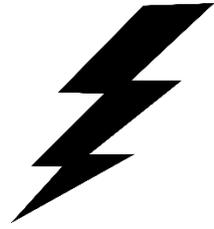


Brotherhood of Gorm

Leader: Grand Master Kanadius (Kane)



Description

They worship Gorm, god of justice, war, and storms. A lightning bolt is their symbol. They are stern, generally duty-bound, but willing to listen. They believe justice is only tempered by mercy.

The Brotherhood takes a “day off” to worship Gorm on the 4th day of each week. This is completed first by saying the Gormal prayers individually, then delivering justice among their community (disagreements are solved by higher-ups), and finally by communal worship in the evening.

Common Sayings

(Bad) The thunder of Gorm rumbles... (Good) Gorm’s justice has been delivered.

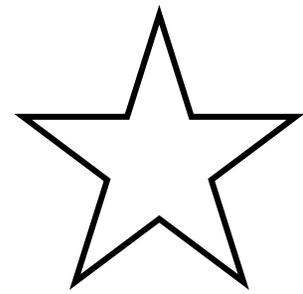
Brotherhood of Gorm Hierarchy

- Follower of Gorm – Non-fighter characters that joined the brotherhood (stuck at this lvl)
- **Brother** – Fully initiated members are given this title
- **Brother NAME, the _____** - A Brother that accomplishes a celebrated deed
- **Lieutenant** – A celebrated brother that accomplishes a *significant* deed
- **Master** – A lieutenant who is able to snag a high position due to internal politics
- **Grand Master** – Only 1 of.

Average Member: Use **GUARD (mm347)** stats. ML 8.

Brotherhood of Gorm Equipment and Offerings

Cost	Item	Details (If Any)
10 gp	Padded Armor	AC: 11 + Dex modifier (stealth disadvantage)
100 gp	Chain Shirt	AC: 13 + Dex modifier (max 2)
150 gp	Chain Mail	AC: 16
50 gp	Shortbow	20 arrows: 1d6 piercing
30 gp	Longsword	1d8 slashing
4 gp	Barrel	By order only
2 gp	Bedroll	By order only
1 gp	Blue Tunic	
?	Item by Order Request	Wood and Iron only
1 gp	Ladder	By order only
10 gp	Hooded Lantern	Oil 1 gp per flask
4 gp	Manacles	By order only, comes w/ key
4 gp	Iron Pot	
2 gp	x10 Iron Spikes	
1 sp	Torch	
10 gp	Wooden Chest	If key wanted, by order only, and add 2 gp
30 gp	Cart	By order only
1 gp	1 Day Rations	



Magi of Usamigaras

Leader: Auriga Sirkinos, Chief Mage of Usamigaras

Description

They worship Usamigaras, god of healing, messengers, and thieves. They are all neutral magic users, thieves, or clerics. They wear silver masks created in the style of a smiling child.

The right palm of each member is marked with silver lines in the shape of a five pointed star. They look down upon dwarves and fighters. Worship for Usamigaras occurs when the stars and planets align in certain ways.

Common Sayings

(Bad) Usamigaras speaks in riddles... (Good) The planets have aligned!

Magi of Usamigaras Hierarchy

- Follower of Usamigaras – Non-magic users, elves, thieves, and clerics (stuck at this lvl)
- **Child of Usamigaras** – Fully initiated members are given this title
- **Crowned Child of Usamigaras** - A child that accomplishes a celebrated deed
- **Battlemage** – A celebrated crowned child that accomplishes a *significant* deed
- **Right/Left Hand** – Battlemages who can politic to be the right/left hand of chief.
- **Chief Mage of Usamigaras** – Only 1 of.

