

The story

This is a set of carved rooms and caverns that was once home to the Edneim, an intelligent race of goblins. They fled to this world through the elemental plane of water after a long history of being hounded by the followers of the god of dragons. Eventually, one of the dragons was able to find them here and invaded with a force of kobolds and trolls and destroyed them. The invading force then settled here to live.

Encounters

- 1 Giant beetles are milling around the refuse heaps. These are fed by the kobolds, who are under the mental domination of Kithiktil, the blue dragon.
- 2 Trolls: also under the domination of the dragon.
- 3 Kobolds, no shaman: These are wandering groups of kobolds. They will attempt to kill anything they come across.
- 4 Kobolds, with shaman: The shaman will be curious about invaders, and there is a chance they will try communication first.
- 5 Kobold shaman, alone: these shamans are engaged in religious observances, and will definitely try to communicate. They are in telepathic contact with Kithiktil, who they believe to be a god.
- 6 Kobold leader: Seated on the former throne of the chieftain of the Edneim. Will attempt to communicate, but will likely end by attacking.
- 7 Kithiktil, the blue dragon: Kithiktil's lair is the former main altar of Edne, and he is surrounded by the bodies of dead goblins.

Portals

- 1 Stone door, ajar, bolt: This is a formerly bolted stone door that stands ajar, leading from the spiral staircase.
- 2 Secret door: This secret door opens into a tunnel that leads into the room that holds the portal to the elemental plane of water the Edneim originally entered through. It has not been found by the kobolds.
- 3 Stone doors, double, ajar: Doors left standing open.
- 4 Water portal: the original portal through which the Edneim came. It can only be manipulated by beings capable of wielding divine magic from the water element.
- 5 Trap door, floor: A trap door and ladder leading down to the next level of the dungeon. Both this door and the spiral

staircase at the other end of the dungeon level were used to raid other levels for resources.

Map Key:

- 1 Spiral stairs descending from an upper floor.
- 2 Refuse heaps: This is where the Edneim stored their garbage.
- 3 Clan residences: Each of these areas housed a small number (up to 30) of the survivors of the clans of the Edneim.
- 4 Blacksmithing area: Tools and weapons were created here. Nearby is a table with forged weapons and tools lying on it.
- 5 Everyday shrine: the larger altar is meant for larger community functions; small groups of worshippers meet at this shrine for more daily observances and for education.
- 6 Market: Goods were exchanged here, including food, textiles, and tools.
- 7 Communal eating area: located near a shrine. Communal feasting area during religious observances.
- 8 Great hall: the chieftain heard community business here.
- 9 Main altar: For the major religious observances, the shamans would travel to this altar to communicate with Edne by canoe.
- 10 Barracks: The Edneim defensive forces were housed here, to prevent creatures from the lower dungeons from invading.