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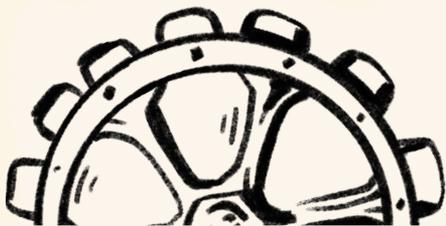


THE BENEVOLENT TECHNOPHILES! THE MECHANICAL ANOMALY! THE UNEXPECTED ARMADA!

Across Gruuk Jit'Jit, at all hours of the day, desperate volunteers inspect propellers, adjust hot air balloon burners, and tighten bolts on quickly weathering bridges. Keeping Gruuk Jit'Jit stable in any capacity is a full-time job for an impressive team of laborers. The reality is that the “miracle” of Gruuk Jit'Jit is not so miraculous at all: 90 percent of the city would have plummeted into the sea within months of the launch had it not been for the efforts of the GJ Improvement Guild.

Those who do not work with the guild do not realize this. Visitors and denizens see the balloons, the pipes, and the strange motors affixed to every corner of the island, but most take for granted the necessity of these mechanical reinforcements.

There is a dream amongst the guild that this constant toiling will someday become unnecessary. At a certain point, the city will be so threaded with tunnels and piping, the binding shield will become so efficient, and the various minor engines will be so well calibrated that the city will fly autonomously. As it stands, this dream will require major technical innovations if the guild wants any hope of lessening its workload. Today, the guild can barely tread water.



FACTION DOSSIER: THE GJ IMPROVEMENT GUILD

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To understand Gruuk Jit'Jit's perilous position in the skies, it is crucial to understand every nuance of the guild. This scrappy faction is, ultimately, a loose band of volunteers with some degree of engineering expertise. They have no flag, no public-facing leaders, and no storied history. And yet, their impact on Gruuk Jit'Jit is immeasurable. Were they to suddenly disappear, the city would immediately begin to crumble.

WHO ARE THEY?

The only thing that binds the members of the GJ Improvement Guild is a willingness to work. Members of the other factions in Gruuk Jit'Jit all earn their time off: Lyman's crew takes a casual break to watch a fight, the Sharps grab a drink and do some barrel rolls to impress their friends, and even the Stokers share stories in the gentle light of the subterranean chapel. The GJ Improvement Guild enjoys no such luxuries. Anyone who commits to keeping the island aloft must understand the massive responsibility that entails. Working for the guild means long hours and minimal pay-off.

Most members are not goblins. They are volunteer engineers from the Grand University of Steam and Machinery. They are kinesis mages who find themselves on the island against their will. They are bright-eyed young idealists who think they understand the value of a hard day's work. Yes, there are some goblins among their ranks, hyper-focused tinkerers who understand the precarious reality of the city.



Most, however, are well-intentioned loners from the realm below who would rather not see the countryside leveled by a collapsing city.

There are no “ranks” in the GJ Improvement Guild. One member cannot bark orders to another. Anyone who commits themselves to the infrastructural reinforcement of the island gains the title of “volunteer.” There is no glory in this work, but it must be done nonetheless.

HOW DO THEY OPERATE?

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Broadly, the GJ Improvement Guild’s work falls into four categories:

- ♦ **Dismantling** is the process of breaking down gizmos and machines into their core components. A stolen airship is of little use to the guild in its intact form. Instead, the guild wants springs, gaskets, gears, and balloon sacks. Most of this work occurs in the chaos of the skunkworks.
- ♦ **Assembling** is *building* the various machines that will be used to keep the island afloat. With the huge amount of mechanical parts arriving in the city via piracy or donation, guild engineers can construct just about any contraption they can dream of.
- ♦ **Installing** is the most visible portion of guild work. Once a balloon, a rocket, a pipe, a bridge, or a propeller has been constructed, the guild needs to affix it to the appropriate section of the city, hook it up to the necessary utility infrastructure, and ensure that it works properly.
- ♦ **Maintenance** is the work that guild members dread the most. The island’s infrastructure has to weather the rapidly shifting climate of Piiralus’s circuitous travel in addition to never-ending goblin antics. Jit’Jit youngsters constantly throw rocks in thrusters, dangle from bridges, and pop balloons.



Though there are no ranks within the guild, there is a central plan, and volunteers with the guild consult this plan whenever determining what work needs to be done. Only one goblin understands the entirety of Gruuk Jit'Jit's geology and geography, and he alone dictates what work takes precedence.

WHAT DO THEY WANT?

Unlike every other faction in Gruuk Jit'Jit jockeying for power, the GJ Improvement Guild has one clear desire: they want a structurally stable island city. Every rockfall is a failure. Every crack in the bedrock or fissure in a basement wall is one step closer toward total calamity.

Unfortunately, they lack a clear strategy for how to change their current holding pattern into a long-term solution. They can keep the city sound today and probably tomorrow, but as they look to the future, the odds become less clear. The rate of structural decay seems to be accelerating, and there is an upper limit with regard to how successfully the mishmash of machinery can function.

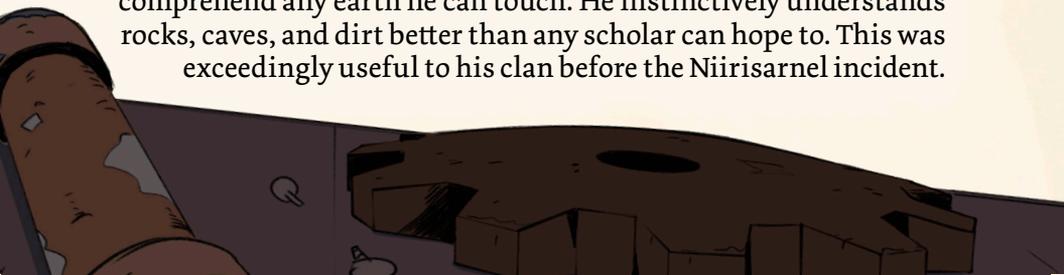
Some volunteers see their work as a necessary but temporary solution. The city must land, they believe. Others cherish Gruuk Jit'Jit for what it represents and hope that they can keep the city aloft indefinitely. For better or worse, there is little time for ideological debates. There is work to be done right now.

