

LEVEL 1 ADVENTURE MODULE

FIFTH EDITION FANTASY #12

THE FORGOTTEN HIVE

BY BOB BRINKMAN



THE FORGOTTEN HIVE

BY BOB BRINKMAN • COVER ARTIST: DAVID GRIFFITH

EDITOR: RICHARD JANSEN-PARKES

ART DIRECTOR: JEREMY MOHLER • INTERIOR ARTIST: CHRIS YARBROUGH

CARTOGRAPHER: KEITH CURTIS • INTERIOR LAYOUT: JAMIE WALLIS

DEVELOPER: CHRIS DOYLE • PLAYTESTERS: (THE DUNGEON GAMES CREW) TIMOTHY "DICK TIM" BATES, BILLY JOHNSON, SARA MANGAN, AMY PETRIK, JOHN PETRIK, LARA SERRA, AND BLAKE SVTER.



VISIT US ONLINE AT:

WWW.GOODMAN-GAMES.COM



Get digital updates and corrections free! Use the coupon code below on this title at www.rpgnow.com to receive a free digital copy of this module plus any updated editions as they are published.

This printing of **Fifth Edition Fantasy #12: The Forgotten Hive** is done under version 1.0 of the Open Gaming License, and the System Reference Document by permission from Wizards of the Coast, Inc. Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0: **Fifth Edition Fantasy #12: The Forgotten Hive**, all proper nouns, capitalized terms, italicized terms, artwork, maps, symbols, depictions, and illustrations, except such elements that already appear in the System Reference Document or have been released as Open Content.

Designation of Open Content: Subject to the Product Identity designation above, such sections of creature and NPC statistics as derive from the SRD are designated as Open Gaming Content.

Some of the portions of this book which are delineated OGC originate from the System Reference Document and are copyright © 1999, 2000 Wizards of the Coast, Inc. The remainder of these OGC portions of these book are hereby added to Open Game Content and, if so used, should bear the COPYRIGHT NOTICE "Fifth Edition Fantasy #12: The Forgotten Hive", copyright © 2016 Goodman Games, all rights reserved, visit www.Goodman-games.com or contact info@Goodman-games.com

Fifth Edition Fantasy #12: The Forgotten Hive is copyright © 2018 Goodman Games. Open game content may only be used under and in the terms of the Open Game License. Goodman Games is not affiliated with Wizards of the Coast™. Goodman Games makes no claim to or challenge to any trademarks held by Wizards of the Coast™.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogues, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities;

places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent

that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License. 6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game

Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE
Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.
System Rules Document Copyright 2000 Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Fifth Edition Fantasy #12: The Forgotten Hive, copyright © 2018 Goodman Games, all rights reserved, visit www.Goodman-games.com or contact info@Goodman-games.com

THE FORGOTTEN HIVE

By Bob Brinkman

The *Forgotten Hive* is an adventure designed for use with the 5th edition of the first fantasy role playing game. It is intended for four to six characters of 1st level. A variety of character classes is suggested for exploring the subterranean catacombs and facing the threats they contain.

The adventure can be dropped into virtually any frontier locale, with the characters being given word about recent events from locals or perhaps having been drawn to the location to fight in the conflict that has now suddenly ended.

BACKGROUND

Not too long ago, goblinoid forces from a rival kingdom began laying siege to a border keep. The attackers dispatched sappers with orders to burrow through the ground and breach the walls of the keep, but to the shock of the goblins a large portion of the outer wall collapsed into the ground much earlier than expected, crushing them. The sappers, it seemed, had unwittingly burrowed under an already existing cavern system and had no idea of how rapidly things would collapse.

The battle was immediately joined and the defenders carried the day, but with the ruined keep providing little to no protection the human forces retreated and now the it lies abandoned. This leaves the newly exposed caverns ripe for exploration.

Meanwhile, beneath the earth...

It has long been known that the most feared and reviled enemy of elvenkind was driven below the surface, far away from the light of the sun. However, while that statement may be true, the drow were not actually the most feared or most evil of elven foes. Indeed, like other elves, the drow continue to live in harmony with their subterranean environment even while waging war on the lands above.

There was another race, elven in appearance yet more closely related to plant-based myconids, which posed a greater threat. These malltod were the true threat - true underground dwellers from history unwritten and a pestilent blight on the world above. Unrestrained they would lay vast areas to waste until, at long last, elven-kind waged war to wipe their horrific kin from existence. They very nearly succeeded.

