turns (10-60 minutes) from party's arrival at the docks.

If the party ignore this opportunity, the mercenary ship Onyx arrives soon after. This has been sent by King Lorx and they intend to take the newcomers straight to Halfring.

If the party decide to attack the Carceron they are met with pyrolith bolts and magic. Figgs counter attacks for two rounds before dropping the Carceron quickly to avoid further damage to her ship. She is not interested in senseless fighting.

THE CARCERON ARRIVES

Out of the perpetual mists a huge craft emerges like an



The cavern maps are at 90° to the map of the whole island and island systems. Thus the party were described as heading northwards toward the docks though in fact they were heading eastwards if compared to the map above.

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THE GOOD SHIP CARCERON

Mid-sized "Bloater" class

Medium sized merchant vessel often used by privateers as it is easily adaptable with a good sized cargo hold.

Ship Quality: 3

Ship Type: 4

Crew Level: 4

Magic enhancement: +2 structure augmentation

Total Ship level: 13

Min complement: 3

Structure Points: 30

Armour Rating: 6 (including +2 structure augmentation)

Armament: 1 jettison, four medium ballistae, four small ballistae including a range of amber and pyrolith bolts for these weapons.

Keel: 120 feet

Beam: 25 feet

Draught: 100 feet

Cargo: 40 tonnes

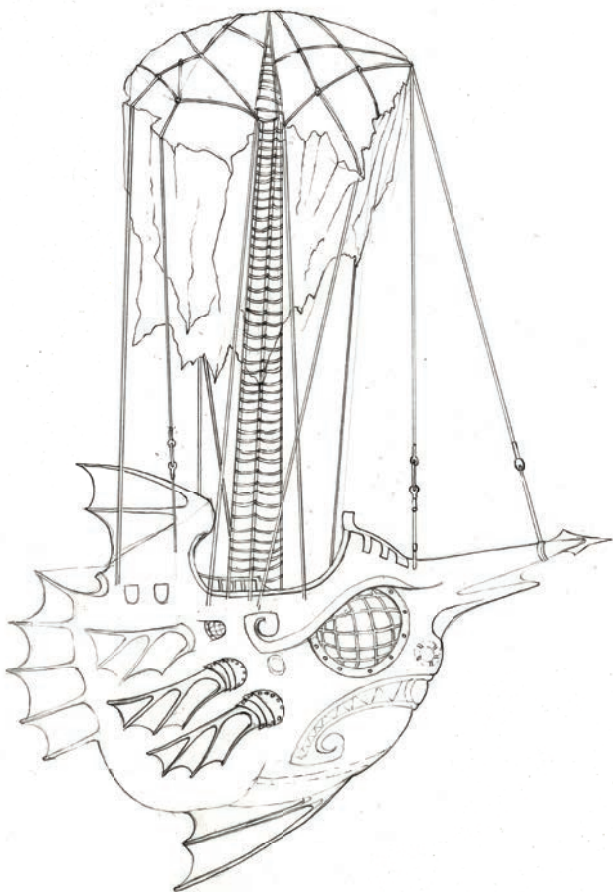
enormous leather stitched fish with bulbous glowing eyes strapped in metal mesh. A serrated bowsprit protrudes before the ship and an array of fins take the force of the winds, propelling the vessel forward. Sheets stretch above the vessel reaching a vast chunk of odd shaped rock suspended above some 30 feet off the deck.

Three figures are visible; a huge ogre dressed in leather with his face hidden beneath thick goggles sits precariously on top of the rock. His hands shimmer with blue static as it bathes the entire rock in an aurora of energy. Straddling the bowsprit is a child, wearing a frightening imp mask covering her entire face save for her mouth. On the nearside deck, leaning out from the gunwale is a lithe leather clad woman. A rope attached to rings on her belt tethers her to the deck as she holds an odd looking crossbow armed with a grapple. She leans out holding onto a rope with her right hand. For a moment appearing to aim the crossbow at the party, she launches the grapple at the black pillar where the gargoyle keeps watch. The grapple clings to the pillar then a dancing rope of blue energy extends from the crossbow to the grapple. She leaps back onto the deck and the rope of energy shortens, dragging the vessel closer and closer to the jetty.

The masked child reaches behind her and, without the slightest fear for her safety, stands on the narrow beam of the bowsprit as she launches a second grapple. Once this grapple is in place she runs back up the foredeck of the ship and shortens the rope creating a second mooring anchor. She is already waving frantically at the party with a huge grin of joy beneath the rictus of the mask's fangs.

As the deck becomes visible two other figures stand, identical in appearance, slender of build, their eyes hidden by goggles. The only immediate difference between them is one is male, the other female. They wear intricate metallic claws over their gloves.

With a combination of the two mooring ropes and the fin-like side sails being flattened into the body of the gondola, the ship finally docks. The ogre leaps down, seemingly unperturbed by the height of the jump, and joins the rest of the crew gathered on the deck.



Tantalus

THE WRECKING CREW

FIGGS (Merredin Figlarna) female half-elf (Pilot of the Carceron)

Strength: 13 Intelligence: 14 Wisdom: 10
Dexterity: 16 Constitution: 12 Charisma: 16

- Fighter level 8 / magic user level 6
- Alignment: Neutral Good
- AC: 4 (+2 leather armour)
- HP: 53
- Size: medium 5' 6
- Spells: Read Magic, **Burning Hands**, **Identify**, **Spider Climb**, **Mending**, Magic Missile, **Web**, Rope Trick, Detect Evil, **Forget**, Scare, Slow, Protection from Normal Missiles, **Tongues**
(Bold spells are learned)
- Weapons: "Righteous" Short sword +2, +4 vs demons
Crossbow +1, 2 daggers +2
- Armour Leather riggers armour +2 (AC6)

Figgs is an independent spirit with an eye for business and a knack for keeping out of the way of the authorities. She has many fingers in many pies, owes plenty to people throughout Typhon but likewise has debts from as many. Figgs has a huge list of items to fetch for people and acts as a taxi service for those who wish to quickly leave an area. But her fees are high. She appears to have a relaxed attitude to running the Carceron but this is because her crew are well chosen.

She has never done business with demons and never sells souls though threatens to do so on many occasions. The fact she has escaped any serious conflicts with the authorities of Halfring is due to her supply of Gyran Nector that she fetches for the Overlord, King Lorr.



MOKO female half-elf rogue

Strength: 11 Intelligence: 15 Wisdom: 11
Dexterity: 18 Constitution: 14 Charisma: 13

- Rogue level 8
- Alignment: Chaotic Neutral
- AC4 (ring of protection +2)
- HP 40
- Size: Small 4' 2"
- Weapons: Crossbow +1 "Rupert", 2 daggers +2, Shuriken

Rogue Skills:

Pick Pockets: 80%

Open Locks: 73%

Find and Remove Traps: 63%

Hear Noise: 31%

Hide in Shadows: 70%

Move Silently: 65%

Climb Walls: 92%*

* Wearing Windwalker boots adds a potential 30% to this chance. There is always a 5% chance of falling (95% or higher) so usually 3% is added for the boots. If further penalties are included due to the climb difficulty, then the boot's additional bonuses are included.

Moko is half-elven; part halfling part true elf, something that gives her the appearance of an oriental child. As she is of true elf blood she also has a pair of wings. Showing them in public causes her so much grief she usually keeps them under her coat. They come out through slits in the back of the coat if needed. Her coat is also filled with many pockets, each capable of holding large quantities of items. Her crossbow tucks away behind her and small pockets at the front contain shuriken, her favourite weapons. Though not technically evil, she appears to have no moral cut off point. If she gets annoyed she has two reactions, an immediate tackle like a feral cat or thunderous silence. This is when she is at her most dangerous.



Tantalus



CARTER male human fighter (first mate)

Strength: 15 Intelligence: 11 Wisdom: 9
Dexterity: 13 Constitution: 15 Charisma: 11

- Fighter level 6
- Alignment: Neutral Evil
- AC 3 (Banded +1)
- HP: 49
- Size: medium 5' 10"
- Weapons: Double specialised demon blades "Delilah and Maisie" 1/6+2/1-6+2, Crossbow +1

With the appearance of a slight gangly youth, Emmanuel Carter gives the impression of being out of his depth. This innocence is a mask which quickly dissipates once he is called to fight. He has a nervous voice long curly hair and freckles. Carter hardly gives any orders to the crew and trusts in their experience.

DOMINIK male ogre fighter

Strength: 18/00 Intelligence: 13 Wisdom: 8
Dexterity: 15 Constitution: 19 Charisma: 10

- Fighter level 5/ Stone Singer
- Alignment: Neutral Good
- AC 4 (piece metal armour)
- HP 56
- Size: large 8'
- Weapons: War hammer, battle axe each with +3/+6 due to strength.

It is usual to see an ogre on ships in Typhon. These ogres can literally sing to the cavorite due to their elemental nature. This skill is shared by a rare few dwarves. Despite their great value and immense strength, ogres are still considered scum by the upper classes of the archipelago. Typhonese ogre are as bright as most humans but thrive on manual labour making use of their massive strength. They can also use innate magic to weaken the levitating effects of cavorite. Thus, by talking to the stone, they can lower or raise the ship being suspended beneath the rock.

Dominik happens to be an excellent mercenary fighter, cook and card player as well.