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ZEK JIT'JIT

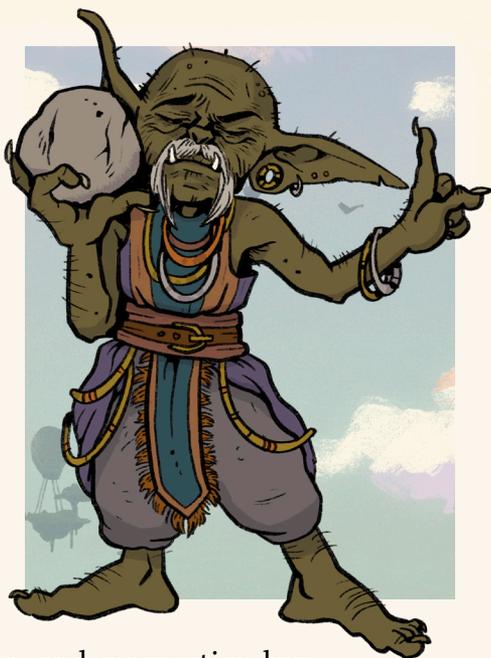
Officially speaking, the GJ Improvement Guild has no leader. Volunteers stammer and deflect whenever a tourist asks, "who's in charge here?" It is in everyone's best interest if the guild appears to be a ragtag coalition of otherwise autonomous engineers, each tending to their separate projects. This is exactly as Zek (he/him) has planned.

Zek Jit'Jit is a stone augur, a geological mage able to deeply comprehend any earth he can touch. He instinctively understands rocks, caves, and dirt better than any scholar can hope to. This was exceedingly useful to his clan before the Niirisarnel incident.



Zek used his stone augury to guide the tunnelers to a given destination, avoiding cave-ins, impenetrable bedrock, and hidden aquifers.

When Zek made his way to Gruuk Jit'Jit, he instantly knew that he had an incredible amount of work ahead of him. The stones spoke to him as they had once spoken to Traggles. Zek knew that the city could not hold. And while his knowledge of geosciences was profound, he had little familiarity with goblin tinkering. He raced to learn the basics of

