

TITO B.A.



SACREBLEU!



EXPERIENCE
POINTS!

ADVENTURE!

GOBLINS!

FUNGI!









An adventure for 4-8 characters of levels 1-3

EREWHON



1 Hex = 3 miles

Map guide:

	Jungles		Farmlands
	Mountains		Swamps
	Beaches		Road

- 1. Fairmead Village
- 2. Old Road
- 3. Goblin Burrow
- 4. Rich Man's Swamp
- 5. Hill Temple

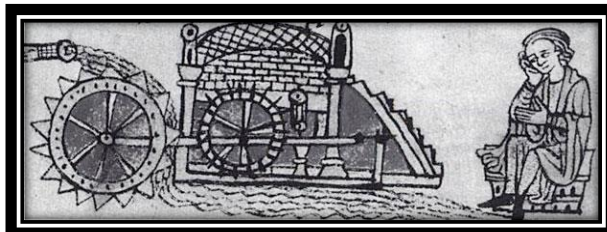
Map by Marcelo Lee
(<https://mapasemonstrengos.wordpress.com>)

Introduction

My name is Tito and I will be your guide through Erewhon Island, where a group of adventurers will unveil the island's mysteries or die trying. However, what is written here is not the absolute truth, and you can change what you want and fill the gaps as you please – make this yours.

The most important thing is to have fun, and when everything fails, add more GOBLINS!

This is a system agnostic adventure, designed to work with your favourite Old-School RPG, such as **Sharp Swords & Sinister Spells (SS&SS)**. Below you'll find monster conversion advice. Common animals are not listed here.



Monsters:

Giant Cockroach:

equivalent to giant rat or dire rat. Has 1 HD.

Goblins: your run-of-the-mill goblins, but ours speak french!

Man-eating black lion

tamarin: treat as kobolds, but ravenous. 1d4 Hit points though.

Istraxareles, the

joker: Young black dragon, between 7 and 10 HD.

Travelling in EREWHON

The party may cover up to three hexes in a day when travelling on the road, farmlands and beaches.

Travelling is halved if crossing swamps, jungle and mountains.

For the weekly weather, roll 1d8:

1 and 2 – **Clear skies:** regular travelling;

3 and 4 – **Light rain:** minus 1 hex/day travelling, torches and open fires are exhausted in a roll of 1 in a d6;

4 and 5 – **Heavy rain:** minus 2 hex/day travelling, torches and open fires are exhausted in a roll of 1-3 in a d6; plenty of mud and bad mood;

6 – **Storm:** travelling reduced to 0,5 hex/day, torches and open fires are exhausted, and flooding of low areas.

7 – **Cyclone:** like storm but travelling is impossible. Roll 1d8: in 1-3 all characters in the open suffer 1d4 damage;

8 – **It's raining frogs!** Like heavy rain, but with frogs pummeling the characters. Everyone in the open suffer 1d4+1 damage, and the island is covered in dead frogs. Tamarin overpopulation during the week: double the number of man-eating black lion tamarins encountered.

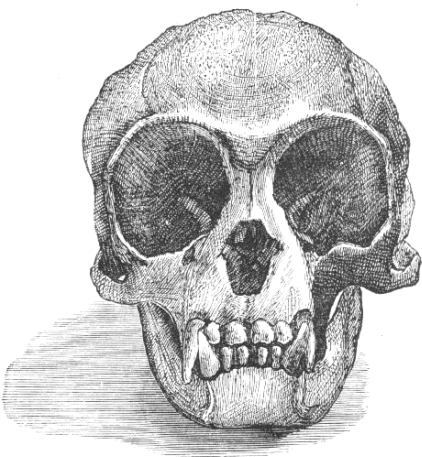
In EREWHON the goblins have guns, but the inhabitants (and players!) are not aware of that. We suggest the following rules for a quick and dirty adaptation:

Berthier Mle 1907 Rifle: deals 1d12 exploding dice (on a roll of 12, roll again). Carries 3 rounds in a clip. May equip bayonet, working as a medium weapon (1d6 damage in SS&SS).

Machine Rifle 1915 CSRG, AKA "Chauchat": same damage as the rifle but may hit up to three close targets in a burst. Makes three bursts before reloading, or 20 shots in semi-auto. Has a 20-round magazine.

Revolver model 1892 "St. Etienne": deals 1d6 exploding dice. 6 shots before reloading.

F-1 Grenade: same as *arcane blast* (SS&SS) or fireball but requires an *agility* (SS&SS) or ranged attack roll to hit. Deals 3d6. Save for half damage.



WILDERNESS ENCOUNTERS

General guidelines

When entering and/or spending the night in a hex, roll 1d4:

1 - 2: nothing special: birds (parakeets, canaries, jabirus and hummingbirds), tiny lizards and trees (guapeba, juçara, ipê-amarelo, leopard tree, guatambu and red jequitibá).

3: Things (roll on Table 1)

4: Creatures (roll on Table 2)

Not applicable to the following hexes: swamps, beaches, cultivated farmlands, Fairmead Village, Hill Temple and Goblin Burrow.

Table 1 - Things - Roll 1d20

(entries with ♦ may only be found once. Roll again).