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STROM dwarf priest

Strength: 12 Intelligence: 13 Wisdom: 15
 Dexterity: 12 Constitution: 16 Charisma: 14

- Priest level 6
- Lawful Good
- AC 1 Plate +1 and shield
- HP 47
- Spells Spheres: All, Astral, Divination, Elemental, Gaurdian, Healing (Minor), Protection, Weather

Learnt Spells: Detect Magic, Detect Poison, Endure Cold, Faerie Fire, Produce Flame, Silence 15' Radius, Withdraw, Call Lightning, Magical Vestment

- Prometheum War Hammer + 3 "Ulfring-Born"

Strom knows and understands the nature and movement of Typhon better than anyone else on the ship. He was raised as a priest in Halfring but became renegade when he could no longer accept the political manoeuvring of his church attempting to gain power through allying itself with King Lorr's insane plans to gain more power dealing with Tartarus. Since then he has acted as the Carceron's priest and navigator. He has an instinctive feel for location and movement through the wind that gives the ship extra speed. He rarely speaks common tongue, preferring to mutter in dwarven.

Strom is polytheistic but tends to worship Ithunn in her role of provider of nature's bounty, and the sky god, Hurundai.

MADELAINE SHADY female human fighter

Strength: 12 Intelligence: 11 Wisdom: 9
 Dexterity: 14 Constitution: 15 Charisma: 13

- Fighter level 5
- Alignment: Neutral Evil
- AC 2 (chain mail +3)
- HP 52
- Long Demon Blade of quality (+1, +2)
- Tantalum Raptor Claws: #AT 2 d: 1d4+1/1d4+1 plus +25% on climb checks.

MASON SHADY male human rogue

Strength: 12 Intelligence: 12 Wisdom: 8
 Dexterity: 16 Constitution: 12 Charisma: 13

- Rogue level 6
- Alignment: Neutral Evil
- AC 4 (leather +2)
- HP 30
- Pair of +2 daggers (demon blade)
- Tantalum Raptor Claws: #AT 2 d: 1d4+1/1d4+1 plus +25% on climb checks.

The Shady twins have their own means of communication which, to strangers, can be disconcerting. They have only been known to smile once and no one knows why. They are fanatically loyal to each other and Figs. Both have an evil streak in them.



Tantalus

DEALING WITH THE WRECKING CREW

Figgs figures out quickly that if an equipped adventuring party are waiting at the dock then the imp are dead. If Clama is with the party they recognise him immediately but don't trust him. If not, they treat the encounter like any other transaction.

Figgs does not assume the party want passage and starts by asking how much for the goods. She has crates of food, wine, Gyran mead plus quality whisky to sweeten the deal in exchange for any consignments of ferrous goods.

If the party want to come aboard and it becomes clear they do not know where they are. Figgs mutters "We haven't got time for a chin wag, if you want to come aboard I'll drop you off at the nearest port but it'll cost you."

Travel Fare

Offers of magic are always welcome but other goods could be negotiated. On this occasion she treats the cargo ready at the dock as payment for passage but she expects some magic beyond that in the consignment.

To the Skies

For a time the crew ignore the party. The blue static ropes are magically cancelled after the last crate is fastened below deck, the grapples spring back toward the grapple pommels and Figgs yells the command,

"Let's find the shade, we've got a tail!"

The ogre quickly scales the sheets up to the rock and once more bathes it in blue static that appears to originate from his huge hands, The ship begins to drop. Fin-like sails grab the intensifying gale and the Carceron speeds forward.

Moko invites the party below deck to a small cabin before leaving them alone offering no food or refreshments. Figgs navigates the Carceron to the port side of Uapetus, a journey taking about half an hour. There, she moors the vessel once more and waits a few hours. She is aware of Lox's pike class ship, the Onyx, behind her and wishes to avoid any entanglements.

QUESTIONS ANSWERED

The following is what Figgs is prepared to tell the party:

On Typhon

- Typhon is a ring of islands in a storm. It takes about 20 odd days to get round.
- Where you have just been is part of the Titan's Teeth; three islands once used by the dwarves. No one lives here now but the odd imp colony and some pretty nasty monsters from the Pit.
- The location of Typhon is over the lip of the Pit, Some call it Tartarus.

- The heart of the storm has an island Coeus but no one goes there as the winds are too great and the centre leads straight down to the Pit. Coeus is also known as the Dragon's Old Palace.
- Anyone who drops too far into the cloud is never seen again as the wind begins to burn and the Pit's hunger drags them down.
- The nearest populated island is Ulfring, though Figgs will charge double to land them there as its ruled by Lord Erewise, a nasty piece of work. If you want to do what you want, go to Brae, if you love all that lawful stuff stay on Ulfring but both islands have plenty of humans.
- Trust no one. Though you can always trust Lord Erewise's guard to be back breakers.
- Currency on the islands is gold, gems, goods in kind and souls, but try not to sell your soul and check the small print every time you agree to anything, even verbally.

On Ulfring

- Ulfring is 3500 miles away and should take them two days to get there following the Island Winds.
- Ulfring, known as the Titan's Graveyard is ruled by a Lord Erewise, a really brutal knight with a stick up his bum. He comes down hard on any lawbreakers.
- Ulfring is covered in tombs and folk reckon many have got dead gods buried there. It's a real target for venturers but they have to get passed Erewise's guard first.

On Brae

- Brae a great place, a huge land run mostly by humans and divided by the Grinders (a gap between the two land masses) from Gralnir ruled by a hard nosed elven 'bitch' called Cylith.
- The biggest city in Gralnir is in the peaks of the mountains. It's called Spirepit. In the heart of the city is a vast hole that probably goes down to Tartarus. It's sides are mined for ore. No one who has dropped down into the ravine beyond a certain point has ever returned, even those in sky ships. Their first port of call would be Kallumbrae, a rogue's paradise and main landing ground for the island. Brae is about 8 days journey.

On Gyre

- Gyre is the land of the crazy elves. The whole place is surrounded by vast thorn creepers and only the elves know how to get through unscathed. Once the haunt of Lord Macklevan, it is said he has been imprisoned at its heart and the place is ruled by a nasty piece of work called C'Har Vogt, a goblin king in league with the demons, which is why Lox is so desperate to get in the good books of the Pit. Not recommended.

Tantalus

On Halfring

- Halfring is a many-layered city with different classes of people on each layer. There are strict rules about who's allowed on each layer and the overseer has guards at each of the gates to stop illegals and smuggling. There are ways to the underbelly, if your ship can stand the acid clouds. There you get the most wealth, best deals and harshest militia. This is the home of King Lorx, who thinks he's a god and he may as well be. They say that nothing happens on Typhon without his knowledge...unless Erewise is involved. They hate each other.

THE ONYX

Mid-sized "pike" class

Medium sized troop vessel, well armed with superior defences but a small hold. Large capacity for both troops and captives.

Ship Quality: 4

Ship Type: 5

Crew Level: 2

Magic enhancement: +4 Structure augmentation

Total Ship level: 15

Min complement: 6

Structure Points: 36

Armour Rating: 8 (including +4 Structure augmentation)

Armament: 1 jettison, two large grapple ballistae, four medium ballistae, six small ballistae.

Ordnance: Pyrolith bolts, grapple bolts, normal bolts

Keel: 180 feet

Beam: 20 feet

Draught: 40 feet

Cargo: 10 tonnes/ 20 prisoners (passengers)

THE ONYX ARRIVES

If the adventurers decide to avoid the Carceron or refuse their offer of passage Figgs orders the Carceron to leave port. Only Moko plaintively waves a red spotted handkerchief from the stern as the vessel vanishes from sight before yelling "We'll send you a post card when we get there!"

The next ship arriving is the Onyx. This mercenary craft is long and streamlined, the cavorite rock from which it hangs, equally long like a vast jagged spear head. It is bristling with an array of weapons and decorated with the savage grin of a predator shark. This has been specifically sent by King Lorx to investigate the latest arrivals into the realm. To keep timing accurate they arrive four days after the adventurers first set off the alarm in room 1. If

this makes for a poor narrative, the GM can have the ship arrive within an hour of the departure of the Carceron on a mission to tail the Carceron, who they suspect of undeclared profiteering.

The statistics of the ship and crew are provided here in case the GM wishes to run an encounter with the Onyx. If the party manage to capture the ship, they have no idea of how to fly it without the help of one experienced crew member and without a stone-singer on board, they have no control over altitude. Clama can not a stone-singer.