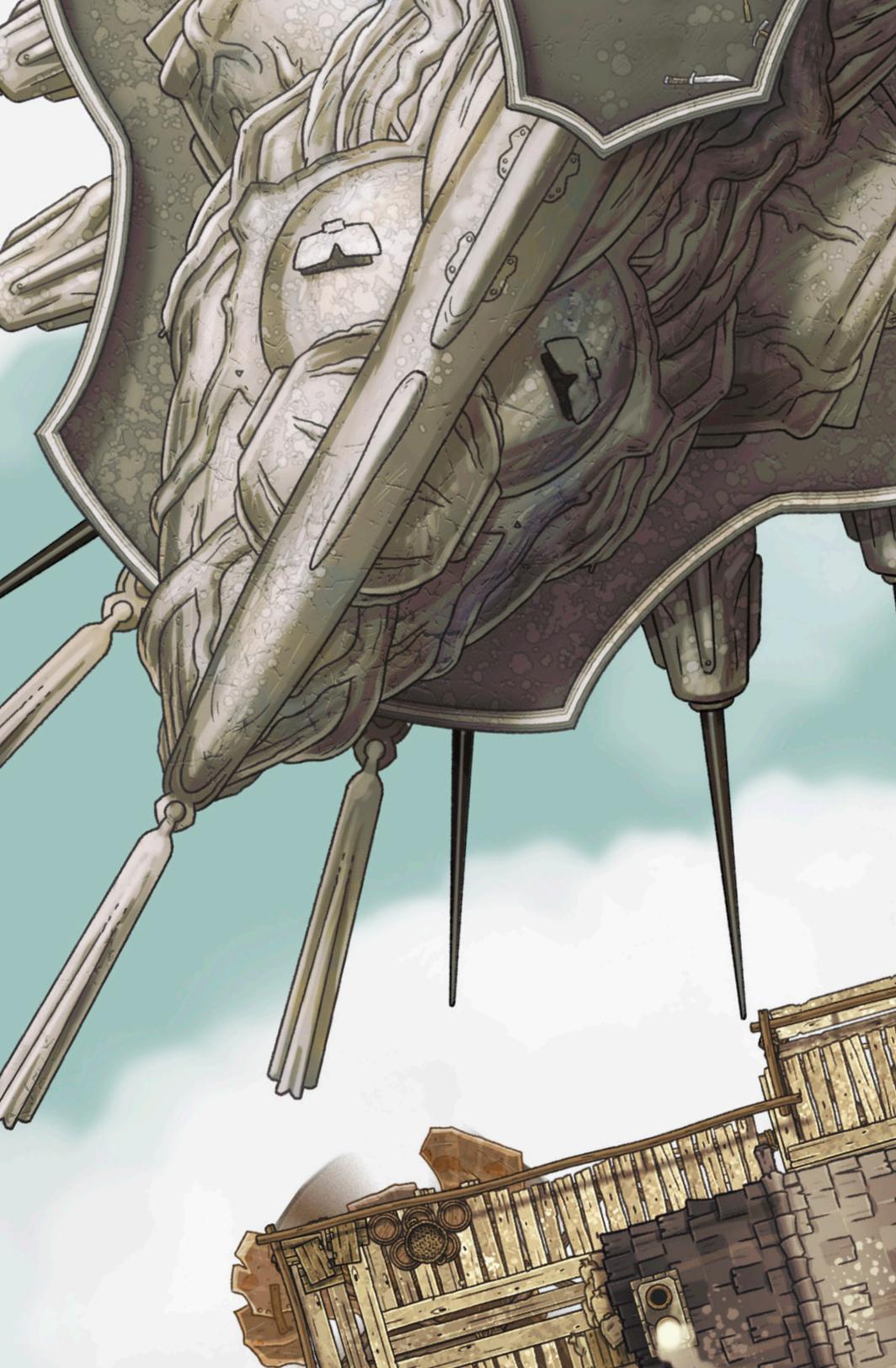


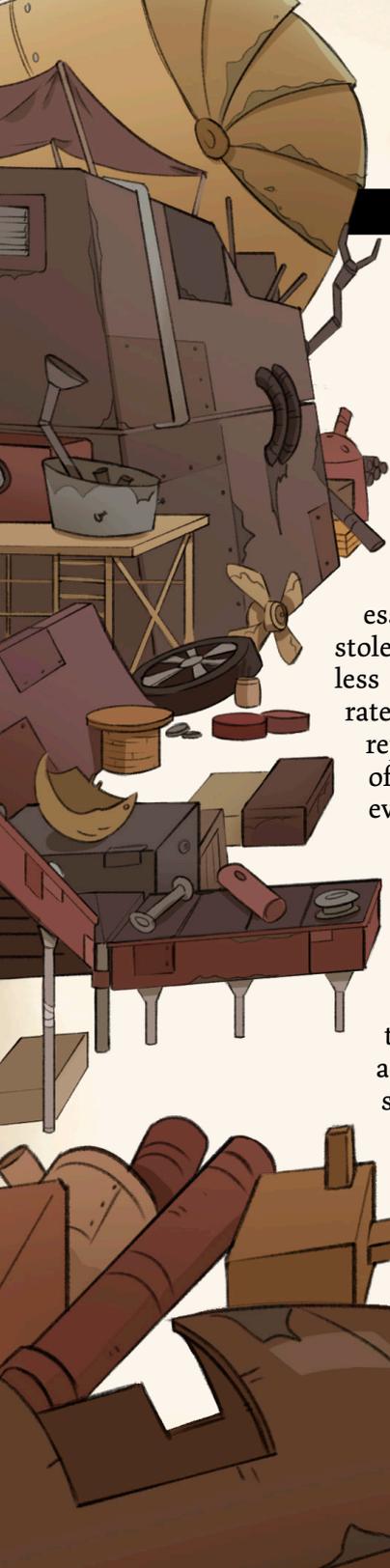
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steam machinery, combustion, and aeronautics, begging travelers to teach him what they could. He did everything possible to avoid revealing his plans to his Jit'Jit kin.

Zek is passionate about goblin lore and prophecy. He recognizes the symbolic significance of Gruuk Jit'Jit to goblins across the realm. He *needs* the city to be a miracle, even if the truth is more complicated. And so, he uses stone augury and his basic fluency with engineering to plan and delegate. The GJ Improvement Guild relies on his schematics and timetables. There's a reason that the guild tends to strap a balloon to a slab of stone and earth right before it cleaves off from the main island. Zek knows what the island is doing, and he's pulling mechanical strings in secret.

Most Jit'Jit goblins believe that Zek is enjoying his old age in relative solitude. The aging goblin spends most of his days walking around the island, taking naps, and holding his head against errant boulders. At night, he furiously scribbles plans for the guild to follow in the coming days. His work is painstaking, and the guild has maintained an incredible degree of secrecy regarding Zek's minor subterfuge in the name of goblin prophecy.