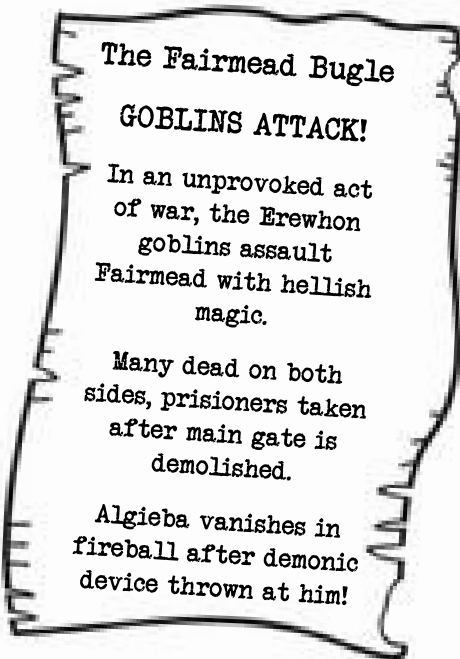
1. Sweetsop tree: 50% chance of having fruit. Usage die: 1d4.
2. Large banana plant taken over by leafcutter ants. The ants are edible.
3. A leather-bound diary, with the word "Tonho" in golden letters. The pages are soggy and ruined. ♦
4. A jackfruit tree: 50% chance of having fruit. Usage die: 1d4.
5. A large wooden chest full of mouldy dresses.
6. A tombstone, recently built, with "Tonho" carved on it. There's no body interred. ♦
7. A large floating standing stone, radiating magic. Cannot be moved, but if touched, roll 1d4 once per character: **i.** becomes fluent in draconic language; **ii.** Luck die is permanently downgraded by one step (SS&SS) or permanently loses 2 hp; **iii.** Luck die is permanently upgraded by one step (SS&SS) or permanently gains 2 hp; **iv.** Teeth fall, regrow as sharp fangs 1d3 days later). ♦
8. An iron cage welded shut with a small humanoid skeleton inside: 50% chance of animation.
9. A jabuticaba tree: 50% chance of having fruit. Usage die: 1d4.
10. A large amphora full of honey in perfect state. Usage die: 1d6.
11. 1d4+1 hanged Goblins, with a crudely painted sign with the word "Traîtres".
12. A small and neglected cassava plantation. 10% chance of edible roots. Usage die: 1d4.
13. A hunting cabin with smoked pork meat hanging inside. Usage die: 1d6.
14. A broken rifle without ammo. The bayonet may be used as a dagger.
15. Boxes of tough canvas rolls. 3d6 rolls, each one is enough to make a tent.
16. Open barrels filled with rainwater. 50% of having fever bearing mosquito larvae.
17. *Maurus*, a talking lime tree. Has general knowledge of the island's topography. ♦
18. Rusted saws, axes and carpenter pincers.
19. A healing potion locked in an iron box.
20. A silvered large axe, in excellent shape. Inscribed in the handle: "Tonho". ♦

Table 2 - Creatures - Roll 1d12

(entries with ♦ may only be found once. Roll again).

1. **Istraxareles, the joker:** interested in seeing the goblins gone, will spare humans. ♦
2. **1d4+1 giant cockroaches:** hungry e aggressive.
3. **1d6 Goblins:** food gatherers, carrying tools and short bows. Will try to escape.
4. **1d4 Giant centipedes:** 1d4 Physique (SS&SS) or Constitution temporary damage after successful attack (a Physique (SS&SS) or Constitution test can negate this damage.
5. **2d4 Man-eating black lion tamarin:** flee when half of the group is vanquished.
6. **2d20 giant cockroaches:** emanating from a portal in the sky. Spend 1d4 rounds stunned then attack.
7. **Goblin strike team:** 2 goblins with a single rifle. Will fire once from cover and flee.
8. **Fake pool:** a gelatinous cube stuck in a hole. ♦
9. **Mosquitoes:** fever laden - 1d8 Physique (SS&SS) or Constitution temporary damage. Save for healing.
10. **Lutz, frog salesman:** Level 2 Magic User. May sell poison dart frogs. ♦
11. **1d6+1 Assassin Vine bushes:** hanging from a fruit bearing tree. 2 HD each, every point of damage done to others regenerates the same amount of HP.
12. **Colossal tarantula:** 6 HD, 2 attacks per round. Has Positive Die to attack unaware targets and the target must make a Physique (SS&SS) test or receive double damage.

Fairmead



Population: 1,025 souls

Founded: 15 years ago

Ruler: Algieba the lion - Magic User 7, presumably dead.

Garrison: Platoon of dwarven mercenaries, led by Blini, dwarf (4 HD):

- Acting mayor since Algieba's death.
- Currently hiding from former adventuring party members - took cache of gems for himself.
- Helpful and eager to get rid of goblins.

Brief history: The location was chosen to benefit from the extraction of the pink mold growing on Rich Man's Swamp called "Mycolol", an ingredient for a strong painkiller. Yet, the riches of the Mycolol trade are concentrated in Algieba's hands, that uses his dwarven militia to enforce a strict curfew in the city. Raw Mycolol addicts are pressed into service in trade vessels that come to take the island's production, and most are never seen again. The city was built by the dwarves that form Algieba's forces, and architecturally it resembles a dour fortress of grey stone, with a protected harbour.

Well-known Taverns and Inns:

i. The Soaring Jabiru: wealthy merchants alehouse and inn.

Owner: Bertio, a haughty butler.