Unbeknownst to the world above, several malltod colony hives survived, sealed away from the surface like traps waiting to be sprung. Like ordinary fungi, the malltod can lay dormant for hundreds of years before awakening and taking root when the conditions are right. Now, one such hive has been accidentally breached and an ancient evil begins to awaken.

While the malltod caverns may at first appear to be uninhabited by intelligent humanoids, the adventurers will gradually come to realize that the caverns harbor a grave threat that grows stronger by the day. The malltod are waking up and they – and their servants – are hungry.

Like a plague of locusts, their numbers are beginning to grow and, should the hive become strong enough, then torrents of malltod will flood onto the surface and devour all in their path.

MALLTOD HISTORY

The war against the malltod took place over a millennium ago, and much of the history of that time has been lost or forgotten by all but the most serious of sages.

When they first encounter evidence of the malltod, elf characters succeeding on a DC 20 Intelligence (History) check have heard of the species and may recall scraps of information about when the GM deems it appropriate (such as first contact with them).

Such information should be very limited but certainly could include their locust-like propensity for swarming through an area and devouring all plant-life.

OVERVIEW

As they are probably unaware of the danger they are in, the party must piece together the evidence before them, sort legend from fact and act swiftly lest the blight of the malltod be unleashed.

In addition, there are cannibalistic kobolds - the last of a dwindling tribe, long trapped beneath the earth - who pose additional danger. There is no truly 'safe' haven for the characters within the confines of the caverns; they are hostile invaders in a place that was never meant for them. However, the malltod must be stopped, for if even one escapes, the dreadful chain starts anew.

The adventure is ripe with opportunities for expansion and has several potential threats that can return to bedevil the characters later. Ambitious GMs can allow the party to delve into the sappers' tunnels below, or explore the ruined keep above. There even exists the possibility of reuniting the cannibal kobolds with their long-lost kinsmen (to probably horrific result).

ADVENTURE HOOKS

The GM can choose where the adventurers first hear of the caverns, although it is recommended that the ruined keep be remote as this allows the travel to build suspense. The chance to be the first to explore a previously unknown cavern system in a search for riches should appeal to most adventurers just starting to try to make a name for themselves.

Beyond the obvious curiosity, there are a number of secondary reasons for the heroes to journey to the caverns. Some suggested adventure hooks are:

Escape. While escaping from a goblin war band, the characters stumble across the entrance to the cave system lying in the shadow of the ruined keep. The caves offer potential safety by providing the ability to assume a defensive posture against the goblins - so long as the caves are cleared out.

Quest. Rumors of the great treasures that must lie within such an ancient and hidden cavern system reach the ears of the characters. Certainly, if the caves were unknown and sealed away for so long they must have been intentionally hidden to protect some great secret. Perhaps rumors of the imperial burial chamber are real!

War. The siege of the keep was only one facet of ongoing hostilities. Characters may be working for either side of the conflict, have been conscripted into the military, or even be seeking to escape it as refugees. There are several military missions that could justify the characters being in the area, such as:

- Scouting out the crumbling remains of the keep in search of abandoned supplies.
- Setting up an ambush in hopes of disrupting goblin raiding parties.
- Finding maps of troop movements said to have been with the sappers.
- Exploring the sappers' tunnels for a concealed route behind enemy lines.

UNCHARTED AREAS

There are several areas included on maps and mentioned in the adventure that are deliberately omitted from the adventure text. These areas are not essential to the adventure itself but are included here to spark the imagination of the GM and allow them to expand into those areas as they wish.

BEGINNING THE ADVENTURE

The adventure does not delve into the various ways the characters could find themselves en route to the caves but instead focuses on what follows. Begin by reading the following text aloud.

The journey to the caves has been a long one. A week from the closest outpost of civilization, the now ruined keep lays along the disputed border with the goblin lands to the west. It has been a month since the keep quite literally fell and things in the area have quieted down. Troops have moved on to their next skirmishes and things seem safe enough for exploration into the newly revealed cave system.

Travel to the area, and the amount of time required, is left to the GM's discretion, although the journey should take at least one week if departing from a city or nearby village.

GENERAL FEATURES

Conditions. The cave system has long been sealed away, with only a small vent opening to the surface. While the air is safe to breathe, it is dank and foul smelling. The