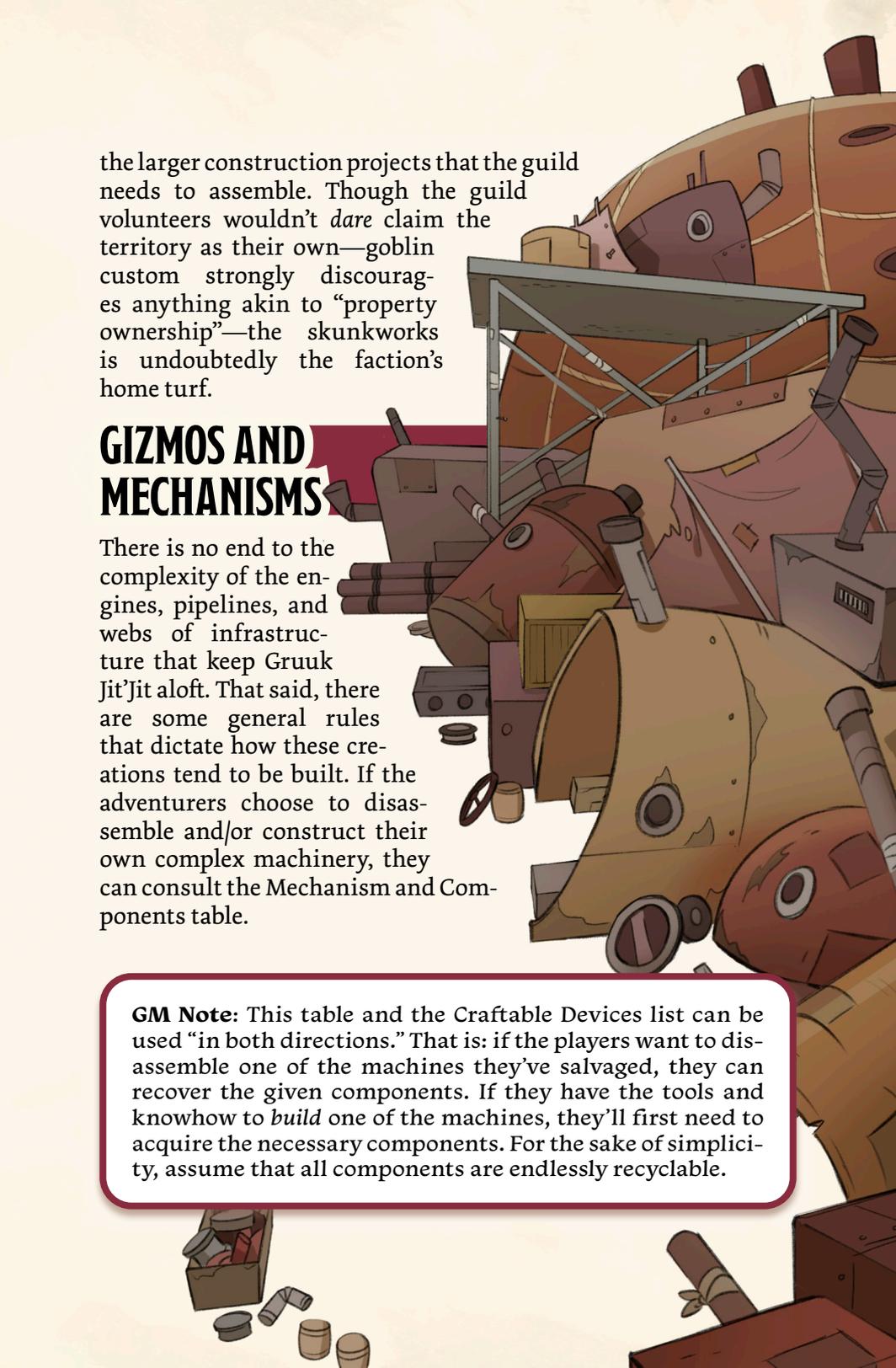




THE SKUNK WORKS

The guild works all across the city as necessary. Volunteers are permitted to dismantle stolen components at the Sharp docks regardless of their individual standings with the pirates. Engineers are constantly erecting and repairing flying machines in every corner of Gruuk Jit'jit. Veteran guild volunteers are even allowed into the core to tweak and repair the binding shield. However, the most technical and experimental work occurs in the skunkworks. This corner of town looks like a junkyard to the untrained eye, yet it holds incredible technological secrets. It is as disorganized as the rest of the city but with the added unfathomable accumulation of gizmos across the entire swath of land. It is an outdoor factory, recycling plant, and test site all in one.

In the skunkworks, guild volunteers toy with new designs. They dismantle and reverse-engineer all manner of stolen or donated contraptions. Often the skunkworks is simply the only patch of land large enough to accommodate



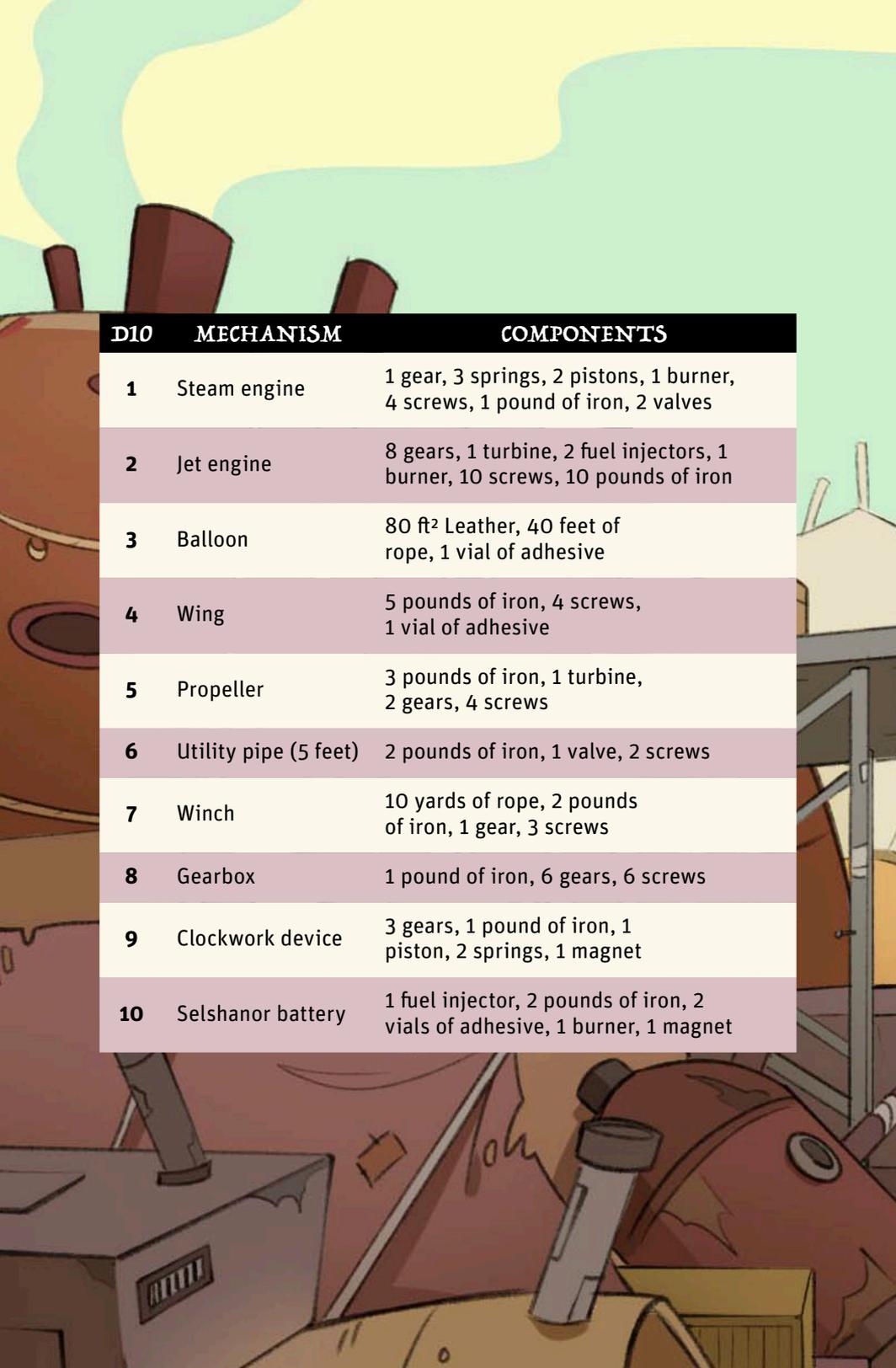
the larger construction projects that the guild needs to assemble. Though the guild volunteers wouldn't *dare* claim the territory as their own—goblin custom strongly discourages anything akin to “property ownership”—the skunkworks is undoubtedly the faction's home turf.

