

The Blighted Rift, once a dwarven homeland of great wealth, this rift valley is now overrun with poisonous blight gas and undead rotters. The few dwarves remaining fight a hopeless battle to reclaim their homeland from the shambling dead, grimin scavengers, and a new evil emerging in the Frostfells.



Legend	
1	Bastion , a fortified tower and strongpoint that overlooks the southern access to the Rift; it is the only dwarven settlement left
2	Hammersmith , a marshy dwarven town ruin overrun by rotters and other swamp creatures, now nicknamed Rotter's Ruin
3	The Platinum Halls , key mining complex in the Frostfell Mts, origin source of the Blight, rotter infested
4	Thordgathol , a dormant volcano that once housed a temple to some ancient, demonic evil, but long since abandoned...or so it was thought...
5	Camp Fang , a grimin outpost serving as a base of operations for grimin scavenging in the Rift

Random Encounters (Base EL Range 5-7)	
1.	Great Volcano Evil (moo hoo ha ha)
2.	Large Rotter Horde (10-12 standard and [redacted])
3.	Rotter Horde, Mixed Type (1d6+2)
4.	A Gang of Dretchs (2-4), looking for trouble
5.	A Cloud of Blight Gas
6.	Rotter Horde, Standard Type (8 + 1d4)
7.	Dwarven Patrol ([redacted])
8.	Grimin Scavenger Patrol ([redacted])
9.	A Gang of Ooze Mephits (2-4), looking for fun
10.	Ruined Dwarven Strongpoint (tower, etc)
11.	An Undead Dire Animal (random)
12.	A Demonic Spider Creature ([redacted]) out hunting for food

Notes (NPCs, rumors, dungeons, treasures, etc.)
<ul style="list-style-type: none"> The Rift valley is perpetually shrouded in a foul, stinking fog that obscures vision; it is mostly harmless...except for random pockets of blight gas The dwarves at Bastion are none too happy to find adventurers trying to loot their lost homeland, but have been known to work with groups on specific jobs Lake Stannis has mysteriously but slowly began to expand and flood the Rift's lowlands, and even the dwarves are perplexed Rotters are largely concentrated in the central parts of the valley, but recent talk suggests they're moving farther out of the Rift Intrepid adventurers who have braved the mountainous parts of the Rift have told stories of strange, nighttime glows and fell voices on the wind coming from around Thordgathol; could the volcano be active once again?