Average Member: Use CULT FANATIC (MM 345) stats, but only w/ spells on page 9. ML: 8

Magi of Usamigaras Equipment and Offerings (other requests considered)

Cost	Item	Details (If Any)
10 gp	Leather Armor	AC: 11 + Dex modifier
90 gp	Studded Leather Armor	AC: 12 + Dex modifier
4 gp	Dagger	1d4 piercing
5 sp	Greatclub	1d8 bludgeoning
50 gp	Book	Topic by request only
4 gp	Glass Bottle	
50 gp	Climber's Kit	By order only
1 gp	Rainbow Robe	
2 gp	Item by Order Request	Many magic user, priest, and thief items
50 gp	Component Pouch	
10 gp	Healer's Pouch	
10 gp	Holy Symbol (Usamigaras)	Other by order request (and persuasion success)
50 gp	Holy Water	1 flask
15 gp	Ink, Pen, 5 pieces of paper	
150 gp	Potion of Healing	
20 gp	50' Silk Rope	
50 gp	Thieves Tools	
1 gp	1 Day Rations	

Warrior Maidens of Madarua

Leader: Pandora, Madura's Champion

Description

They worship Madura, god of birth, death, and the changing of seasons. They wear bronze masks in the form of a woman, Madura.

They worship Madura on a special holy day on the first day of each new season. Each member has a small sickle-shaped scar on the inside of their left wrist.

Common Sayings

(Bad) We reap what has been sowed... (Good) Madura provides a harvest of plenty.

Warrior Maidens of Madura Hierarchy

- Follower of Madura – Non-fighter characters that joined Madura (stuck at this lvl)
- **Maiden** – Fully initiated members are given this title
- **SEASON Maiden** – Gets to choose season. A Maiden that accomplishes a celebrated deed
- **Scout** – A celebrated Maiden that accomplishes a *significant* deed
- **Commander** – A Scout who is able to snag a high position due to internal politics
- **Madura's Champion** – Only 1 of.

Average Member: Use **GUARD (mm347)** stats, or **BANDIT CAPTAIN (MM 344)** stats. ML 8.

Warrior Maidens of Madarua Equipment and Offerings (other requests considered)

Cost	Item	Details (If Any)
20 gp	Leather Armor	AC: 11 + Dex modifier
400 gp	Splint Mail	AC: 17, By order only
150 gp	Chain Mail	AC: 16
20 gp	Shield	AC: +2
50 gp	Light Crossbow	20 bolts: 1d8 piercing
30 gp	Longsword	1d8 slashing
2 gp	Spear	1d6 piercing
1 gp	Green Tunic	
?	Item by Order Request	Bronze and Leather only
4 gp	Light Hammer	1d4 bludgeoning
4 gp	Backpack	
1 gp	Bedroll	
20 gp	Bullseye Lantern	Oil 1 gp per flask
3000 gp	Plate Mail	AC: 18, by order only
1 sp	Torch	
1 sp	Dart	1d4 piercing
1 gp	Sling	20 stones: 1d4 bludgeoning
1 gp	1 Day Rations	



Wandering Monsters Tiers 1 and 2

Default DC: 14

Roll 1d6 for a wandering monster when one of the following occur.

- Enter an empty room cleared from a previous session (-3 modifier)
- Take a short or long rest in a non-safe area
- A loud noise or stupid event occurs, the PCs are arguing too long, etc. (-2 modifier)

A result of 1 or lower means the group encounters a wandering monster.

d10	Wandering Monster	How Many	Description
1-2	Cave Locust	2d4	3' long gray grasshoppers, immune to poison and mold. If disturbed, will panic and jump 60' in a random direction (1/6 chance at party). They deal 1d4 jumping damage, and may continue to bite for 1d2 damage. If frightened (surprised and disturbed), they will shriek loudly, giving a 2/6 chance of attracting another wandering monster, and release a brown goo at what frightened them. Save vs poison to be sick for 1 turn of combat. Goo can be washed off. ML 5.
3	Giant Centipede (mm 323)	1d4	Centipedes scavenge the dungeon for fresh corpses. If cornered, they will fight. ML 7.
4	Gray Ooze (mm 243)	1d2	Gray Ooze are the garbage collectors of dungeons. They ooze along, digesting anything in its path for energy. It's unthinking, and will fight to the death (everything is food). ML 12.
5	Goblin Sneaks (mm 166)	2d4	Roll 1d4: (ML 8). 1 or 2-Looking for a victim to kidnap and feed to Zargon. 3 or 4-Found a victim, taking victim to Zargon (Roll 1d6. On 1-3, a Cynidicean, on a 4-6, Brother of Gorm).
6-8	Cynidicean	?	Roll on page 26 of the module
9-10	Patrol from the Brotherhood of Gorm	4	The Brotherhood is patrolling this area to keep tabs on territory, and keep an eye out for goblins and other dangerous creatures. ML 8.