GIZMOS AND MECHANISMS

There is no end to the complexity of the engines, pipelines, and webs of infrastructure that keep Gruuk Jit'jit aloft. That said, there are some general rules that dictate how these creations tend to be built. If the adventurers choose to disassemble and/or construct their own complex machinery, they can consult the Mechanism and Components table.

GM Note: This table and the Craftable Devices list can be used “in both directions.” That is: if the players want to disassemble one of the machines they've salvaged, they can recover the given components. If they have the tools and knowhow to *build* one of the machines, they'll first need to acquire the necessary components. For the sake of simplicity, assume that all components are endlessly recyclable.





D10	MECHANISM	COMPONENTS
1	Steam engine	1 gear, 3 springs, 2 pistons, 1 burner, 4 screws, 1 pound of iron, 2 valves
2	Jet engine	8 gears, 1 turbine, 2 fuel injectors, 1 burner, 10 screws, 10 pounds of iron
3	Balloon	80 ft ² Leather, 40 feet of rope, 1 vial of adhesive
4	Wing	5 pounds of iron, 4 screws, 1 vial of adhesive
5	Propeller	3 pounds of iron, 1 turbine, 2 gears, 4 screws
6	Utility pipe (5 feet)	2 pounds of iron, 1 valve, 2 screws
7	Winch	10 yards of rope, 2 pounds of iron, 1 gear, 3 screws
8	Gearbox	1 pound of iron, 6 gears, 6 screws
9	Clockwork device	3 gears, 1 pound of iron, 1 piston, 2 springs, 1 magnet
10	Selshonor battery	1 fuel injector, 2 pounds of iron, 2 vials of adhesive, 1 burner, 1 magnet

SANDRA KANNIS

Every guild volunteer wants to keep the city afloat, but not everyone is in town solely out of altruistic compassion. Sandra (she/her) is a university dropout, a failed steam engineer who couldn't handle the rigid structure of academic life. Now, Sandra is gaining invaluable first-hand experience with aeronautics, geothaumaturgy, and arcane combustion, and she isn't even spending money on tuition! The chaotic way of life in Gruuk Jit'Jit suits Sandra, who has trouble keeping to a strict schedule. So long as she helps advance the plans that Zek has prepared, no one complains about Sandra's lack of formal training. When Sandra eventually departs from Gruuk Jit'Jit, she'll have one hell of a resume.

YANN AILOMERIK

The tropical dwarves who operate the realm's coastal quarries are *terrified* of what could happen if a collapsing Gruuk Jit'Jit were to cause a tidal wave. They've sent the stone mechanist Yann Ailomerik (he/him) to "help out" Gruuk Jit'Jit during the city's time of peril. He's certainly pulling his weight, but he is also keeping tabs on the floating island's movement. He uses his stone telegraph to communicate the city's coordinates each morning and also thinks he may have the means to predict Piiralus's flight path. Zek and the rest of the volunteers aren't aware of Yann's motivations, but they do know that he is a skilled mason and arcanist.



CRAFTABLE DEVICES

With enough gizmos and gadgets on hand, talented tinkerers can assemble incredible creations in the skunkworks, the Sharps' hangar, or anywhere else on the island with suitable tools and workshop space. Adventurers should feel encouraged to experiment on their own, but a short list of craftable vehicles, tools, and weapons is provided below.

- ◊ **Airship (dirigible):** 1 balloon, 1 steam engine, 1 propeller, 5 pounds of iron, enough wood, wicker, or metal for the basket. Minimal tools required, but considerable space.
- ◊ **Airship (steelfang):** 1 jet engine, 2 wings, 1 gearbox, 1 selshonor battery, 20 pounds of iron, 8 screws. Design is highly configurable and can be upgraded with firearms, additional cargo space, an optional propeller, wheels, and anything else a talented tinkerer can design. Requires many tools to build but less total workshop space than a dirigible. Highly reliant on selshonor fuel.
- ◊ **Flintlock:** 1 foot of utility pipe, 8 screws, 1 pound of iron, 2 valves. Requires exceptional tools to create but minimal space. Inferior craftsmanship can cause deadly misfires. Bullets and gunpowder also required. Schematics can be tweaked for constructing rifles, blunderbusses, or revolvers.
- ◊ **Clockwork Automaton:** 3 clockwork devices, 1 selshonor battery, 1 winch, 8 springs, 2 vials of adhesive, 2 lenses, 2 wheels, 1 magnet. Impossible to create without exceptional tinkering experience and knowledge of the arcane.
- ◊ **Cannon:** 40 pounds of iron, 3 feet of utility pipe, 2 wheels. Wheels optional for stationary firing. Each cannonball requires 5 to 10 pounds of iron.
- ◊ **Improvised Explosive:** 1 vial of adhesive, 1 pound of iron, 4 screws, explosive charge (gunpowder, Belfizz fuel, or alchemical reagents).
- ◊ **Compass:** 1 magnet, 1 pound of iron, 2 springs. Generally unusable when approaching Gruuk Jit'Jit's core.
- ◊ **Spyglass:** 2 valves, 1 spring, 3 lenses. Distance of magnification and level of focus scale with tinkering expertise.

