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ADVENTURE LOCATION SUMMARIES

STELLARIUM OF THE VINTERALF (10)

An abandoned observatory teeters on the edge of a glacier. Wolves, hibernating vinteralf (seal-people), blue lichen, invisible ice dragon.

THE STEEPS OF UR-MENIG (12)

Natural cave system borders the colossal Ur-Menig caves. Carreg (clay people), isopods, cave dragon.

A LITANY IN SCRATCHES (14)

Raiding kobolds are stymied by the crypt full of undead beneath a creepy, ruined monastery. Carnivorous plants, small drake.

MIDDEN OF THE DEEP (85)

A mountain of fossilized wyvern dung crawls with giant insects and the ghosts of dwarven miners. Ichor grubs, monstrous grub-mother.

THE CAGE OF SERIMET (18)

A dying order of paladins keeps watches over a hedonistic summoner's prison. Otherworldly dinner guests, animate statue.

TANNÒCH REST-OF-KINGS (17)

A trio of ogres haunts the ruin of a holy order's tower, looking for the magical secrets of dead sorcerers. Wily nun, bone devils, divine tree.

THE TASK OF ZEICHUS (35)

A fey court is frozen in time by immortality gone wrong. Martoi (fey) nobles, a vampire.

THE COMING OF SORG (27)

Desperate cultists hide from the horrors they've summoned while bickering about what to do. Demonic hunger aberrations.

THE RAID MIRROR (20)

An orc summoner with a portal mirror goes from warlord to regional threat. Blight orcs, demonic spirit, giants, a flying ship.

CIRCLE OF WOLVES (22)

Possessing werewolf spirit tries to free its imprisoned bretheren from beneath a stone circle. Vinteralf, crazy hermit, naive villagers.

THOUGH FLESH BE VAST (24)

An underground dradkin community teeters on the edge of factional collapse. Dradkin, cave horrors, soil mother, vampires.

THE NECROMANCER'S WISH (28)

A Ricalu sorcerer unwittingly turns all who enter his community into Ricalu. Titan isopod, desert lynx.

THE EXTENT OF GAMANDES (30)

Void gulls and the Nuss wage war with Carreg survivors in the ruins of a shattered plane.

THE UNMENED WAY (32)

Retired mercenary giants conduct a secret operation to protect lowland peoples from the mass poisonings of the fey Martoi. Kidnappers, tinkers, giants, fey sorceress.

IN THE CARE OF BONES (36)

Curious giant spiders infest an old shrine of Panur, watched over by the ancestral dead of former pilgrims. Giant carp, spectral priest.

THE LANTERN OF WYV (38)

The floating laboratory-tomb of a gelatinous wizard hangs over a wyvern-patrolled bay.

HOUSE OF THE TYRANT (40)

Guilds maintain a stranglehold over a cliffside trading city, ruled by a secretive, paranoid monster.

FULL-DARK STONE (44)

A blight-ogre mage has tunneled into a hidden Seree spell-engine vault in the hopes of resurrecting his master. Storm seals, jackal-brained automatons.

ORACLE'S DECREE (46)

A mad Heelan sorcerer spreads desertification from a ruined, cliffside fortress-cavern, awaiting in vain for news and orders from homeland. Oracular toad, water shades, mounted lizardmen hunting troupe.

THREE FOR THE GRAVE (48)

Crapsack swamp villages rely on blasphemous rituals to make it through the hard years. Golem babies, demonic wind, parasitized bears.

A CLUTCH OF SHADOWS (50)

A dour garrison defends a conquered dradkin temple against counter-attack. Isopods, golem, chitin drake.

THE CHAINS OF HEAVEN (52)

A mountain-top fortress is the site of a Seree facility for wrenching magic from celestial beings. Sorcerer, Nuss mongrels, avatar of Deel.

THE MOTES OF ETERNITY (54)

A retired guardian turtle-dragon watches over uplifted jungle animals, but it's all going wrong. Void gull archaeologists, the cruel demigod Dendra.