THE ONYX CREW

CAPTAIN GRANKUS half goblin fighter

Strength: 16 (- +1) Intelligence: 10 Wisdom: 9
Dexterity: 12 Constitution: 15 Charisma: 13

- Fighter level 6
- Alignment: Neutral Evil
- AC 2 (Splint mail +2)
- HP: 53
- Size: medium 4' 9"
- Weapons: An asathur bastard sword D2d4/2d8
A ferrous short sword D1d6/1d8 (+1d4 to fae)

SKIVIANOS elven magic user

Strength: 8 Intelligence: 15 Wisdom: 8
Dexterity: 16 Constitution: 12 Charisma: 9

- Magic user level 4
- Alignment: Neutral evil
- AC: 6 (ring of protection +2)
- HP: 14
- Size: medium 5' 6"
- Spells: Affect normal fires, comprehend languages, read magic, **detect magic**, identify, **mending**, spider climb, **charm person**, **levitate**, rope trick, **flaming sphere** (**Bold spells are learned**)
- 90% resistance to charm based spells and sleep.
- Vulnerable to ferrous weapons, which cause an extra 1d4hp damage.
- Weapons: Staff of Gyre thornwood. D1d6+1

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OGWIN ogre stone singer/ fighter

Strength: 18 (100) Intelligence: 7 Wisdom: 8
Dexterity: 12 Constitution: 18 Charisma: 8

- Fighter level 5
- Alignment: Neutral Evil
- AC 4
- HP 52
- Size: Large 8'10"
- Weapon: Thornwood club d1d10 (+3 to hit, +6 damage based on strength)

THE CREW a mix of human and dusky elf/goblin thugs

- 8 x Fighters level 3
- AC 4
- HP: 24
- Size: Medium
- Weapons: asathur long sword D1d8/1d12
crossbow d1d4+1/1d6+1
asathur dagger 1d4

Grankus knows he has to return to Lorx with something. If he decides the adventuring party are too powerful he tries to pretend to give them a free passage to Halfring. He will try to sweet talk the party onto the vessel then get Skivianos to drug them and throw them in the ship's brig. If he considers them too powerful, he leaves without them and picks up some unfortunates at Brae to present to his commander. In any event, he will not risk his life.

APPENDIX I

HARNESSING THE WIND

A vast hurricane has replaced the viridian seas of the Blessed Isles and perpetually turns in a clockwise rotation about a central point of Coeus. The inhabitants have learned to harness the powers of the wind to travel between islands. To aid them in this, they have devised vessels held aloft by huge buoyant stone fragments called cavorite. Beyond the fringes of the maelstrom both pyrolith and cavorite can be found among the Gygantes, an asteroid belt circumnavigating the hurricane. Pyrolith is a highly combustible stone used for mining, emergency propulsion and in weapons.

Most ships take the form of huge gondolas slung beneath vast slivers of cavorite, propelled by harnessing the power of the winds with sails. For some, magically imbued sheets (ropes) are employed to prevent enemy craft from severing the gondola from the cavorite sending the vessel into oblivion.

A few vessels use refined cavorite as a means of buoyancy, placed within the hull of the vessel. These sleek ships have no

The Trades

Circumference	30,000 miles
Wind Speed	50 knots/58 mph
Distance per 8 hours	450 miles
Days for one circumference	24 days
Ship Level	4+

The Islands

Circumference	22,000 miles
Wind Speed	65 knots/ 75 mph
Distance per 8 hours	600 miles
Days for one circumference	13 days
Ship Level	6+

The Typhoons

Circumference	16,000 miles
Wind Speed	87 knots/ 100mph
Distance per 8 hours	800 miles
Days for one circumference	7 days
Ship Level	10+

The Furies

Circumference	12,000 miles
Wind Speed	105 knots/ 120mph
Distance per 8 hours	960 miles
Days for one circumference	4 days 12 hours
Ship Level	15+

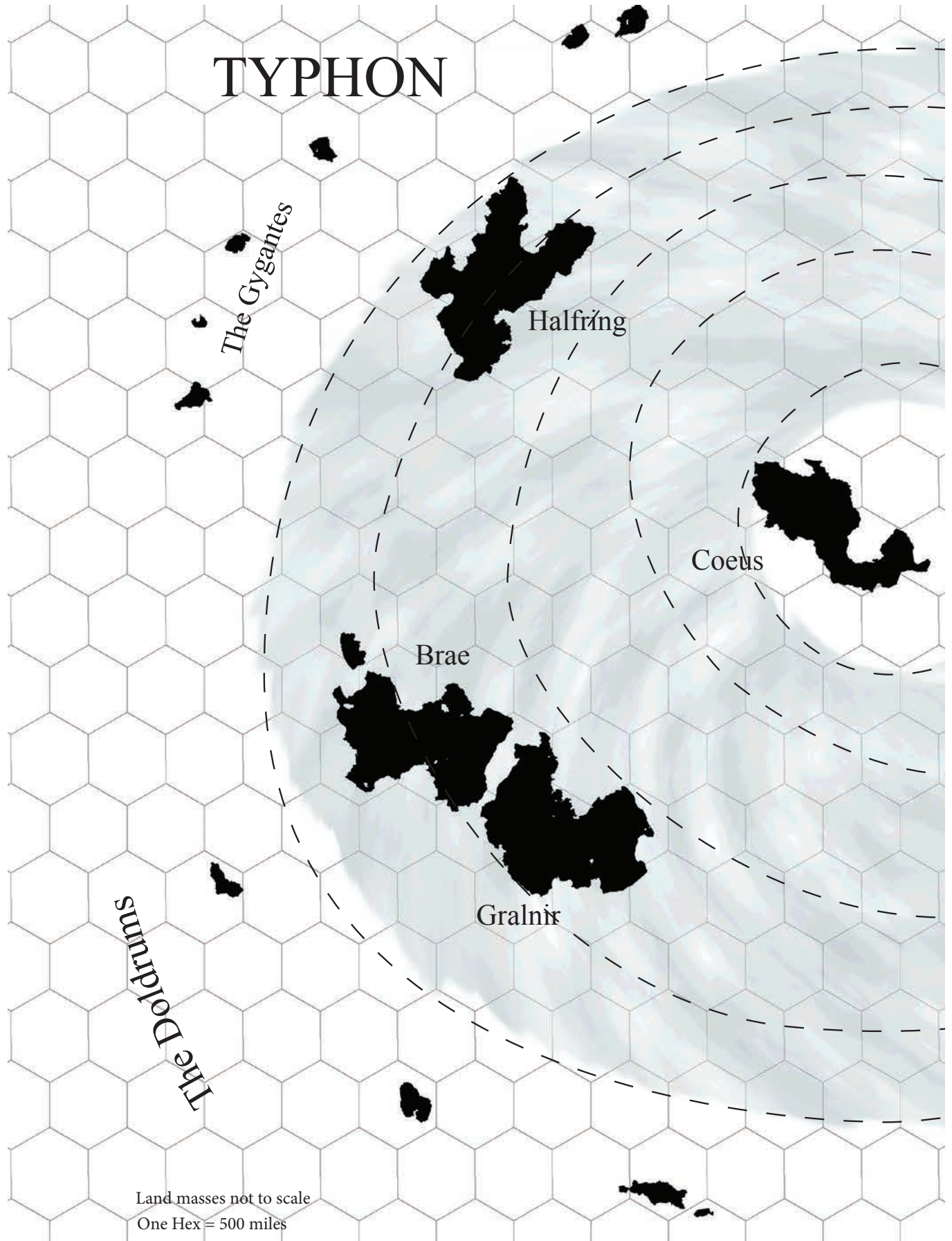
The Jaws of Tartaran

Circumference	7500 miles
Wind Speed	140 knots/160mph
Distance per 8 hours	1280 miles
Days for one circumference	2 days
Ship Level	18+

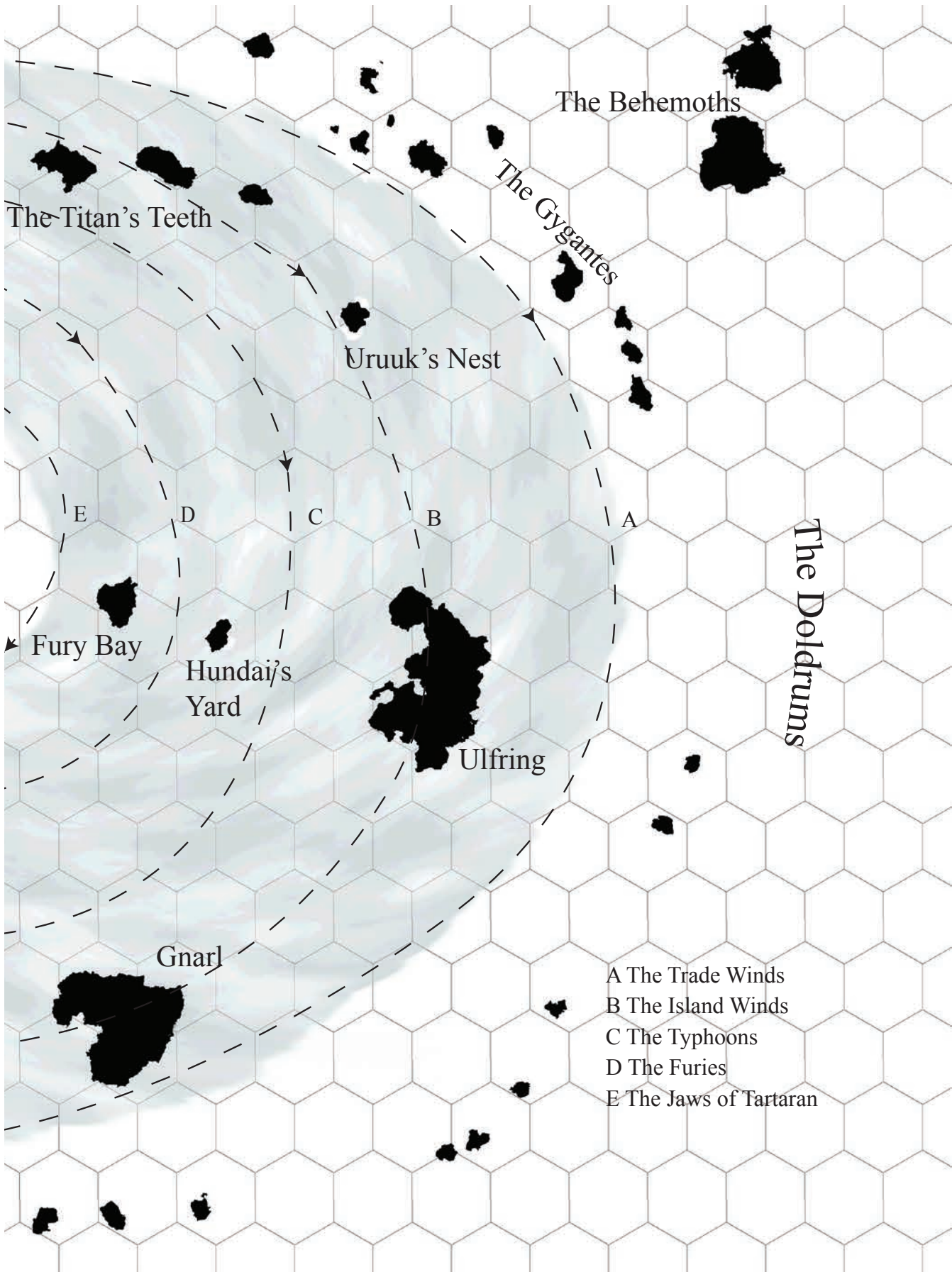
rock suspended over them but are extremely expensive. They are of a small size typically not capable of carrying more than four people plus a ton of cargo.

