

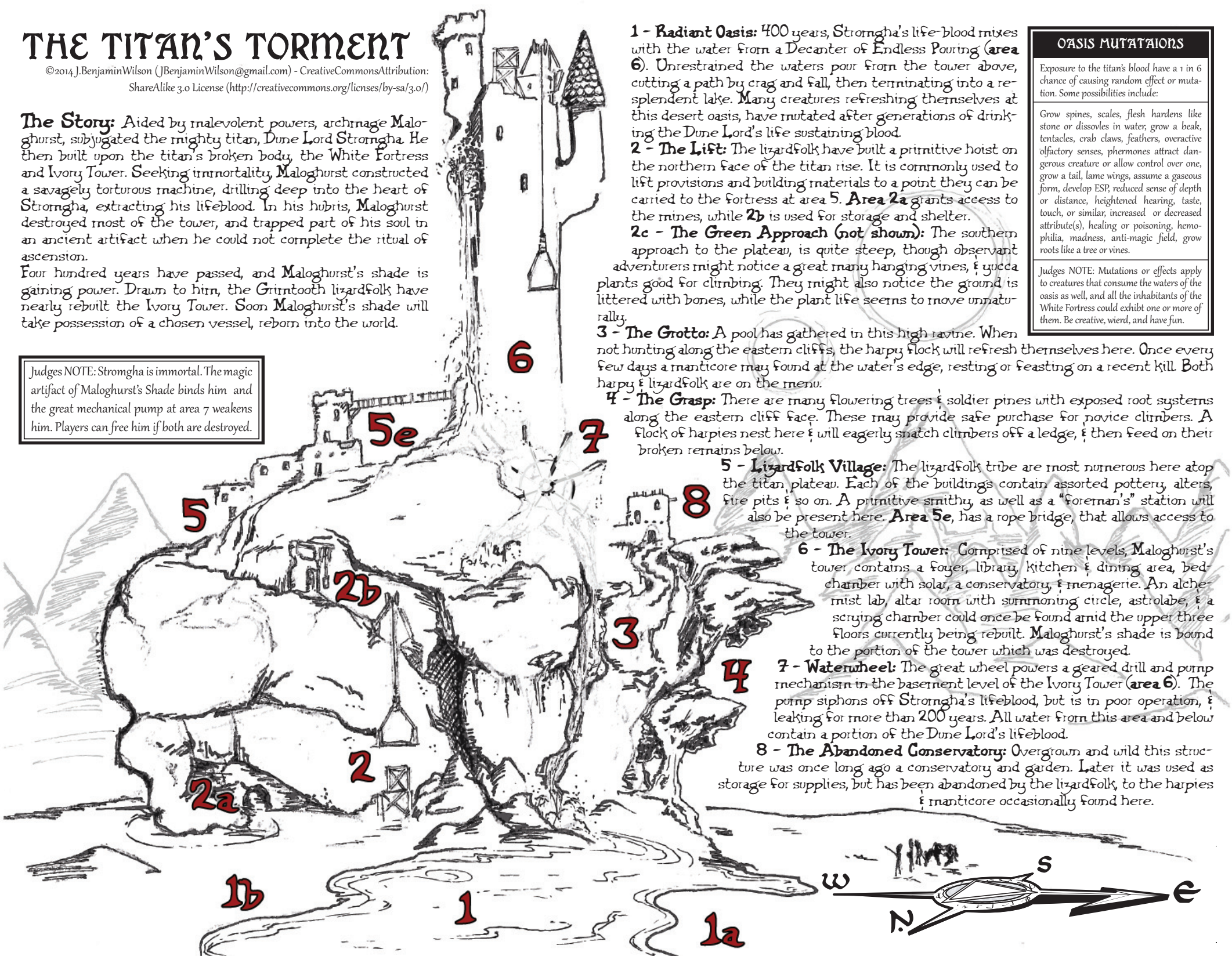
THE TITAN'S TORMENT

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The Story: Aided by malevolent powers, archmage Maloghurst, subjugated the mighty titan, Dune Lord Stromgha. He then built upon the titan's broken body, the White Fortress and Ivory Tower. Seeking immortality, Maloghurst constructed a savagely torturous machine, drilling deep into the heart of Stromgha, extracting his lifeblood. In his hubris, Maloghurst destroyed most of the tower, and trapped part of his soul in an ancient artifact when he could not complete the ritual of ascension.