- Chef's special: clam chowder with fried plantains, for 5 sp.
- Provides hallucinogenic baths for 2 gp.

ii. Dagger and Boot: by the harbor, serves sailors and workers.

Owner: Ernest, retired boxer and fisherman. Very bitter.

- Home of the fabled dried fish snack (tiny fish sold in a sack for 2 cp, very salty, leaves scales everywhere).
- Back-alley sale: revolver with 4 rounds for 50 gp, teaches manual of arms for 10 gp.

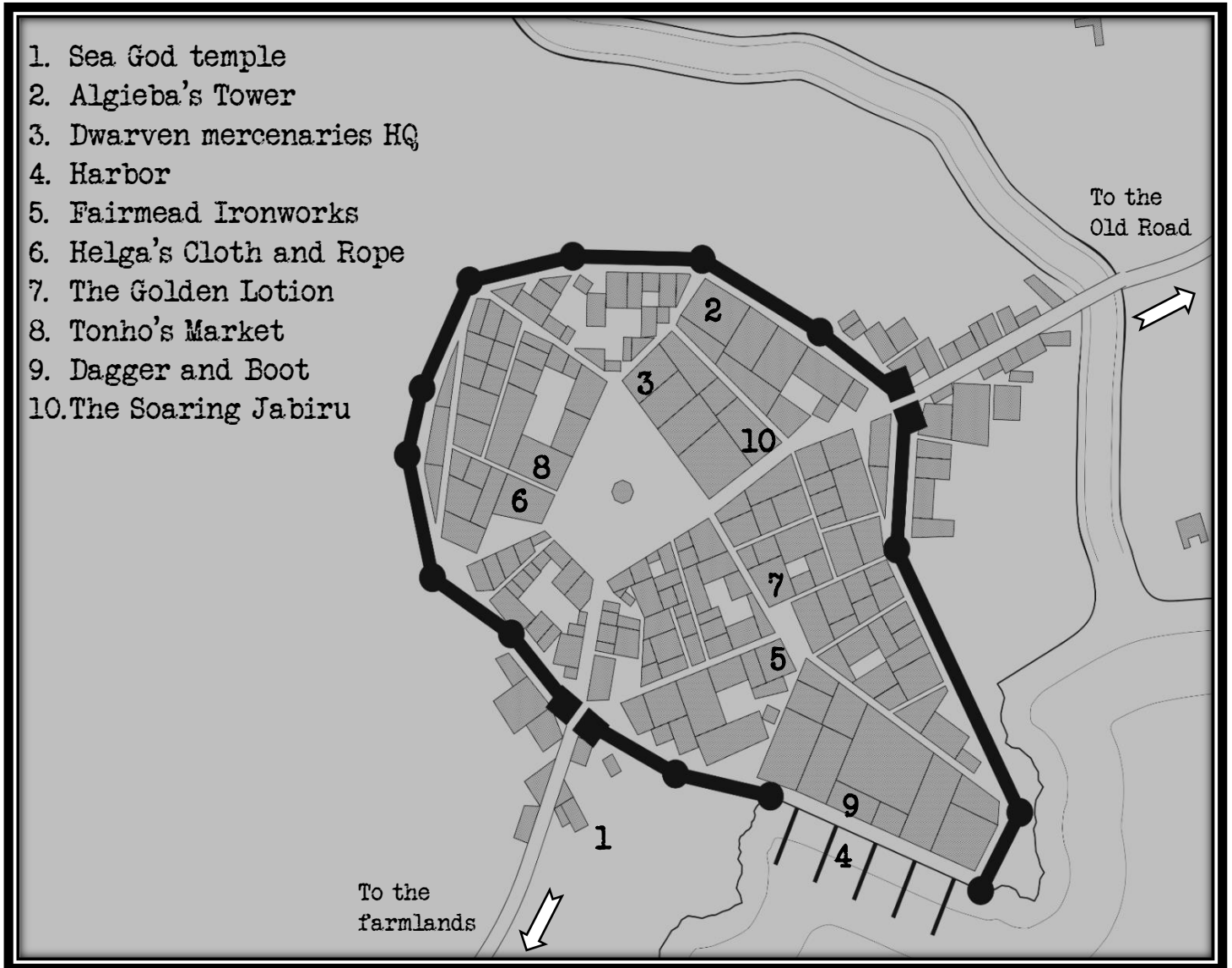


Temples and shrines: shrines for all the major gods, and the Temple of the Sea God, manned by Versilia, elven woman (2 HD):

- Performs fertility rites for a fee, and childbirth at no cost.
- Teaches how to make Mycolol salve, a strong painkiller.
- Secretly in love with Blini but doesn't act on it, as they wouldn't have children.