As the intrepid pilot steers their ship further toward the heart of Typhon the wind power increases dramatically and only the best pilots can safely control their vessels without the shear force of the inner winds tearing them apart. Most pilots travel the longer, slower routes of the Trade and Island winds.

Tantalus



Tantalus



Tantalus

THE WINDS

Below is a quick reference to traveling along the winds of Typhon. The calculations are approximate. The more gentle the wind speed the easier it is to sail. Thus, at the very outer rim of the hurricane the Trades can be used by most craft. By the time the ship has traversed toward the Jaws of Tartaran it would only be safe for a ship level 18 or above to travel. Ship levels are explained later.

For a vessel to travel directly between the islands without tacking to the Trade winds, they need to be level 6 or above. This is a common rating among ships in Typhon, but a new captain or a vessel of very poor quality would be advised to sail from a harbour outward toward the gentler winds taking a slower route to their destination.

Above And Beneath The Clouds

With the aid of ogres, known as Stone Singers, controlling the buoyancy of the cavorite, many ships use height to work at different wind speeds.

The speeds in the table represent average speeds about 200 feet above the cloud base of the maelstrom. A further 200 feet above this, the winds reduce by 10 miles per hour. For each 100 feet above this they reduce a further 10 miles per hour.

Beyond 600 feet following the Trade winds the ship's motive force is reduced to 28mph (24 knots). Beyond 800 feet the ship is hardly moving.

It is therefore theoretically possible for craft to traverse the islands by ascending in a parabola directly over the archipelago. This tactic brings with it its own problems. At 2000 feet lightning dances among the upper clouds as the warm air rising from Tartarus plumes up to meet the chill expanse of space above. Any vessel entering these clouds without sufficient protection takes 3d6 Structure Points damage per hour. Any unprotected traveller share in this damage receiving a massive 15d6 hp damage.

In the eye of the hurricane, with Coeus rising at its heart, the upper drafts of heat and foul air reach up to the clouds. No pilot would consider spanning across the eye as an option.

This is not the only dilemma as blue dragon have been spotted here. Unlike the blue dragon of the mundane worlds, these vast beast never land. Their culture is a mystery but sages have considered that they are god-like in their power, thriving off the friction between planes of existence. The most powerful elven sages have merely the name Summanus in their findings.

At cloud level the wind speed remains the same as 200 feet above cloud base, but the air becomes difficult to breath due to its acrid nature. Any vessel or crew travelling at cloud level or below must be heavily fortified with protections of a magical or mundane nature. Unprotected vessels at cloud level suffer 1d4 Structure Points per hour. Each turn an unprotected crew member spends at cloud base level they lose 1d4 hp.

TIMES AND DISTANCES BETWEEN ISLANDS BASED ON WINDS

Trade Winds (50 knots)	From Halfring
Ship's Rating	3 and above
The Titans	5000 miles/ 4 days
Ulfring	11000 miles/ 8 days
Gnarl	15000 miles/ 12 days
Brae	23000 miles/ 17 days
Halfring	30000 miles/ 22 days
Island Winds (65 knots)	From Halfring
Ship's Rating	5 and above
The Titans	4000 miles/ 2 days 12 hours
Ulfring	9000 miles/ 5 days
Gnarl	12000 miles/ 7 days
Brae	18000 miles/ 10 days
Halfring	22000 miles/ 12 days
The Typhoons (87 knots)	From Halfring
Ship's Rating	8 and above
The Titans	3500 miles/ 1 days 12 hours
Ulfring	7000 miles/ 3 days
Gnarl	10,000 miles/ 4 days 12 hours
Brae	14000 miles/ 6 days
Halfring	17000miles/ 7 days 12 hours
The Furies (105 knots)	From Halfring
Ship's Rating	12 and above
The Titans	3000 miles/ 1 days
Ulfring	7000 miles/ 2 days 12 hours
Gnarl	9000 miles/ 3 days 12 hours
Brae	12000 miles/ 4 days 12 hours
Halfring	16000 miles/ 5 days 12 hours
Jaws of Tartaran (140 knots)	From Halfring
Ship's Rating	18 and above
The Titans*	-
Ulfring	7000 miles/ 2 days
Fury Bay**	5000 miles/ 1 days 4 hours
Gnarl	9000 miles/ 2 days 12 hours
Brae	12000 miles/ 3 days 4 hours
Halfring	15000 miles/ 4 days

* This is an impractical use of the stronger winds as it extends the journey by 3000 miles** The only access to Fury Bay is via these winds.

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THE WEATHER, THE SUN, MOON AND STARS

The nature of the weather on the island peaks of Typhon is simple. The constant electrical storm that rushes about the islands brings a churning sea of rain soaked wind. At intervals blasts of inclement air billow up from the Jaws of Tartaran creating a plateau of dense cloud about 2000 feet above.

As a result many communities have built their dwellings underground or into the sides of hills and cliffs, though many human settlements still include many structures similar to those found in the prime worlds.

Infrequent corrosive acid storms destroying plant life, killing livestock and damaging structures. But the ecosystem eventually recovers. Other sinister bursts erupt from the mouth of the storm with an infernal light sending dense red rifts of sulphurous lightning into the air. These red clouds are poisonous and have been known to kill a complete crew leaving ghost ships circling the islands.

These damaging storms are fortunately rare and most days crew merely suffer grey skies laden with cloud.

On a more regular basis far beyond the outer edge of the archipelago, an orb of light replicates the movement of the sun. Sages believe this to be a manifestation of the titanic Haephestus striving to be freed from his incarceration. It could also be a tear in the fabric of the multi-verse from where pours the fiery plane.

Night time gives no starlight and no moon can be seen here. However it is not always pitch black as mysterious points of light are sometimes seen. Locals believe these to be enigmatic visions of the titans or the last hopeful sparks of repentant souls being rescued by angelic beings from above.

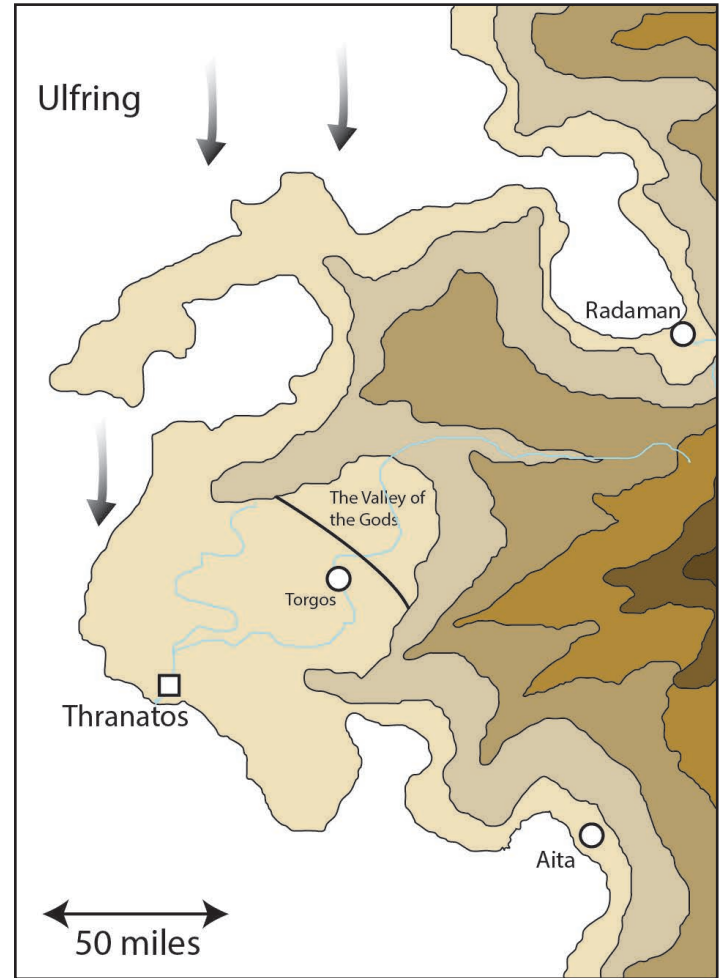
A GEOGRAPHY OF TYPHON

COEUS

Coeus, also known as The Dragon's Palace, rises from the epicentre of the storm to around 15,000 feet. There is no known harbour and no account of any vessel reaching there. The entire mountain top is barren and inhospitable. However the amber dragon, Keltainen, once resided here in the times when the archipelago could be called the Blessed Isles, and it is believed her extinct corpse still lies within a great palace. In truth, she merely slumbers as a spirit, her heart ripped out by King Lorx, a crime that sent the whole realm toward the brink of Tartarus. Her continued existence together with the merciful and repentant heart of the mortal Sir Agrail de Harken, saved the realm from annihilation.