THE SKY-BLIND SPIRE (56)

Ricalu conspire to steal silver from a kastromatic labyrinth-tower. Ricalu, ogre veterans, dire pelicans, undines, spirits of the dead.

NO GOD BUT DISSOLUTION (73)

A sealed tomb is packed with packed with the remains of dead demigods. Skeletal gladiators and numerous dangers.

THE LENSES OF HEAVEN (58)

An astral customs checkpoint has been subverted by the demons it was set up to keep out. Craesten (lobster chef), slewts (newt-people), astral cultists.

THE ROOTS OF AMBITION (60)

Artifact hunters and ambitious druids wage ecological war on a desert plateau. Soil mother (fungal megabeing), onddo (fungal servitors), Heelan, oil demons, giant arthropods.

LAIR OF THE LANTERN WORM (62)

An order of Heelan mystics brave water-filled caverns to worship a time-looping wyrm. Heelan mystics, proudskulls, waterlogged undead.

THE CLEFT OF FIVE WORLDS (64)

Regional overview—the Seree Lycaeum hangs over a massive sinkhole filled with underworld communities. Tcheth, murk stars, automatons, cave stitchers.

THE CALL OF THE LIGHT (66)

A ruined tower houses a lantern that draws and traps hapless remnant automatons, left over from the Seree war with the gods.

VEIL OF THE ONCE-QUEEN

The Martoi fortress of Tanibel is wrapped in fey illusions, making it seem like the thriving city it was in life.

THE MOON IS A MIRROR (70)

An old, shrine-filled palace is home to a legendary seer, replaced by a terrifying inversion. Dogmen, brass soldiers, the moon baby.

THE MERMAIDS' KNOT (74)

A village cult serves up visitors for the experiments of the troll-mermaids up in the 'holy pool'. Sorcerer made of bugs, splice hydra.

BASILICA OF THE LEPER MESSIAH (78)

A lich peddles influence from a walled-in leper colony, and plots to overthrow the earth. Quietus skeletons, gray monoliths, ermine demon.

THE SHATTERED GATE (80)

A gnome outcast plays preacher to a choir of animals, mutated by energies leaking from an spell engine far below the swampy ruins.

CITY OF THE CARREG (82)

Within the Ur-Menig is a besieged city, barely held against a tide of monstrous invaders.

SIRENS OF BLOOD AND SEA (86)

Man-eating sirens worship an ancient sea goddess, and help local women get revenge. Giant crab.

MULCIBER'S FLUTE (88)

Far below the ground, a flute-playing devil rules an infernal landscape. Cultists, demon wretches, pit lords, Mulciber.

CAN'T SLEEP—CLOWNS (90)

A troupe comes to town, bringing delights, insomnia, and a nightmarish dream eater.

THE GOD UNMOVING (92)

A pirate-controlled island worships a fearful octopus, divine remnant of a drowned nation. Undead reavers, garfish, the god unmoving.

DO IT FOR THE BEAST (94)

A Seree spell guardian under the influence of a demonic Power builds an entourage of cloned cultists in a cursed cavern temple.

HIS ETERNAL PROGRESS (96)

An emperor tortoise leads a ghostly procession, dogged by a needling sorcerer, bandit wasps, and a reality-bending toad.

THE SORCERER'S FEAST (98)

The manor of a long-dead sorcerer still displays his favorite memories and most dangerous possessions. Sylph spider, magical boards.

HAUNTING OF HAINSLEY HALL (43)

Ghosts need help dislodging an unwelcome squatter from their creepy old mansion.

THE MAN FROM BEFORE (100)

The children of an oil-gathering village risk everything to help a hidden giant. Apocalypse larva, sorcerer giant, sphere of needles.

THE WAGONER'S TABLE (102)

A Seree-era tribute wagon propels itself through wintry mountain paths, on a mission of generosity. Demon wolves.

THE RAINDRINKERS (104)

Five nomadic clans who avoid the strange weapons of the Martoi by drinking only rain.

THE MOUTH OF SPRING (106)

Beneath a quiet shrine is a flooded cavern and a powerful initiatory journey for the wives of spring. Crawdad sorcerer, selkis (seals), tentacled malak.