Then roll 1d6 to determine the encounter proximity. If the proximity doesn't make sense given the situation, move one step in that direction until the proximity does make sense.

d6	Encounter Proximity	Description
1	Immediate Surprise	The characters turn the corner or open the door, and are immediately face to face with the encounter. Immediate initiative.
2	Visible, but near	The characters see the encounter across the hallway, in the room, or coming around the corner just in front of them. Initiative, but with space for a reaction.
3	Visible, but far	The characters can see the encounter at the end of the hallway, at the back of the room, or just coming around the corner. A full action before contact.
4-5	Sounds of...	The characters hear sounds of the encounter, just down the hallway, around the turn, or behind the door. Time to prepare or avoid.
6	Signs of...	The characters see signs of the encounter – streak marks, blood, scat, a broken mask, torn cloth, tracks, etc. Option to pursue or avoid.

Wandering Monsters Tiers 3 and 4

Default DC: 15

Roll 1d6 for a wandering monster when one of the following occur.

- Enter an empty room cleared from a previous session (-3 modifier)
- Take a short or long rest in a non-safe area
- A loud noise or stupid event occurs, the PCs are arguing too long, etc. (-2 modifier)

A result of 1 or lower means the group encounters a wandering monster.

d10	Wandering Monster	How Many	Description
1-2	Giant Bat (mm 323)	1d4	The bats will swarm, peck, and poke the PCs, and will flee after a morale check of 8 is failed (rolled over).
	Swarm of Bats (mm 337)	1d4	The vampire bat has twice the HP of a giant bat, but has venom that requires a constitution save vs Paralysis. Any character failing the save will be unconscious for 1d10 rounds.
	Vampire Bat	x1	A character killed with vampire bat venom in them becomes an undead creature 24hours after death. ML 8.
3	Poison Snake (mm 334)	1d4	If a 3 is rolled for how many, a Swarm of Poison Snakes are encountered (mm 338). ML 7.
			If a 4 is rolled for how many, a Spitting Cobra is encountered (use mm 338). Spitting Cobras can, once per battle, spit venom up to 6'. Victim must save vs dexterity or be it. Save vs constitution or be blinded (w/ partial save starting at 9, causing temporary blindness for 1d4 hours per less than 15).
4	Bortherhood of Gorm	2d4	See page 8 of module. ML 8.
5	Magi of Usamigaras	1	See page 8 of module. ML 8.
6	Warrior Maidens of Madarua	2d4	See page 8 of module. ML 8.
7-9	Cynidicean	?	Roll on page 26 of the module.
10	Hobgoblin Sneaks (mm 186)	2d10	Roll 1d4: (ML 8.) 1 or 2-Looking for a victim to kidnap and feed to Zargon. 3 or 4-Found a victim, taking victim to Zargon (Roll 1d6. On 1-3, a Cynidicean, on a 4-6, another faction). If How many roll is over 10, they are raiding a faction instead.

Then roll 1d6 to determine the encounter proximity. If the proximity doesn't make sense given the situation, move one step in that direction until the proximity does make sense.

d6	Encounter Proximity	Description
1	Immediate Surprise	The characters turn the corner or open the door, and are immediately face to face with the encounter. Immediate initiative.
2	Visible, but near	The characters see the encounter across the hallway, in the room, or coming around the corner just in front of them. Initiative, but with space for a reaction.
3	Visible, but far	The characters can see the encounter at the end of the hallway, at the back of the room, or just coming around the corner. A full action before contact.
4-5	Sounds of...	The characters hear sounds of the encounter, just down the hallway, around the turn, or behind the door. Time to prepare or avoid.
6	Signs of...	The characters see signs of the encounter – streak marks, blood, scat, a broken mask, torn cloth, tracks, etc. Option to pursue or avoid.

Wandering Monsters Tier 5

Default DC: 16

Roll 1d6 for a wandering monster when one of the following occur.