Main Powers

Keltainen, the amber dragon, though she sleeps.



HALFRING

Two main settlements are Myre and Khazari. Myre is divided into tiers of occupancy with a dwarven citadel at the zenith where King Lorx resides. A deep labyrinth runs down the interior of the mountain leading to the upper reaches of Tartarus. Khazari is a sprawling slum between the two southern peaks of the island, teeming with industry, trade and low life.

Main Powers

King Lorx, The Dwarf King governor of Halfring, self proclaimed ruler of Typhon.

The Overseer, Carneel Andovan, Demon/Elf governess of Khazari.

ULFRING

This mountainous area has many tombs and temples to dead gods, even some from alien cultures, including many of the minor titans. The occupied shores are controlled rigorously by the servants of a Paladin, Florian Erewise, who has taken on the quest of ensuring the protection of the tombs and that law wins in the archipelago. His fleet of ships are as feared as those of Lorx and his adherence to the law is pitiless. His ships have the unique ability to "blink", into the wind up to two miles from their

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current location, making them devastating foe in sky combat. The secret behind this magic has thus far remained undetermined by other pilots and servants of Erewise scupper their craft should they sense the vessel might end up in enemy hands. Most people believe Erewise to be mad and would question whether his rigorous adherence to his codes is the cause of much evil.

Main Power

Lord Florian Erewise, Paladin.

GRALNIR AND BRAE

Brae is a vast floating island tethered to the peak of Gralnir by mighty chains believed to be fashioned by Haphaestus to hold the great titan Prometheus to the basalt rock, Kaukasos, in Tartarus.

The main population is a mix of fae and human. There are many small docks and harbours across the western coast of Brae, the largest being Kallumbrae. This is a common location for travellers, hailing from off the archipelago. There is plenty of trade and business here as the area does not have the same repressive tone as Halfring or Ulfring. Overshadowing Kallumbrae is Kreal's Rock also held to the main land of Brae by further chains. It is the site of a huge fortress raised by humans to defend their lands.

Vast areas of Brae are rural with a temperate, wind swept and rain soaked climate. The main crops are rice, turnip, parsnip or swede. Livestock are larger than those found in the mundane worlds, having been bred from the original stock of the Blessed Isles.

Gralnir is a mountainous island with barren peaks rising high into the air and fertile lands to the west containing a mixture of dense woodlands, rich scented meadows and grass plains. The sorcerous powers of Lady Cylith believed to be the reason for the unusually clement weather here.

The land is populated by fae and a minority of humans. These fae are affected by the proximity to the evil realm below, but still maintain a degree of their Arcadian nature. Though they are tinged with dusky evil, they are far from being the twisted elves of Gnarl.

The channel between the two land masses is known as the Grinders as, periodically, Brae has been known to collide with its static neighbour. This causes earthquakes throughout both islands but more profound and violent ructions are felt on Brae. Fortunately this takes place infrequently. Though it is possible to navigate between the islands, it takes a ship rating of 12 or above to do this with a crew of at least level 4.

Main Powers

Human Lord Eremond D'Nastor on Brae.

Lady Cylith the Elven Queen on Gralnir, in the city of Spirepit.

GNARL

Once the main island for the sylvan communities, this land is now completely smothered in impenetrable forests of vast thorn vines extending out from the land mass many hundreds of feet. Only the local population of dusky elves, who call themselves the Salvanian, can navigate these treacherous briers.

Most craft avoid Gnarl. Both the population of Salvanian and the sentient plant-life are lethal. Deep in the heart of this island the forest lord Macklevan has been held prisoner. The Salvanian are now closer to their goblin cousins than their sylvan forebears. They are ruled by C'Har Vogt, the king goblin.

The underside of the island is tethered to Tartaran mountain peaks by chains covered in vines as Gnarl is a vast floating island of cavorite. The only known mooring point on Gnarl is close to the base just above the churning clouds. This is a heavily guarded cave system with vast open caverns that delve deep into the heart of the rock. Even "Lugger" class vessels can fly into these caverns, though once inside, they require other means of propulsion away from the wind.

Main Powers

Lord Macklevan, the Lord of the Forest (held captive).

C'Har Vogt, The Goblin King.

THE TITAN'S TEETH

Three huge peaks rise up from the base of Tartarus and form dead islands. They were once the home to dwarven mining communities though none of these have been heard from for many years and some of the larger caves are now the homes of titanic monstrosities. Lorx has sent expeditions here but none have returned, so for now he has abandoned the Teeth. Isolated communities of Tartaran imp reside here scavenging for scraps to sell to passing merchants. Some areas of the prime plane have gates which lead into these caves and a few unfortunates have found themselves jumping from the prime material plane to the den of some hideous creature.

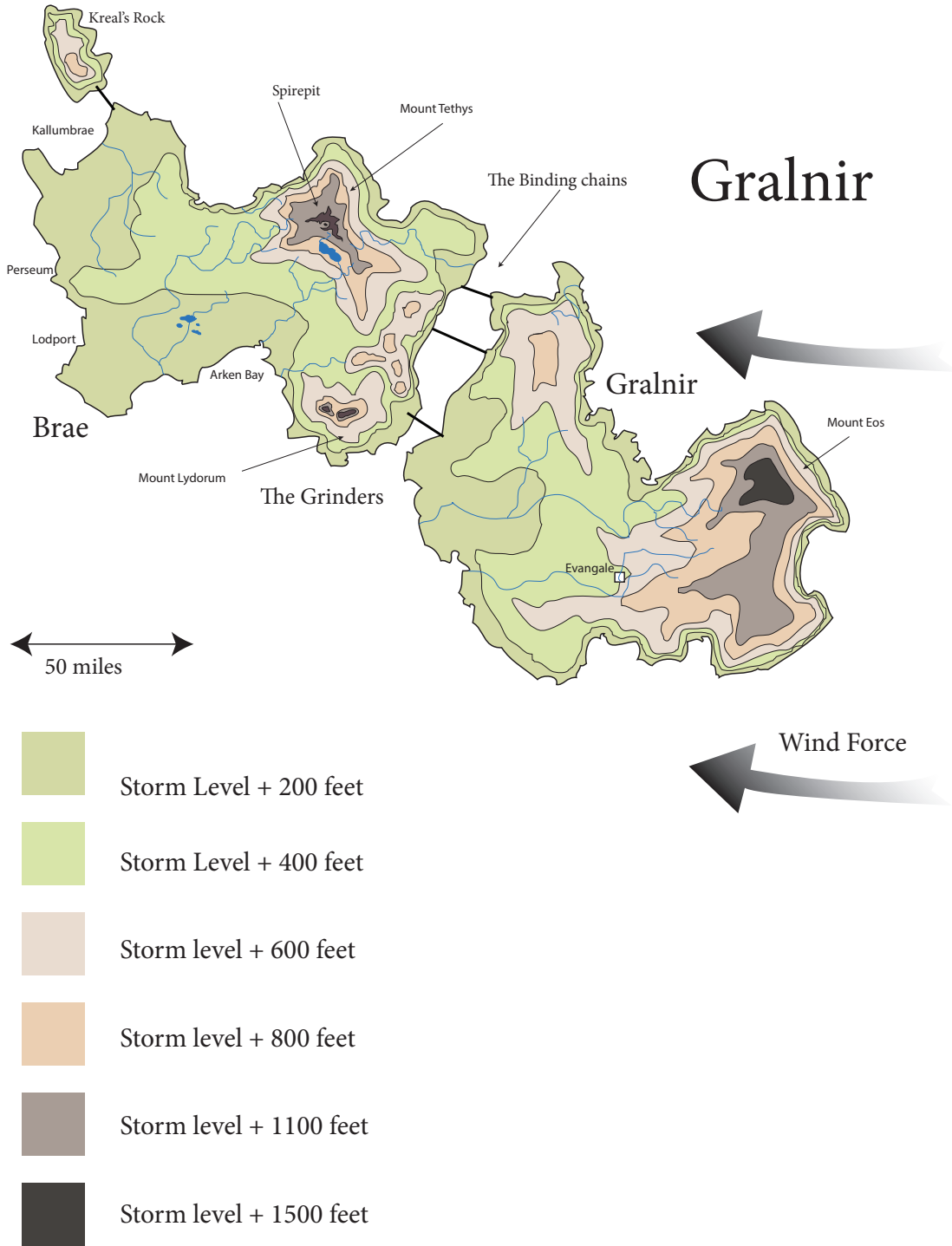
Main Powers

The Titan's Teeth have been abandoned to the hideous beasts of Hades who have managed to crawl up here.