Fairmead Map



1. Sea God temple
2. Algieba's Tower
3. Dwarven mercenaries HQ
4. Harbor
5. Fairmead Ironworks
6. Helga's Cloth and Rope
7. The Golden Lotion
8. Tonho's Market
9. Dagger and Boot
10. The Soaring Jabiru

Fairmead random encounters (roll 1d12)

(entries with ♣ may only be found at night)

1. A body falls from the balcony on a house. A humanoid in black cape is seen leaving from the window and escaping to the roof.
2. 1d6 children playing. They will mock the party and toss rotten eggs at them.
3. Two dwarven mercenaries on patrol.
4. A giant toad that survived the last storm. It threatens a woman cornered inside a hovel.
5. Raw Mycolol dealers (15 sp per dose, lasts a day). ♣
6. A black dragon hovers at high altitude, and occasionally dives to catch an unaware passerby. ♣
7. A 6 dwarf patrol leading Mycolol addicts in chains.
8. Two architects argue about the project of a street, while a chain gang work crew rests in the shade.
9. 1d4+1 sailors beating another man. One of them is a werewolf. ♣
10. A small fountain on the wall of a mansion is bubbling with fresh water. The liquid is poisoned by a vengeful spirit.
11. A funeral procession. Suddenly the dead rises from the coffin and attack anyone that's close (it's a ghoul that took the deceased's place in the coffin).
12. 1d10 Mycolol addicts squatting a house.

Rumours

- Algieba was seen fleeing the battle on the back of a flying carpet. (True)
- The offspring of a dwarf and an elf is bound to be a cursed mutant. (?)
- Mycolol, if eaten raw, is very addictive. (True)
- Boiled tamarin meat is delicious. (False)
- A black dragon used to rule the island. (False)
- A secret frog idol demands worship in the island to the South. (?)
- One day the cockroach people will come back and enclave all. (False)
- Algieba had a brother, and they used to fool their enemies by being at different places at the same time. (True).
- Swimming in the sea during a fullmoon cures a Mycolol addiction. (False).
- There used to be a great library in the Hill Temple (Half-truth).

ADVENTURING AROUND FAIRMEAD

Behind the screen (DM's information)

On the night of the attack, Algieba was searching for spell components in the surrounding jungle, and had secretly left his twin brother, Regulus, as a cover in his absence.

When he returned, the goblins had breached the walls and were fighting the garrison, while citizens were dragged into the night. His brother had been hit by a grenade, and his remains were splattered over the battlements.

Using his magical might, he used his wand of **Death Fog (SS&SS)** (treat as Acid Fog) and dispatched as many goblins as he could, that fled the battle yelling "**SACREBLEU!**" in their devilish idiom.

But before he could claim victory, the goblin warlord shot him in the head, and left his body to rot. However, Algieba survived, and using a flying carpet, fled to the Hill Temple.



Farmlands random encounters (roll 1d6)

(entries with ♠ may only be found once. Roll again).

- 1 - 2. Regular crops and tilled fields.
3. 1d6 Tamarins harassing livestock.
4. Giant cabbage competition. Characters are called to decide. ♠
5. 2d6 Zombies roam the countryside.
6. Farmers disputing land. Families about to engage in violence. ♠

Beach random encounters (roll 1d6)

(entries with ♠ may only be found once. Roll again).

- 1 - 2. Sand and roaring waves.
3. 1d4 Goblins spearfishing. Flee if attacked.
4. Sailors returning from fishing molluscs. Fresh seafood at discount prices (roll 1d4: 1-2. causes allergies. 3-4 very tasty).
5. Telepathic whales: bring news on especially vicious pirates in alcove South of EREWHOM. ♠
6. Giant gastropod empty shell: lacedon ghouls sleeping inside. ♠



Shops and Ships

Shop: Fairmead Ironworks. Guildmaster: Reppe, human. Sells: iron goods, simple weapons (no armor available). Buys: weapons.

Shop: Helga's Cloth and Rope. Owner: Helga, dwarf. Sells: clothes, rope, sacks, leather goods, leather armor. Buys: exotic leather.

Shop: The Golden Lotion. Owner: Bode, human. Sells: antitoxins, lotions, soap. Buys: Mycolol.

Shop: Tonho's Market. Owner: Tonho (missing). Currently managed by Toninho, his son. Sells: wholesale foodstuffs, building materials. Buys: information on Tonho's whereabouts.

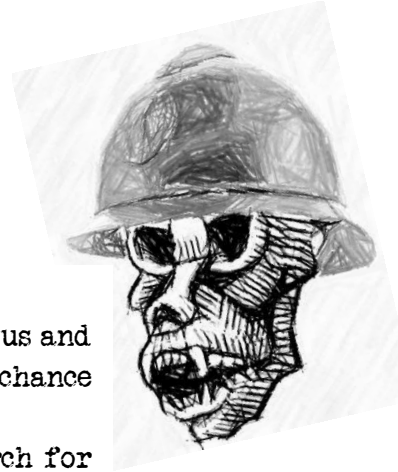
Ship: Swordfish, an elven trimaran. Captain: Fairey (Human, Warrior 6), a smuggler and friend of Algieba. Sells: ranged weapons, bone carvings, jewelry. Buys: poison dart frogs, exotic birds, Mycolol. Chance of being moored: 25%.

Ship: Nauplius, a huge cog. Chief-mate: Cyprid, a human (serves mind controlling colony of barnacles below ship). Sells: cotton, beer, liquor. Buys: goblin slaves. Chance of being moored: 50%.

Ship: Winged II, a luxury sailboat. Captain: Sabóia, a human. Sells: transportation to the continent and other islands. Buys: Mycolol salve. Chance of being moored: 50%.



Ambush by the old road



DM Notes

This goblin ambush is not a mandatory encounter! Cautious and crafty players may not fall for it and should, at least, have a chance of spotting it beforehand.

If the characters choose to stay off the road, and search for their objectives by braving the jungle, the DM can allow the players to surprise the goblins in their positions and prevent the ambush.