THE WAXEN INDEPENDENCE

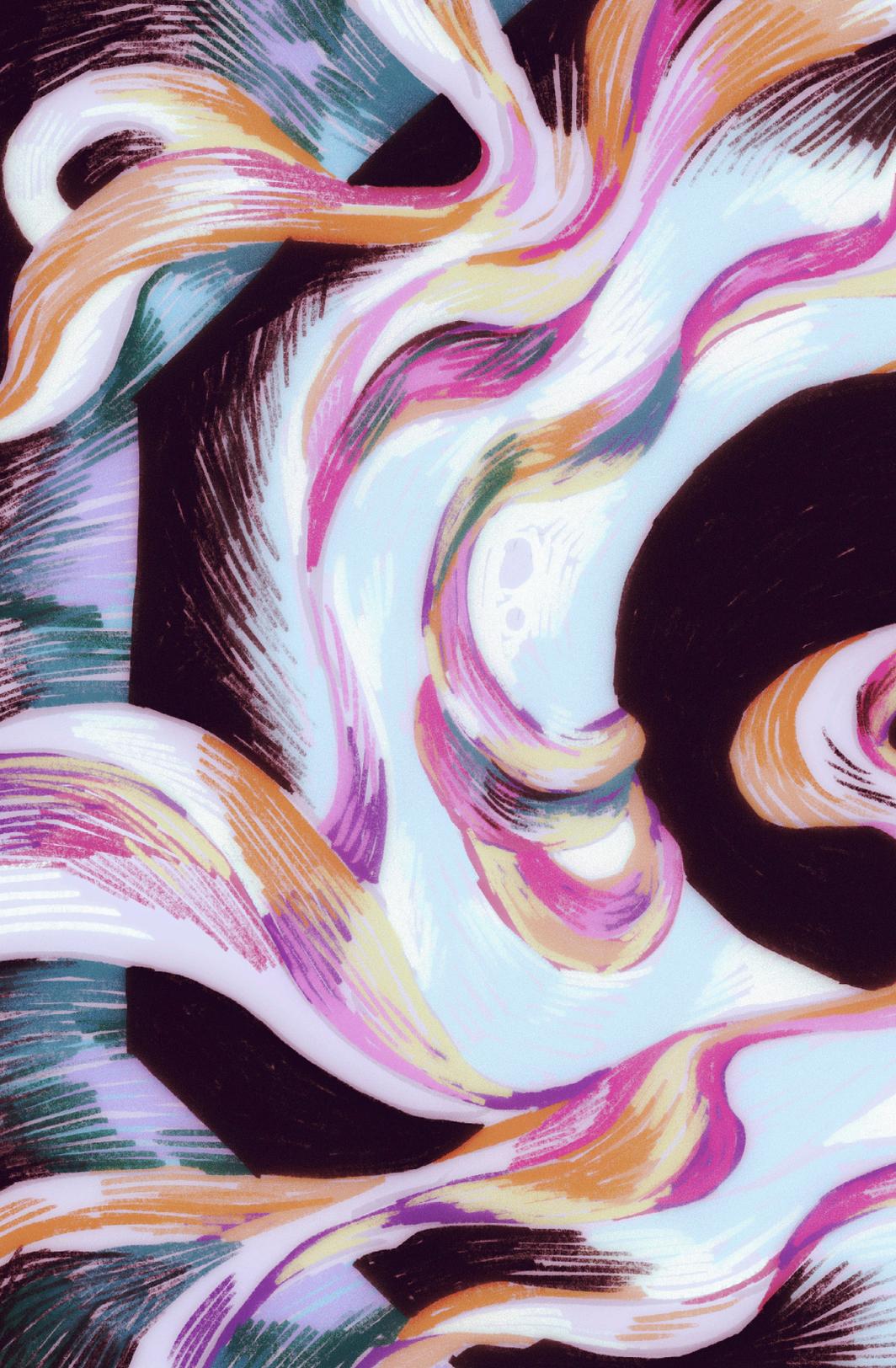
For three weeks now, the GJ Improvement Guild has allowed an impressive dreadnought to lie dormant in the skunkworks. *The Waxen Independence* lies in a state of semi-decommission. Volunteers have disassembled many of its mechanical systems, but the rest of the ship lingers. Goblins, tourists, and even many guild volunteers are confused. Why hasn't the guild completely stripped the airship for parts?