URUUK'S NEST

Uruuk's nest is named after the consort of Klepper, the psychopomp god responsible for guiding the souls of the dead to their appointed place. There is no landing bay here and no obvious construction. This is, by far, the tallest all the peaks of Typhon, reaching over 20,000 feet. Pilots say they have seen strange lights on various parts of the nest.

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FURY BAY

Fury Bay is almost impossible to land on by conventional means due to the constant and intense power of the storm. It is the home of a very powerful mage who, it seems, has not directly engaged in any of the politics of the archipelago. Any attempt at scrying the island has met with terrifying results, sending the diviners temporarily insane. The place is magically protected though it is known there is a fully functioning harbour here and even a community. No one knows how to get there or how the local

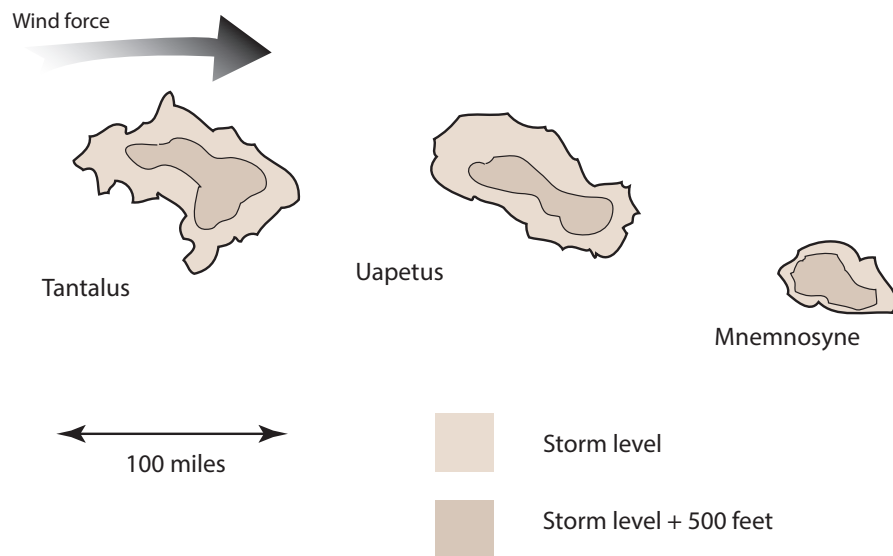
people maintain supplies though they suspect the “blinking” capabilities of the Ulfring fleet are used.

Main Power

An unknown wizard of great power, possibly Calliobelle the Mistress of the Hearth.

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The Titans Teeth



HUNDAI'S YARD

Hundai's Yard is a floating landmass circling the maelstrom on a steady trajectory, always facing toward the centre. It is named after the sky god Hurundai, but is the site of a settlement ruled by a merchant named Merridius, who uses it to drop off goods as his home passes the other main islands. People have questioned why it remains stable in its orbit without turning over or disrupting the buildings constructed there.

Calculating the time to arrive at Hundai's Yard is based on its position. Hundai's Yard circumnavigates Typhon once every 12 days. The GM may keep track of the Yard if they wish or simply role a d12 to find where on the "clock-face" it is.

Main Power

Merridius the Merchant.

THE BEHEMOTHS

Beyond the Doldrums are two vast floating masses, known as the Behemoths. No ship has dared go there as there is no certainty of being able to return from such a trip so far away from the propulsive powers of the typhoon. Though this may be possible with the use of pyrolith, none have been known to try.

THE GYGANTES

The vast asteroid belt named the Gygantes slowly grinding around the outer reaches of Typhon is said to be the fragmented remains of a god's corpse. Others believe it to be the desolate remnants of another faerie realm destroyed by the evil of Tartarus. The stone from these asteroids has two particular qualities making it invaluable to the populous of Typhon; both pyrolith and cavorite are mined here.

The operation to mine this resource is precarious at best. The winds of Typhon are not of sufficient strength to carry ships out

here so the ships sling shot out from the inner vortex reaching sufficient velocity to reach the outer asteroids. Once there, they employ ogre to sing to the cavorite to subdue its buoyant qualities. As a result ogre and dwarves reside in these far reaches permanently. Furnaces on the asteroids use pyrolith as fuel and provide motive force sending the vessels back to Typhon. Ship's crews and their pilots specialise in these dangerous missions but the resultant harvest is highly prized.

BEYOND TYPHON

Below Typhon

About a mile beneath Typhon's clouds is a vast acidic mist, swathed in poisonous vapours, lethal to the traveller, known as the Vitriolic Sea. This marks the planar boundary between Tartarus and Typhon.

The Doldrums and beyond

Beyond the Gygantes the effects of the vortex peter out into gentle zephyrs before dying out completely. The only objects of note are the two Behemoths, huge lifeless lumps of rock. Any vessel using other means of transit has never been known to return to tell of what lies beyond.

Above Typhon

Beyond 40,000 feet the realm of Typhon becomes placid and airless. Above the stratosphere is an amorphous swirling mass of colour. If an intrepid traveller were to visit here, they would hear strange muted sounds, harmonic vibrations and sinuous fluted notes drifting with the colours. As the hypothetical adventurer moves further away from Typhon, time and space become more chaotic, stretching and distorting. A physical attempt to reach a boundary, or edge to the realm would be an eternal quest. None would survive without recourse to astral travel.

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SKY SHIPS & SKIPPERS

The ability of sky ships to navigate the powerful winds depends on the ship's rating. This is a combination of the ship's size, quality and sky-worthiness, and the crew's experience. This is not detailed in this book but dictates the ship's agility and ability to cope with the more powerful winds toward the centre of the maelstrom. Each of the three categories are rated from 1 to 5 with 1 being the weakest. To sail the Jaws of Tartaran requires additional magical defences.

SHIP'S RATING

Hull Type

In Typhon a sky ship's shape and size can range from the vast lugger class ships needing four cavorite shards to support the gondola, to diminutive "darters", designed for single occupants over short distances with cavorite worked into the fabric of their hulls. The design of these craft dictate the strength of their hull as much as the quality of manufacture. For example the huge luggers are not designed for winds more powerful than the Island Winds.

Hull Quality

This covers the age of the craft, quality of manufacture and maintenance. Additional elements can be applied to a base hull to upgrade them. Upgrading the internal hull structure, for instance, reduces cargo space but improves strength and the ability to survive higher winds. Magical elements can be added to take the hull quality beyond level 5.

Crew Level

The crew could be a newly assembled bunch of green-horns or a slick team who have been crewing together for so long that they practically know what each other are thinking even before they have thought it. Magical elements can add to the efficiency of the crew taking them even beyond level 5.

PRIEST POWERS IN TYPHON

Polytheistic priests can call upon Skaadi and Klepper for their spells, as both these gods concern themselves with the dead and the destination of souls. They can also call upon the evil god Heraaki, though this is extremely dangerous in Typhon. She will certainly call upon demons to hunt down the party even as she is helping them with granted spells. Any undead can be turned in the usual way through the power of these gods. Any dedicated priest following a good aligned god finds their spell casting and turning levels have dropped by one.

THE GODS

Herakki: Goddess of darkness and destruction

Alignment: Chaotic Evil (neutral)

Typical worshipers: those fearful of the night, the dark and the restless undead. Those who wish have power through fear. Those who creep and act by night and in dark places.

Sphere of influence: the undead, the undoing of law and other god's rule, misrule and disaster.

Symbol: A black dagger, sometimes black wings

Animal: cockroach, serpent

Spell spheres: all, elemental, healing, weather, protection, astral

Weapons and armour allowable by clerics: as rogues or assassins.

Herakki is the foil for all other gods, she represents all undoing, all catastrophe, all scheming and evil acts, all lies and subterfuge.

She promotes anything that leads to destabilization. Wiser folk consider her a necessary part of the world, who secretly works with Ithunn and her cohort, Klepper.

Klepper. Keeper of the Dead, Guardian of the House of the Dead

Alignment: Neutral.

Typical worshipers: those in mourning, all developed settlements.

Sphere of influence: the souls of the dead, the resting place of earthly remains.

Symbol: an ancient helmet, sometimes with an axe

Animal: raven or dog

Spell spheres: all, elemental, guardian, protection, astral

Klepper exists on the borders of existence. He guides souls to their appointed place with the help of the Klepperlings, his imp like workers. He also works alongside Skaadi, who gathers wayward souls. Klepper also guards and protects all mausoleums and cemeteries where offerings are made. Klepperlings will not only protect the area from evil influence and possible undead infestation, but also, on occasion, seek revenge on grave robbers.

Skaadi: The Hunter, Winter's Ward (gatherer of the dead) (old name: Skaald)

Alignment: Chaotic.

Typical worshipers: rangers and hunters, farmers.

Weapons and armour allowable by clerics: As ranger class.

Sphere of influence: all hunters and rangers, winter, the gatherer of souls.

Symbol: a bow and arrow with a single star.

Animal: marten,

Spell spheres: all, weather, healing, weather, elemental (cold based spells, earth based spells, air based spells) Astral.

Skaadi's persona has altered over the years. She sometimes appears in male form but always as a dark skinned ranger. She is the patron of all hunters, the seasons and in early times was also known to run with her pack of hounds across the world, gathering the souls of the dead.

This may explain her association with the winter months; the seasons of death. She is one of the most active of all deities and there are tales of her appearing before worshipers at times of desperation.