The enemy's goal with this attack is buying time to assemble the various goblin tribes in the island and mounting a second offensive, since they experienced heavy casualties in the first.

Because of it, after 4 rounds of combat, or if the goblins forces suffer 25% casualties, they will retreat under covering machine gun fire.

The attack should also be described as to give the impression the characters are being assaulted with magic and hellfire.

Attack layout

Machine Gun Crew

3 goblin gunners and 1 machine gun with full ammo, accompanied by a goblin sergeant with a +1 vs. plants goblin machete (short sword).

Sitting 75 feet away from the bridge, under heavy vegetation, they have -1 penalty to their attacks, that begin after the rifle squad first salvo.



Goblin tactics

The Old Road stone bridge sits above a dry riverbed, supported by two thick ten feet arches. The bridge is very solid, product of dwarven craftsmanship, and should not collapse with the attack. Characters jumping from the bridge fall over on waist-high thick foliage that softens their drop.

If the characters attempt to hide behind the bridge's crenellated parapets, the goblins will attack with two grenades before retreating (don't forget to make their attack rolls!)

Groups that manage to engage the goblins in melee combat, will find the goblins unarmed, except for those wielding rifles and bayonets. After firing for five rounds, the goblin rifle squad will retreat, with a last covering burst from the machine gun crew, that will follow them in sequence. The machine gun crew will only perform three bursts during the whole encounter, including the last salvo.

Goblin Rifle Squad

6 goblins with 3 rifles, laying prone on a small hill, 50 feet away from the bridge, concealed in the vegetation

They also carry knives, steel Adrian helmets and 2 grenades.

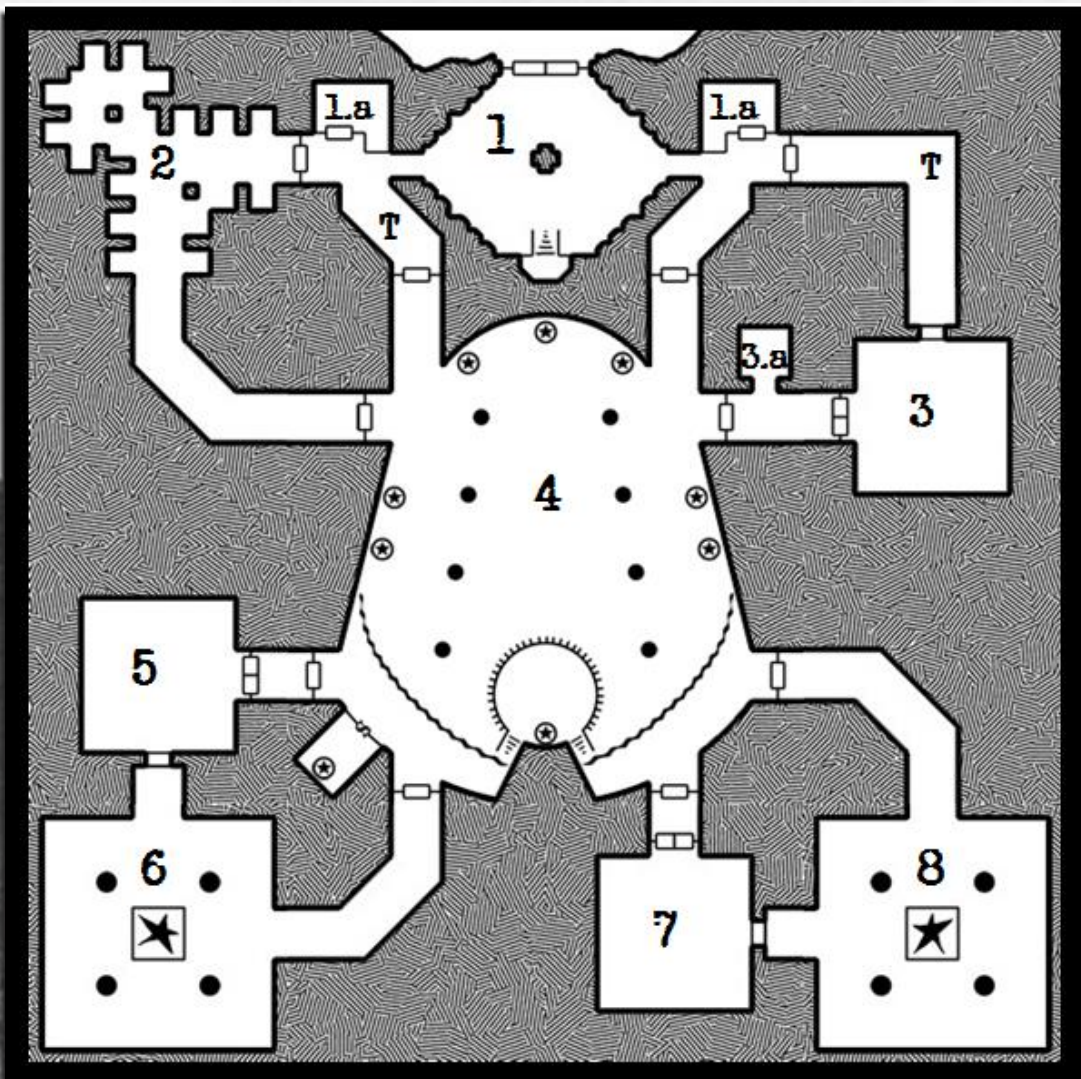
They will start firing as soon as the characters get to the middle of the bridge.