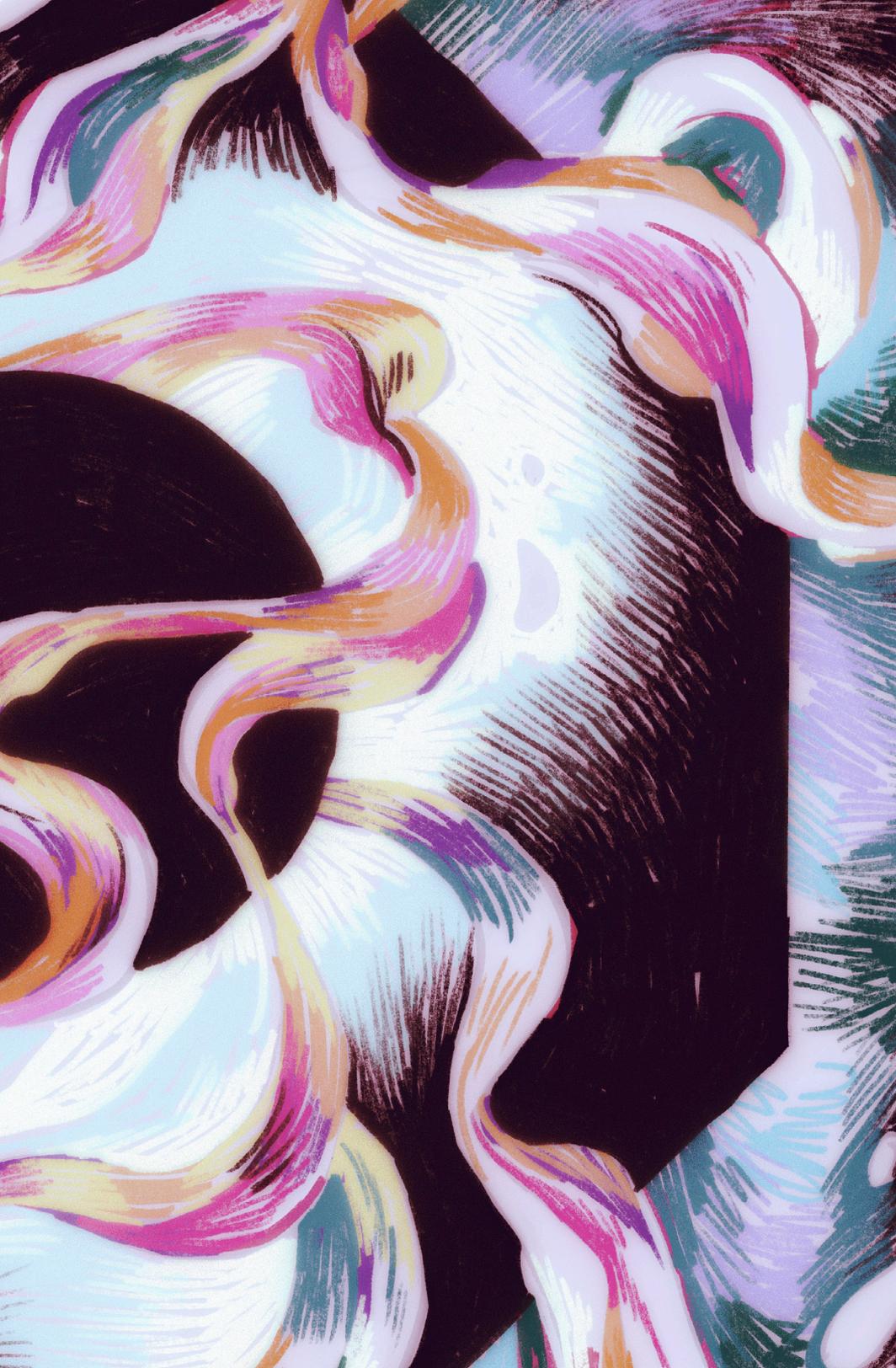
The Sharps raided *The Waxen Independence* one month ago. The strange airship took out half-a-dozen steelfangs before eventually surrendering to the sky pirates. Once aboard, the Sharps determined that the ship's crew—a group of supposed “pilgrims” belonging to the Order of the Forgotten Dynast—were hiding something. As far as the Sharps could tell, the ship had *no engine, no balloon, and no propeller*. Quite simply: they couldn't even figure out how the ship was airborne. The Sharps hijacked the vessel and flew it to the skunkworks.

The guild quickly dismantled all traditional pieces of machinery onboard; compasses, sextants, pulleys, mounted arquebuses, and so forth. Next, they found what they thought was the engine... but after examining the jumble of gears and pistons, they discovered that this contraption was a decoy. Only after considerable effort did the guild ascertain the true source of power: a crystalline orb floating in a vat of quicksilver. On the vat's outer edge, they read the words “TITANIC TAP DRIVE” chiseled in an elaborate script. The GJ Improvement Guild has studied the mysterious arcane engine for weeks now, and they are no closer to understanding it.

The Waxen Independence represents an existential threat to Gruuk Jit'Jit. If a rebel group of religious extremists can build an airship that requires no selshonor fuel and can easily repel multiple steelfangs, then the city's aerial superiority is far more tenuous than previously believed.

Until Zek can be sure how the Titanic Tap Drive works, he has instructed all volunteers to cease work on *The Waxen Independence*. This single device could reshape everything the goblins thought they knew about aerial transportation. Comprehending its inner workings is the guild's highest priority.





HEY BOSS,

It's all but confirmed. Every test suggests that this engine indeed operates via transference magic. That makes this the second known realm in which transference is possible, after Roksunay. What's crazier, this seems to be the exact same use case as the Neverlight Amulet: a solitary item that permanently leeches power from the realm's titans. So here's the question... has transference magic always been here, or is it... spreading?

LIMINA Wayfinder
Nanni Ya-Taen

GAINING & LOSING FAVOR

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The GJ Improvement Guild is easy to please. Volunteers have no consistent set of ideals and maxims beyond “please help us save this goddamn city.” They don’t care whether adventurers respect goblin orthodoxy, how they comport themselves, or where they stand with regard to the other factions. Impressing and pleasing the guild is as simple as contributing parts and labor without giving up the organization’s few secrets.

Once the party has 5 or more favor with the GJ Improvement Guild, they’ll learn the secret of Zek and his lead-

ership within the guild. Once they’ve achieved a favor of 10, they’ll be granted a master key to the utility tunnels. Finally, once they’ve achieved a favor of 15 or more, the party will be able to make sizable requests of the guild’s engineers: upgrades to their ship, first pick of recycled gizmos, or anything else reasonable to ask of the group of mages and mechanists.

There is very little that the GJ Improvement Guild can do to retaliate against individuals who stand against them. In most instances, the GJ Improvement Guild will simply petition their allies—particularly the Sharps and the Vaulters—to treat the party with hostility. The more the party angers the benevolent volunteers, the more effort Zek and his crew will exert to demonize the adventurers and their destructive behavior. Perhaps the greatest risk in angering the guild is simply losing access to their services. Travelers can reliably ask simple favors of the guild: access to tools and basic mechanical services. If the adventurers decide to frustrate the volunteers, those offers will no longer be on the table.

GAINING FAVOR

+1

For donating some gizmos to The Flying Pig Lodge

+2

For donating gizmos directly to the guild

+2

For reporting faulty infrastructure

+2

For each balloon, jet, or propeller disassembled

+3

For each balloon, jet, or propeller assembled

+5

For unlocking the secrets of yet unexplained technology

LOSING FAVOR

-1

For arriving in Gruuk Jit'Jit without proper goods to donate

-2

For failing to recycle

-3

If caught stealing gizmos

-3

For contributing faulty engineering

-3

For trespassing in the utility tunnels

-5

For sabotaging the city's infrastructure

-5

For revealing the secret of Zek's influence



PLOT HOOK: REPEL THE EXPERIMENTAL ARMADA

Necessity is the mother of invention, and the fuel shortage has created incredible need across the realm. With no fuel to power their more traditional airships, many tinkerers have begun exploring new means of aerial propulsion. The result has been an explosion of unorthodox engineering. The residents of Gruuk Jit’Jit are about to discover that *The Waxen Independence* is not the only experimental airship in the skies above the realm.