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APPENDIX II

A HISTORY

How it all started

The truth of the matter is that, unlike any other plane of existence, the realm of Fae is not a singularity but a froth of a million bubbles each containing it's own faerie land and each linked to a particular place in the many mundane worlds of the prime plane.

That link was formed long ago by the creator god, who goes by many names, to ensure the elemental beings could access the world and maintain it in good order. The bonds of that link were mysteriously strengthened by the respect of humanity for the role of those beings and the meadows, pools and caves they frequented. People would give offerings to the faerie folk thanking them for their endless tasks. The faerie folk, sometimes called the Erle, for their part, were granted three lifespans in the world they helped to make and many, such as the dwarves, brownies, gnomes and even the elves, lived alongside humanity and became a familiar sight.

But times and petty ways change the minds of men. The offerings were forgotten, the rhymes of thankfulness reduced to children's poems and the bonds linking the realm of Fae to the realms of the world became more tenuous leaving those elemental creatures to drift away into forgetfulness.

The Erle who spent their lives on the prime side of the veil became world-locked; they became unable to find their way back to their fae realm until they passed away. They became humanish baring children as humans for the first time and the species intermarried. These fae were tainted by the mundane world, slightly weaker in their nature baring the epithet "first-born" and they considered the world their home. For the rest, who meandered between the worlds, they were seen less often.

The Fall of the Blessed Isles

One such faerie land was called The Blessed Isles, tethered to part of West Thorambadt encompassing what was to be named Highcliff Gard, the mighty peaks of Gralnir, Halfring and Ulfring and west into the heart of the Hundreness Forest. The Blessed Isles was a fair and beautiful archipelago of idyllic islands whose coastlines were perpetually and ceaselessly bathed by a crystal viridian sea. It was not a good land, for the concept of good and evil lies very much within the mundane world, but it was lush, abundant and fruitful.

In those times The Blessed Isles were the home of elves, dwarves, gnomes and brownies, giants, dragons as well as a myriad of other fairy folk as yet unnamed by men. It was ruled over by Keltainen, the amber dragon, whose vast citadel sat among the peaks of Coeus the centre-most of the islands. Dwarves lived on a neighbouring island named Halfring ruled by King Lorx. Lorx was jealous of Keltainen's power and in a devastating act stole her amber heart, sending her into a deep sleep. With this nefarious deed of iniquity he all but untethered The Blessed Isles from its place among the other fairy realms and thrust it inexorably toward Tartarus, one of the dark planes of evil and chaos.

Sir Agrail and the Dwarf King

When Sir Agrail de Harken first found the valley of Highcliff Gard on the western slopes of the Whitepeak Mountains he intended to make it his own and build fortifications to defend himself and his people from his enemies in Yeorlingard. His intentions were welcomed by the local dwarves who always loved fashioning vast structures in stone and King Lorx, whose power spanned between the planes, welcomed Agrail as an ally. But Agrail was greedy and stole gold sacred to the dwarves. Lorx demanded the gold to be returned grain for grain. But Agrail was not finished. He stole the amber heart from Lorx's vaults which had once belonged to Keltainen. Lorx cursed the fortification never to be built and laid a blight upon the valley. Soon the people of Highcliff Gard learned to hate erle folk of all natures, particularly the forest lord Macklevan, who they blamed for the curse, not realising it had been instigated by the deeds of Agrail. Macklevan, for his part, attempted to convince Agrail of the error of his ways but the Lord's hubris was too strong. Macklevan finally withdrew.

And with every condemnation of the erle folk, The Blessed Isles was nudged little by little toward the brink of Tartarus.

Vivain and the Demon

As the Erle were condemned for setting curses on the valley by its people, a demon named Baazathon who had been banished by his own masters in Tartarus sought a way to prove his worthiness as an infernal fiend and found access to the valley through the weakening of the ties between the planes. He began to settle in. He took the form of a ring on the finger of the most powerful person there, the necromancer Vivaine de Malavanche who just so happened to be Sir Agrail's lover and confidant.

The weakening of the ties would enable him to lay foundations for an evil land on the world of men ruled over by himself. His demonic superiors would indeed be pleased.

So Baazathon encouraged the hatred for the elves, encouraged the rumours of the curse and, through Vivaine, insinuated words of corruption into the bitter heart of Sir Agrail. Under the direction of Vivaine, Agrail began to create a hidden army of undead waiting for his command beneath the catacombs of Highcliff Gard. She had given Agrail a ring with which to do this but the ring also carried an enchantment binding the wearer to the wishes of the demon. In the last hour Vivaine realised the evil she had perpetrated and disappeared into her secret lair to do battle with Baazathon, even beyond death.

Sir Agrail, losing his mortal love with her parting, and listening to her noble pleas, changed from his quest to destroy Macklevan and instead took the curse of the valley onto his own shoulders and that of his family. Thus, the curse of the Harkens acted as a single cord saving The Blessed Isles from descending into Tartarus, an act of sacrifice from a mortal to the Erle he had so despised. Yet there were none to see this heroic act or recount the sacrifice.

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The Blessed Isles become Typhon

Many of the children of the The Blessed Isles likewise fluctuated, becoming darker and duskier, becoming tainted with the insinuating fumes of Tartarus, while the few who maintained their true natures were enslaved or found ways to escape the bonds of their twisted brethren. And as time passed, the Isles became less blessed and became known as Typhon, a churning storm replaced the limpid waters and the islands became towering peaks rising over the unquiet clouds.

In Highcliff Gard the few erle folk still secreting themselves there likewise weakened, feeling their spiritual realm being sapped and twisted.

If nothing is done to change the minds of men, or strengthen the bonds once more, that bubble of Fearie is doomed to evil and so an eternal curse will lay upon the worldly land around Highcliff Gard left bereft of the Erle.

ITEMS FROM THE CURSE OF HARKEN HALL

During their investigations of the Harken Hall cellars, the party may have found objects that could help with their quest. These items are not essential to play but affect the game if in the party's possession.

Sir Agrail's ruby ring

Sir Agrail's gold and ruby ring was a gift from Vivaine de Malavanche. This ring protects the wearer (+2 protection). It was originally designed to control an undead army in the lower reaches of the Highcliff catacombs and act as a means by which the demon Baazathon controlled the wearer but if the party dispatched Baazathon the ring bearer is free from such controlling influences. If they merely sent him back to Tartarus, Baazathon may become alert to a ring bearer he can control. At Typhon, the wearer may be recognised as an emissary from Highcliff Gard by those in power. This could effect game play, as many on Typhon are aware of the link between the valley in the mundane world and their blighted realm.

The Amber Dragon Heart

This mysterious item;

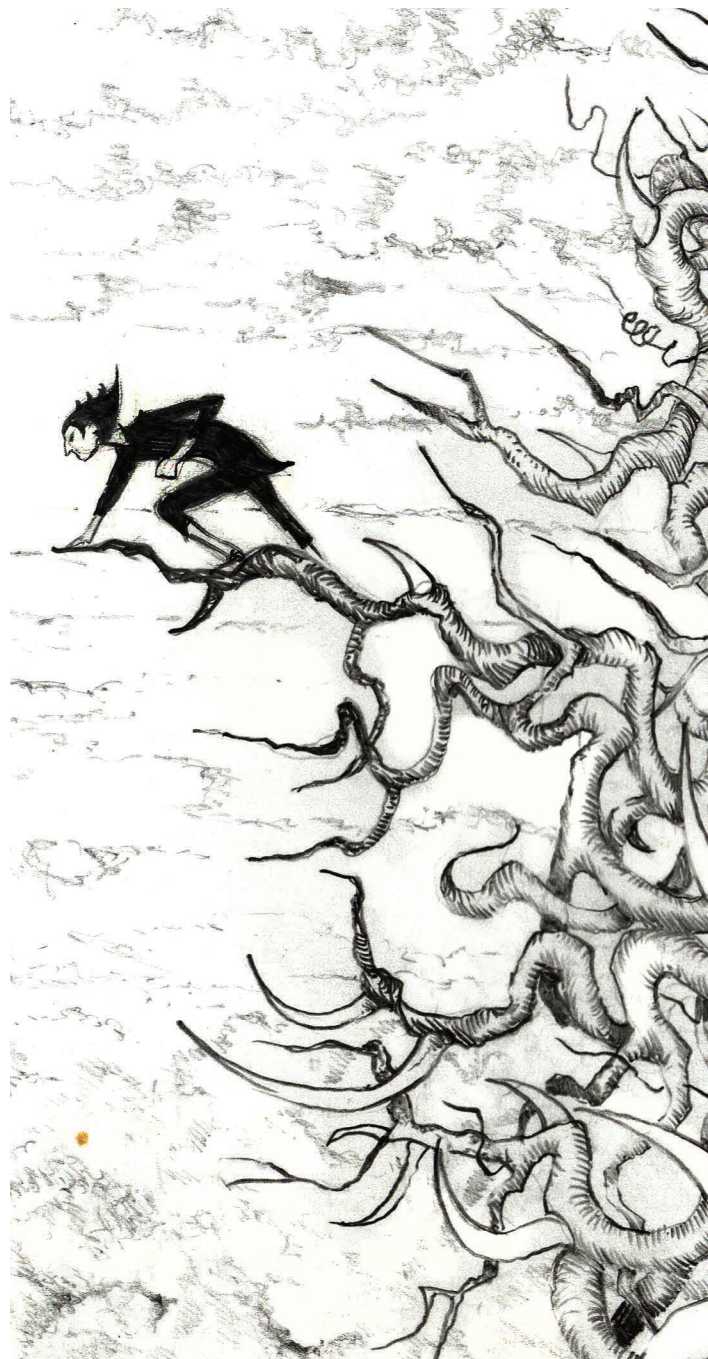
- Has the ability to disperse warding magic such as protection spells, though does not negate protection magic used by the owner.
- Its light reveals secret passages and extra-dimensional portals as if seen through fae sight.
- It weakens the power of illusions in a cone 30 feet long and 15 feet across at the end.
- It acts as a protection vs evil 10' radius spell and the owner is granted +2 saving throw vs demonic powers. The owner also gains +2 bonus on any attack form directed at a demon.