GOBLIN
BURROW

One of the great wonders of the world is the fact that a goblin is a creature of many different kinds. Each goblin is a little different. He is a creature of many different kinds. He is a creature of many different kinds. He is a creature of many different kinds.



Goblin Burrow – DM Notes

The Goblin Burrow on EREWHON is a temple to an ancient Time Deity, worshipped by the cockroach people that used to live in Rich Man's Swamp. The entrance is located on the side of a low hill.

If players fell into the Old Road Ambush, there will be 1d4 goblin scouts armed with bows and spears outside, alerting the guards as soon as the characters are seen. If the characters avoided the ambush or vanquished all the goblins, the entrance will be unguarded, and the front door unlocked.

The goblin warriors in the burrow are led by "Portal Eater", a very tall grey goblin, whose real name is Adhafera the Sickie, warrior and father of the twins Algieba and Regulus. After defeating the dragon Istraxareles, he claimed the island for himself, but was turned into a goblin by his rebellious children. Desiring revenge, he rose to the rank of goblin warlord, but was unable to pose a threat until the magical energies of the curse resonated with the abandoned temple.

Thus, portal was opened and dragged a French WW1 platoon through space and time. The soldiers were dazzled by the magical energies and were easily defeated by the goblins.

After eating the brains of the prisoners, the goblins learned how to use their weapons, and some French words and manneirisms. Taking advantage of his newly armed troops, Adhafera mounted an attack on Fairmead, but was defeated by Algieba's poisonous clouds, which triggered trench warfare flashbacks in the goblin warriors and foiled the assault.

Goblin Burrow part 1

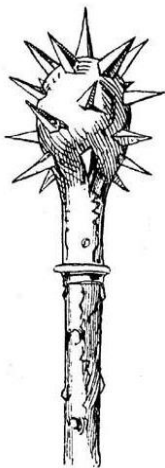
Walls, doors, lighting, statues and traps

The walls are made of roughhewn stone blocks and feature many cylindrical wall niches (suitable for cockroach people egg cases, now empty). Occasional high-relief on the walls depict flying cockroaches navigating through stars, and luminous portals.

The doors are a goblin addition, made of white iron wood. The burrow is illuminated with numerous candles on wooden sconces.

The terracotta statues (marked with ⊕) are cockroach totems. They are man-sized, studded with human teeth and tamarin fur as hair. Many also carry patinated copper military forks, that may be removed with some damage to the totems. The goblins see the destruction of the statues as a sure sign of bad luck.

The two traps marked with "T" are spike pit traps, covered with hinged stone slabs: 2d6 damage, save to avoid.



Goblin tactics

After the failed assault on Fairmead, Adhafera is expecting adventurers to come and meddle in the island's affairs, as he once did.

Because of this, he is keeping the burrow on a lockdown, and set the ambush on the road as a forward defense line.

After an engagement in room 1 or with the goblin scouts outside, most goblin warriors will be stationed behind the curtains in room 4, and a combat patrol will be sent within the burrow and in the vicinities. The patrol is composed by 6 goblins armed with one rifle, one grenade and bows.

While waiting for an attack, the front door will be opened twice a day to receive supplies from scattered non-combatants in the island.

1. Entrance

Front door: iron-bound wooden doors, locked and with latch. Will be unlocked if the ambush is avoided.

Encounter: 3 goblins and machine gun with 20 rounds on parapet behind pillar. The sound of gunfire will alert 2 more goblins armed with spears in rooms 1.A, who engage the invaders. At least one goblin will try to reach room 8, where the rest of the garrison stays, who will set up an attack in room 4.

Features: central pillar covered in French military decorations and ribbons. Graffiti written in charcoal, with patrol duty schedules.

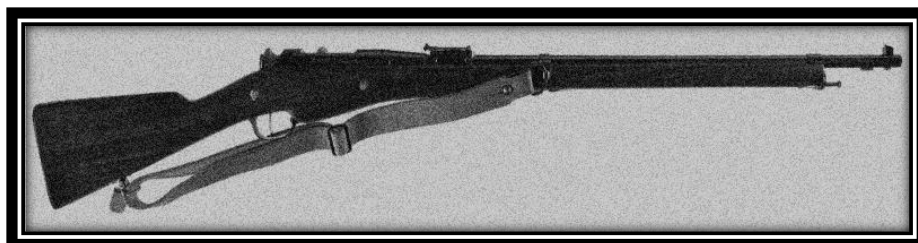
Rooms 1.A: each one is a cockroach people meditation chamber. Insectoid heads made of obsidian adorn the walls. One of them in the left room is loose, and hides a leather scroll with arcane runes, written in cockroach people script. Contains a giant-insect only version of the Summoning Spell (SS&SS) (treat as Monster Summoning I).

2. Tamarin Invasion

Doors: boarded from the outside by the goblins.

Encounter: 8d4 tamarins that invaded the temple through a crack in the wall. The beasts live in a general state of filth and are found hiding in the wall niches. They will wait until the whole party is inside their unlit chambers, and then attack. Small characters may wiggle through and leave the temple through the crack.

