

THE PIT! THE PIT!

- an adventure by McGravin

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Three weeks ago, a falling star slammed into the base of a hillside, shattering stone and blasting a hole deep into the earth. Now wind moans over the mouth of the pit, sounding strangely like voices. Voices calling for you to descend into... THE PIT!

At the top of the hill, the soldiers evacuated the hill fort when the falling star struck, but it has been occupied by the cultists who summoned the Starheart. Now they prepare for a ritual to use the Starheart to destroy the world!

Below the hill fort, the old mines are full of undead, the miners who were trapped there long ago when the main entrance collapsed.

Under the old mines, the caves are full of troglodytes who feast upon any meat that comes within reach.

In the kobold tunnels, the wily reptilians defend their home with traps and ambushes, disappearing down escape tunnels when confronted. They use a secret tunnel to the village to raid for food.

They also have constructed a makeshift and rickety bridge to the other side of the chasm.

The kobolds revere a great dragon who has taken over an abandoned network of dwarven halls and now lies slumbering upon a hoard of treasure. The impact of the Starheart may have roused the dragon from its torpor.

At the lowest level of the dungeon, adjacent to the lava pools and through a secret door, someone has been mining their way to the Starheart and is close to breaking through.

The Starheart itself punched a deep hole and lies at the center of a deep chamber, difficult to access. It is a solid fragment of the Void, and a very powerful artifact in the right hands. In the wrong hands, it could spell death and destruction for the entire world.

1 sq. = 10' tall x 10' wide

to the village

village tunnel

kobold tunnels

hidden nest

DRAGON LAIR
(formerly great hall)

dwarven halls

water sump

lava pools

the
STARHEART