Four hundred years have passed, and Maloghurst's shade is gaining power. Drawn to him, the Grimtooth lizardfolk have nearly rebuilt the Ivory Tower. Soon Maloghurst's shade will take possession of a chosen vessel, reborn into the world.

Judges NOTE: Stromgha is immortal. The magic artifact of Maloghurst's Shade binds him and the great mechanical pump at area 7 weakens him. Players can free him if both are destroyed.



1 - Radiant Oasis: 400 years, Stromgha's life-blood mixes with the water from a Decanter of Endless Pouring (area 6). Unrestrained the waters pour from the tower above, cutting a path by crag and fall, then terminating into a resplendent lake. Many creatures refreshing themselves at this desert oasis, have mutated after generations of drinking the Dune Lord's life sustaining blood.

2 - The Lift: The lizardfolk have built a primitive hoist on the northern face of the titan rise. It is commonly used to lift provisions and building materials to a point they can be carried to the fortress at area 5. **Area 2a** grants access to the mines, while **2b** is used for storage and shelter.

2c - The Green Approach (not shown): The southern approach to the plateau, is quite steep, though observant adventurers might notice a great many hanging vines, & yucca plants good for climbing. They might also notice the ground is littered with bones, while the plant life seems to move unnaturally.

3 - The Grotto: A pool has gathered in this high ravine. When not hunting along the eastern cliffs, the harpy flock will refresh themselves here. Once every few days a mantichore may found at the water's edge, resting or feasting on a recent kill. Both harpy & lizardfolk are on the menu.

4 - The Grasp: There are many flowering trees & soldier pines with exposed root systems along the eastern cliff face. These may provide safe purchase for novice climbers. A flock of harpies nest here & will eagerly snatch climbers off a ledge, & then feed on their broken remains below.

5 - Lizardfolk Village: The lizardfolk tribe are most numerous here atop the titan plateau. Each of the buildings contain assorted pottery, alters, fire pits & so on. A primitive smithy, as well as a "foreman's" station will also be present here. **Area 5e**, has a rope bridge, that allows access to the tower.

6 - The Ivory Tower: Comprised of nine levels, Maloghurst's tower contains a foyer, library, kitchen & dining area, bed-chamber with solar, a conservatory, & menagerie. An alchemist lab, altar room with summoning circle, astrolabe, & a scrying chamber could once be found amid the upper three floors currently being rebuilt. Maloghurst's shade is bound to the portion of the tower which was destroyed.

7 - Waterwheel: The great wheel powers a geared drill and pump mechanism in the basement level of the Ivory Tower (area 6). The pump siphons off Stromgha's lifeblood, but is in poor operation, & leaking for more than 200 years. All water from this area and below contain a portion of the Dune Lord's lifeblood.

8 - The Abandoned Conservatory: Overgrown and wild this structure was once long ago a conservatory and garden. Later it was used as storage for supplies, but has been abandoned by the lizardfolk, to the harpies & mantichore occasionally found here.

OASIS MUTATIONS

Exposure to the titan's blood have a 1 in 6 chance of causing random effect or mutation. Some possibilities include:

Grow spines, scales, flesh hardens like stone or dissolves in water, grow a beak, tentacles, crab claws, feathers, overactive olfactory senses, pheromones attract dangerous creature or allow control over one, grow a tail, lame wings, assume a gaseous form, develop ESP, reduced sense of depth or distance, heightened hearing, taste, touch, or similar, increased or decreased attribute(s), healing or poisoning, hemophilia, madness, anti-magic field, grow roots like a tree or vines.

Judges NOTE: Mutations or effects apply to creatures that consume the waters of the oasis as well, and all the inhabitants of the White Fortress could exhibit one or more of them. Be creative, wierd, and have fun.