Features: tamarin dung, insect husks. Small pouch containing 15 emeralds (600 gp), still clutched by dead hand. On a goatman skeleton, a +1 morningstar, with rubies for studs. If magic is used to speak with the dead, he will claim to be Gharbad, of the Flesh Clan.



Goblin Burrow part 2



3. Torture chamber

Doors: closed but unlocked

Encounter: a) Prisoners chained to the wall by their necks. They are: Clément, French soldier (Warrior 1), 5 Fairmead citizens; b) In a cage: Glycon, a constrictor snake with the head of a man, blinded by the goblins. All prisoners will plead to be freed. Clément may teach how to use modern weapons (in French), and Glycon claims to be a powerless god, whose blood can activate the portal. He will use this knowledge to negotiate his freedom.

Features: Knives, hooks and other instruments on walls. No keys.

Room 3.A: cesspit – depth unknown.

4. Portal Room

Doors: closed but unlocked. The secret door to the south is hidden behind a false plaster wall. Savvy characters will notice it doesn't have niches. Behind it there is a large goblin mudbrick statue, and in front of it a box of 143 rounds of ammunition for rifle/machine gun.

Special: the huge woven tapestries hanging in the south-end are made of woven coconut leaves, painted with white geometrical motifs. Both are easily lifted.

Encounter: 15 goblins, armed with 4 rifles, 2 grenades, bows and spears, divided in two groups. They are led by the Portal Eater, armed with a revolver and a steel sickle (in this weakened state, he fights as a **Warrior 1**). If at least half of the goblin forces are slain, the Portal Eater will try to bargain with the characters, revealing his true name. He wishes to destroy Algieba and suspects his remaining son didn't die in the attack. If not on alert, roll 1d6: on 1-2 the goblin patrol (see **Goblin Tactics**) is present.

Features: The Portal Room is 100 feet long and 50 feet high, with eight copper pillars supporting the roof. The raised platform at the south is only 5 feet high, and the statue on it is a copper clepsydra. When any quantity of bodily fluids from a shapechanged creature (Adhafera, Glycon or Vestia) touches the inside of the upper cone, within 12 minutes the copper pillars will resonate and open a dimensional portal. Through the next portal due to appear the enormous antennae of the cockroach Time Deity (10 HD) will probe the room, aging anyone touched by it in 10d4 years. If attacked, the Deity will release 7d10 giant cockroaches and leave.



5. Adhafera's room

Doors: Locked. Keys with Adhafera.

Encounter: The Portal Eater. If on alert, it is empty.

Features: a large chest with human clothes and a high-quality suit of chain mail. A bed covered in silk pillows and a wooden bathtub. Hanging on the east wall there's a half-broken mirror, and below it a tattooing kit in a fine stone box (value: 30 gp) with an inlaid pig motif. 300 sp under the bed in a bag.

6. Treasure room

Doors: Locked. Keys with Adhafera.

Encounter: Vestia, a kidnapped human turned into a giant snail by the magic of the portal. Can still speak.

Features: a large firepit and four stone pillars. Also: one maple longbow, six 2'x3' fine rugs (100 gp), three 31-gal barrel of cheap wine (40 gp), two steel longswords studded with brass (35 gp each), one silver hair net inlaid with elephant ivory (733 gp, belongs to Vestia).

7. Granary

Doors: closed and unlocked.

Encounter: 2 giant cockroaches.

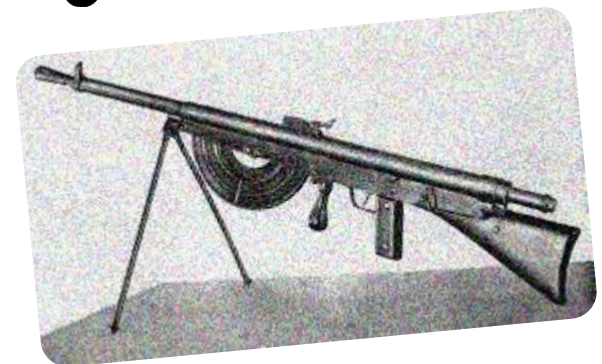
Features: numerous sacks of flour, tuberous roots and dried human meat, plus five ironwood cords of wood (46 sp each), three tapir pelts (5 gp each), one copy of a folk stories book called Sagarana, by J.G.R., bound in grey donkey leather.

8. Barracks

Doors: closed and unlocked.

Encounter: unless on alert, 5d4 goblins will be resting here. They are playing with bone dice, fighting, making flint arrow tips or weaving coconut fiber for clothing. If surprised, half of them will begin the fight unarmed. At least one goblin will be on guard with a rifle and a grenade, and another 3 rifles are scattered in the room. The rest will fight with spears.

Features: an open pit barbecue, billowing smoke and soot. Four stone pillars with numerous hammocks tied to them, and graffiti written with coal line the walls, mocking and cursing Fairmead inhabitants. Under piles of bones and half-burnt wood, the characters will find: a brass spittoon (3 gp), a doll made of dried coconut and bright red paint, a steel +1 shield used as wok pan.