- Enter an empty room cleared from a previous session (-3 modifier)
- Take a short or long rest in a non-safe area
- A loud noise or stupid event occurs, the PCs are arguing too long, etc. (-2 modifier)

A result of 1 or lower means the group encounters a wandering monster.

d10	Wandering Monster	How Many	Description
1	Swarm of Scarab Beetles (mm 338)	2d4	The Scarab beetle's bite damage does double what is stated in the Monster Manual. ML 9.
2	Wererats (mm 209)	1d6	The wererats will act like Cynedicians, and either attack or flee at the right moment. ML8.
3	Giant Lizard (Tuatara) (mm 266)	1	Use Salamander stats, but spear attack as bite. ML 6.
4	Driver Ant (mm 21)	2d4	No acid attack, but will fight to their death. Infinite Morale.
5	Rust Monster (mm 262)	1	This particular Rust Monster escaped from the Magi of Usamigaras. ML 7.
6-8	Cynidicean	?	Roll on page 26 of the module
9-10	Thoul Zargon Priests (mm 148)	1d4	Use Ghoul stats in MM. These are Hobgoblins that have been magically enhanced by Zargon. They regenerate 1 hit point per round. 50% chance they are searching for prisoners to return to Zargon, and 50% chance they already have a prisoner (1d6: 1-3 is Cynedician, 4-6 is one of the factions). ML 10.

Then roll 1d6 to determine the encounter proximity. If the proximity doesn't make sense given the situation, move one step in that direction until the proximity does make sense.

d6	Encounter Proximity	Description
1	Immediate Surprise	The characters turn the corner or open the door, and are immediately face to face with the encounter. Immediate initiative.
2	Visible, but near	The characters see the encounter across the hallway, in the room, or coming around the corner just in front of them. Initiative, but with space for a reaction.
3	Visible, but far	The characters can see the encounter at the end of the hallway, at the back of the room, or just coming around the corner. A full action before contact.
4-5	Sounds of...	The characters hear sounds of the encounter, just down the hallway, around the turn, or behind the door. Time to prepare or avoid.
6	Signs of...	The characters see signs of the encounter – streak marks, blood, scat, a broken mask, torn cloth, tracks, etc. Option to pursue or avoid.

Faction Event Roll

After each session, roll 1d20 for each faction. The result will impact the how the characters can interact with that faction during the next session.

d20	Event	Description
1	Fire	One room in faction is charred. Items with wood on them are unavailable this session.
2	Recent Death	A 3 rd level ranking member of the faction was recently killed. Cremation ceremony is occurring. Character advancement is possible.
3	Turncoat	A member of the faction was recently exposed as a spy. Suspicion is very high, persuasion checks required.
4	Skirmish Victory	A small skirmish occurred between factions. Spirits are high, requests and orders are granted.
5	Major Battle Victory	Only vs faction at war with. Have stuff from that faction for sale.
6	Faction Sickness	If PCs stick around, constitution roll. Failed means disadvantage on all future constitution rolls this session, and 1d10 temp HP loss.
7	Trouble in Little China	Quest to clear a certain room due to trouble w/ monsters there.
8	Supply Shortage	Random item material unavailable for this faction.
9	Lost Group	A small group in the faction is lost in the pyramid, go find them.
10	Under Attack	Right now! A small group is under attack somewhere in the pyramid, messenger barely got out. Go support and save the group.
11	Cynedician Feast	Cynedicions found the faction, feast currently occurring.
12	Faction Famine	Rations not available with the faction.
13	Rumor	New monster was seen in a repopulated room.
14	Escort Mission	Get an important group member to the room with the passage that leads to the Underground City.
15	Holy Day	The faction is unavailable for anything today, as it's a day of worship.
16	Kidnapped	A member of the faction has been kidnapped. Sorrow in the faction, as the member is now a victim of Zargon.
17	High Costs	Faction is gearing up for battle (maybe in underground city), weapons and armor cost double.
18	Odd Finding for x2 PCs	Faction has found an item that would benefit a PC. Item is available at faction for purchase. Item will be held if PC cannot pay for it at this time.
19		
20		

Faction Relationship Table	Brotherhood of Gorm	Magi of Usamigaras	Warrior Maidens of Madarua	Priests of Zargon	Goblins
Brotherhood of Gorm	X	X	X	X	X
Magi of Usamigaras		X	X	X	X
Warrior Maidens of Madarua			X	X	X
Priests of Zargon				X	X
Goblins					X

1-At War

2-Enemies

3-Uneasily Neutral

4-Friendly

5-Active Allies