None of these powers work if the heart is in its silver case.

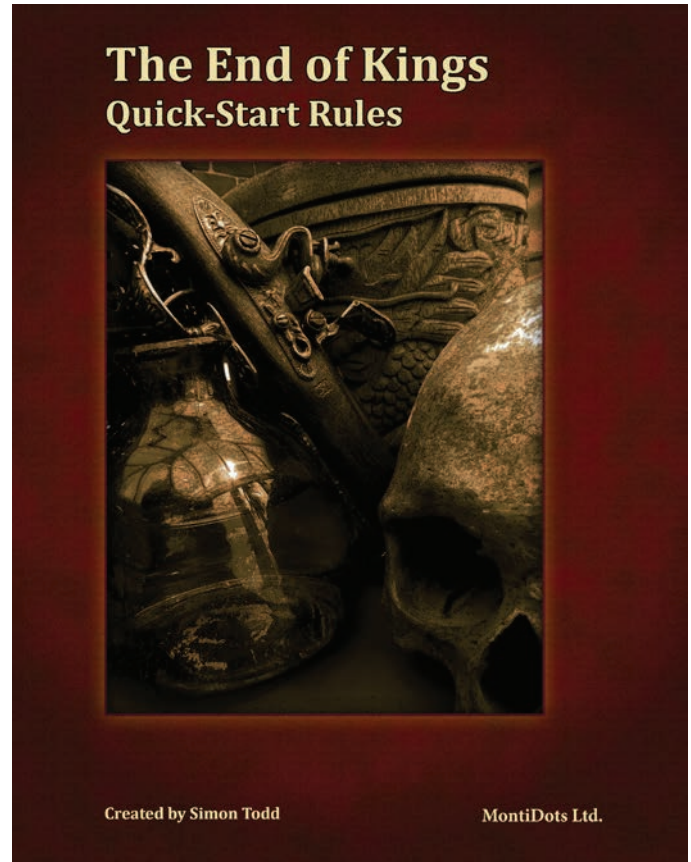
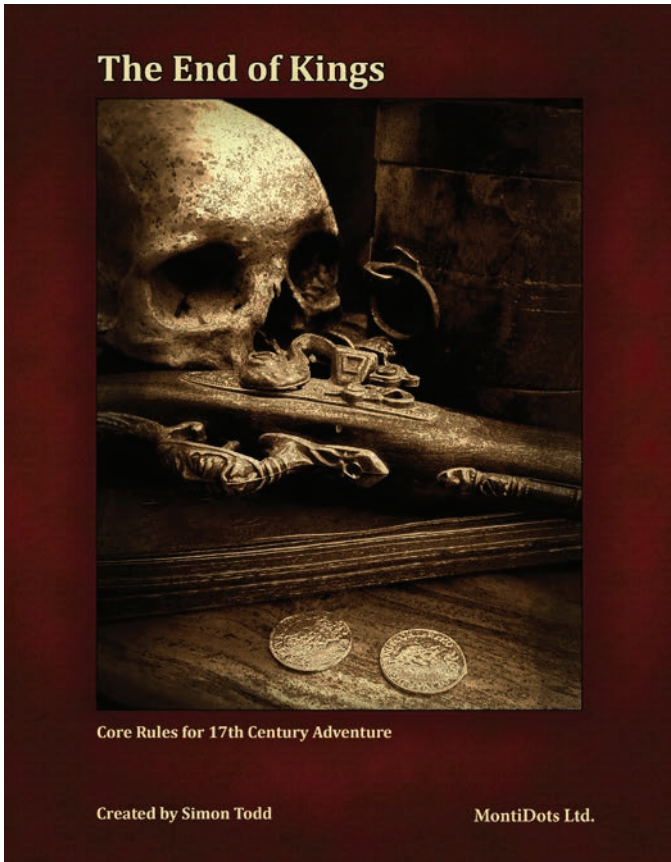
The heart has even more power in Typhon. It is the heart of

Keltainen, the slumbering dragon on the island of Coeus, once ruler of The Blessed Isles. If the heart and the beast come together again, Keltainen will rise and claim rulership over the isles.

Once King Lorx knows the heart is present in Typhon he does all in his power to retrieve it, as will the demons on Typhon, as they fear, above all else, the wrath of Keltainen should she ever regain power.



Tantalus



The End of Kings Core Rule Book

Setting: The 17th Century/ English Civil War
Game system: Percentage skills system through the Open Game License.
Book length: 330 pages

This book contains details on;

- creating a player character,
- a complete skills system,
- a complete combat system for both simple and complex combat,
- a description of weapons, transport and costs from the period,
- magic and the supernatural,
- a comprehensive spells and magic item list,
- a detailed list of human, spirit and faerie to be encountered,
- a complete introductory playable adventure,
- a description of the setting itself, including an alternative history incorporating the practice of spell-craft, divination in espionage, alchemy and divination.

The End of Kings Quick Start Rules

Setting: The 17th Century/ English Civil War
Game system: Percentage skills system through the Open Game License.
Book length: 36 pages

Welcome to birth of a new age! As mustered forces march into bloody battle to the sounds of musket, cannon and the desperate pleading cries of the dying, cunning folk commune with spirits from across the Veil and brew curatives and curses for their villages. Warlocks advise the nobility and ply the trade of espionage through divination.

Outlaws and vagabonds have formed organised bands and scour the unpatrolled land for spoils while woodkerne protect their lands from the incursions of the English interloper in Ireland.

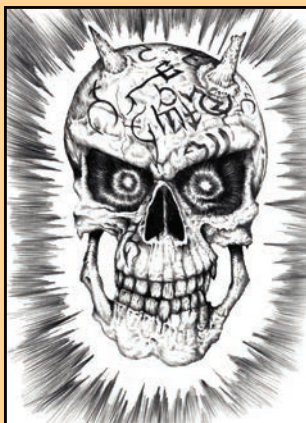
This book is an introduction to The End of Kings role playing game. In contains essential rules and a complete adventure, a tantalising glimpse into the chaotic world of the Seventeenth Century!

Tantalus

THE CURSE OF HARKEN HALL

Revised edition

Written and illustrated by Simon Todd



An adventure for 1st level characters.

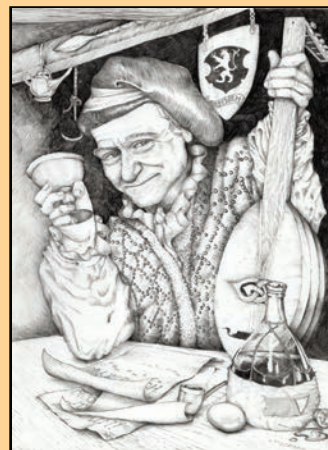
A MontuDots Adventure for early versions of Fantasy Role-playing games.

MD2



TALES OF HIGHCLIFF GARD

Written and illustrated by Simon Todd



Including two full adventures!

A MontuDots adventure supplement for early versions of Fantasy Role-playing games.

MD4



NECROMANCER'S BANE

Written and illustrated by Simon Todd



An adventure for characters of 3rd to 5th level.

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MD3



The Curse of Harken Hall (MD2)

Set in the west side of the Whitepeak Mountains in the valley of Highcliff Gard. A fresh group of adventurers are hired to explore the forgotten cellars of the Harken Hall. There they make discoveries that will change the valley forever. For 1st level parties.

Necromancer's Bane (MD3)

Highcliff Gard is in a state of crisis. A curse threatens to end the Harken rule forever and strange noises are coming from the local catacombs. The adventurers must explore the necropolis of Highcliff Gard to begin to solve the curse and discover what threatens the valley from beneath. For 3rd level parties.

Tales of Highcliff Gard (MD4)

Tales of Highcliff Gard fills in all the details of Highcliff Gard describing buildings, characters and many adventures to be found in and around the valley. Contains two complete adventures and many adventure hooks.

Tantalus

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The adventurers assemble before the mystic gate, their errand is clear, their spells prepared. All they need do is step through the shimmering mists and be transported to the land of Faerie and their quest's completion.

Tantalus can be played as part of the Highcliff Gard series or placed into any adventure where characters step through a magical gate. Designed for characters of 5th level or above, this book provides players with challenges requiring more than just brawn or spell power and introduces players to a completely new realm of existence unlike anything they have encountered before.

Tantalus is the first adventure in the Typhon Cycle, part of the Highcliff Gard adventures
The Curse of Harken Hall (MD2)
Necromancer's Bane (MD3)
The Tales of Highcliff Gard (MD4)

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