Rich Man's Swamp



Swamp – DM Notes

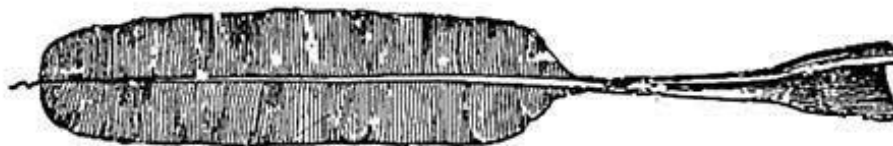
In the northern wetlands of EREWHON grows the primary source of wealth in the island: Mycolol the thick pink mold that covers many of the trees in the swamp. Sought for its analgesic properties, Mycolol is also very addictive when eaten raw, and thus, forbidden in many kingdoms. Herbalists and alchemists pay handsomely those who brave the perils of the swamp and scrape the dead logs with silver tools – as steel destroys the healing properties of the mold.



The fungus goblin

Although Adhafera was the first human to brave EREWHON, legends tell that an unnamed goblin discovered the analgesic properties of Mycolol. It is said that his discovery and large consumption of Mycolol gave him immortality.

When players travel through any swamp hex, they have 25% chance of seeing the goblin. He is very shy and stupid, but deadly when angered (use Troll stats, including regeneration).



Swamp encounters

When entering and/or spending the night in swamp hex, roll 1d4:

- 1 - 2: just miles of gloomy trees and stagnant water.
- 3 - 4: roll on the Swamp Encounters table.

Versilia's salve recipe

1. Melt a handful of beeswax and mix with shea butter and 1.5 lb of pressed Mycolol.
2. Remove from heat and add a cup of lavender essential oil.
3. Quickly and carefully pour into a large glass jar.
4. Consecrate with under a full moon, while waist deep in salt water.
5. Store in a cool, dry place and use as needed.

Swamp encounters

Roll 1d6 (entries with ♦ may only be found once. Roll again).

1. A flock of seagulls addicted to Mycolol sit lazily on the trees, all the fungi in the hex have been eaten. ♦
2. 1d8+2 giant cockroaches hungry and ready to strike.
3. 1d8 giant cockroaches, dozy after consuming Mycolol.
4. Fungal bloom: 1d4+1 22lbs sacks of Mycolol ready for harvest. ♦
5. Bad harvest: enough Mycolol for 1d4-1 22lbs sacks.
6. Fungal infection: the painless spores adhere to the skin and begin spreading. Unless actively searching for infections, the feet will be swollen and pink, and the toenails will fall, making walking very difficult. Constitution or Physique (SS&SS) save to resist.



Hill Temple



Hill Temple

Walls, doors, lighting

The walls of the temple are carved from the hill itself, and very rough. There are no actual doors, but only tapestries that separate each room, with images of people wearing animal skins and emulating their behavior. Apart from room 2, there no light sources. Apart from the numbered rooms, the temple is empty and dusty.



Temple - DM Notes

A relatively recent structure built by recluse monks, allowed to inhabit the island after bribing Regulus with a vast quantity of silver.

This angered his twin brother, Algieba, who killed the head monk and scattered his followers. Now, after being wounded in the head, Algieba is hiding in the temple, searching for means to heal himself.

Temple Room 1

Several wooden shelves line the wall, storing 12 rolls of papyrus. Roll three time for contents each time a papyrus roll is checked:

Roll 1 (1d4)

1. The problem with;
2. The guide to;
3. Great;
4. Possessed;

Roll 2 (1d4)

1. Muffins;
2. Magical Elven Blades;
3. Ungulates;
4. Astronomers.

Roll 3 (1d4)

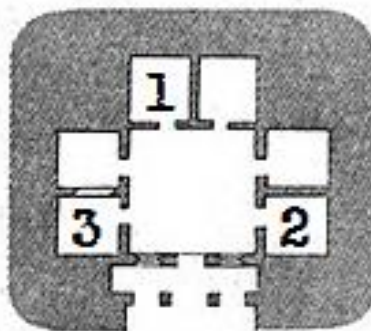
1. ...and Global Warming.
2. ...as a solution to Democracy.
3. ...in battle against the forces of evil
4. ...in the end of times.

Temple Room 2

Algieba kidnapped one of Versilia's helper at the temple, in the hopes of receiving magical healing. The person is handcuffed and starved. Choose a suitable adventure hook:

1. Tito, the temple's janitor. Went insane after writing an RPG Module. Claims to be a wizard.

2. A relative of one of the characters.



Temple Room 3

Door: a tapestry depicting several women wearing bear skins.

Encounter: Algieba (MU7), wounded and angry, with a bandaged head and a bullet fragment that interferes with his spell memorizing. He still enough spells as a level 3 Magic User. When the characters enter the temple, Algieba will come from his room armed with his wand of **Death Fog (SS&SS)** (treat as Acid Fog) (2 charges left) and try to coerce the characters in serving him. He wishes to return to Fairmead, hang Blini for treason and take over the goblin burrow. He is irascible and will not tolerate dissent. May offer characters a small cut in the Mycolol business.

Features: bloody rags, 1d4 rations, keys to handcuffs in room 2, one large flying carpet.

Final words



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Thanks for reading!

This module was inspired by the works of the following people:

Skerples

<https://coinsandscrolls.blogspot.com/>

Gus L.

<http://dungeonofsigns.blogspot.com/>

Peter V. Dell’Orto

<https://dungeonfantastic.blogspot.com/>

Chris Tamm

<http://elfmaidsandoctopi.blogspot.com/>

Jason Sholtis

<http://roll1d12.blogspot.com/>

Diogo Nogueira

<http://oldskulling.blogspot.com/>



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