Various sky navies, mage guilds, and guerilla factions have banded together to use extreme force against Gruuk Jit’Jit, and they have some exceedingly bizarre and dangerous airships at their disposal.

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▶ THE ENEMY FLEET ◀

Most of the major powers across the realm have signed a treaty to find a peaceful solution to what they call “the Gruuk Jit’Jit fiasco.” These are the states that have sent representatives to work directly with the Vaulters, donating aid and negotiating for a potential landfall. However, not *every* global superpower has vowed to act with such restraint.

The loose alliance that has deployed the incoming armada has chosen what they see as the safest path forward: they are going to blast Gruuk Jit’Jit out of the sky. Regardless of how many civilians die in the process, it will be a drop in the bucket compared to the potential death toll of the feared ultimate Gruuk Jit’Jit calamity. Of course, some members of this alliance have more practical motivations for the attack beyond that bizarre risk calculus. Some want cheap fuel. Others don’t want their airships to weather endless attacks from crazed pirates. Some are intent on stopping the unpoliced criminal madness that is headquartered on the island. In short, they just want everything to *go back to normal*.

The alliance has a bizarre mishmash of airships at its disposal.

- ♦ **The Crystal Veil:** In a stunning rebuke of the Gruuk Jit'Jit Peace Accord, the Lodge of Astral Mages has elected to join the violence against the goblin city. Their newest airship *The Crystal Veil* harnesses undetectable astral energy in its crystalline sails. Though it is not the fastest in the armada, the ship is able to channel starry magic to preemptively evade incoming fire. Most had considered the intersection of astral magic and probability a pseudoscience, but the improbability of *The Crystal Veil's* evasive maneuvers are likely to convince any remaining skeptics.
- ♦ **Spark of the Woken Bones:** Tribes in the Silliar Ghats have banded together to reanimate the remains of a long-defeated dragon. Fusing these bones with their crude airship designs, they've created a strange symbiotic undead amalgam. They've also brought new life to the preserved glands that once produced the dragon's projectile breath. With the aid of shamanic magic, they can coax the glands into once again ejecting a flow of arcing energy. This hyper-charged blast functions as the ship's strange engine, allowing for a rapid balloon-aided ascent followed by vicious dives.



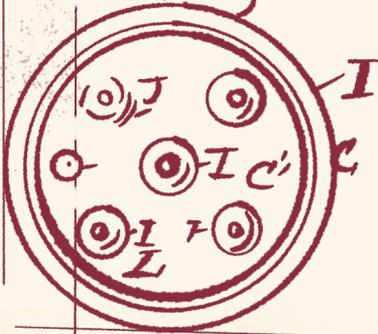
- The VimDeath Dreadnought:** The Grand University of Steam and Machinery has long discouraged the use of kinesis magic, believed to be too erratic and unstable for use in dependable engineering. Inevitably, expelled students have found lucrative work in the employ of sky pirates. Their experimental “vim force engines” supercharge air within a thruster to generate incredible jet propulsion, all without a single drop of conventional fuel. These engines, paired with the exceptional firepower the pirates boast, make for a gunship with an alarming top speed. *The VimDeath Dreadnought* may just be an insurmountable threat for the goblin steelfangs.
- Mutagenic Dire Bugs:** Many of the druidic mutagens flowing out of Gruuk Jit’Jit have ended up in the wrong hands, namely Jit’Jit rivals the Po’Dengy Clan. These vengeful goblins have force-fed the strange alchemical fluids to bugs, resulting in unfathomable growth rates. Most of these massive critters immediately perished, but some survived the rapid mutations. Now, the Po’Dengy Clan rides these unsettling mounts in an attempt to raid the flying city. The dire bugs are difficult to control, but they’re nimble and effective enough at delivering the goblins onto Gruuk Jit’Jit soil.

FIG. 2.

FIG. 1.



FIG. 6.









➤ RESTORE THE WAXEN INDEPENDENCE ◀

Steelfangs and goblin pirates won't be enough to repel the oncoming armada. The only option is to fight fire with fire. The city will need an unconventional dreadnought of its own, and as it just so happens, they already have one.

The Waxen Independence is not ready to fly. Its engine has been probed and prodded and is no longer functioning. Plus, the guild has already decommissioned all of the ship's auxiliary systems.

To get *The Waxen Independence* back in flying condition, the party will have to accomplish the following:

- ◊ **Research the engine.** The Titanic Tap Drive relies much more on magic than pure engineering. Before the party can begin to restore the engine, they will first have to comprehend its inner workings. There may be elven mages or visiting scholars in town familiar with the transference magic that the engine harnesses.
- ◊ **Reinstall the engine.** Once the party learns how the engine works, they still have a massive engineering challenge ahead of them. Detaching the engine from the rest of the ship was an easy task for the guild, but reattaching and jump-starting the drive will require incredible technological knowhow.
- ◊ **Install weapons and auxiliary systems.** A ship is more than just a hull and an engine. If the party wants any hopes of defeating an unpredictable fleet, they'll need some heavy weaponry and additional tools. The GJ Improvement Guild, the Sharps, and potentially even Lyman's League can help, but it will be up to the party to corral the various factions.
- ◊ **Recruit a crew.** No one in town knows how to fly this unusual ship. Even if it can be restored to working order, its maiden voyage is likely to be an awkward affair. The party will have to find a crew capable enough to pilot the newly airworthy dreadnought, man its guns, and operate any extra tools and mechanisms they have installed on board.

GM Note: The intention for this plot hook is for you to reveal the threat days or weeks before the party has to actually fight the enemy fleet. This should provide enough time for a satisfying “preparation session” for your party. They can woo the various factions, ask for favors, and roll a variety of checks to prep the ship and the city’s defenses. However, it can also be fun for goofier campaigns or higher-level parties to add an incredible amount of time pressure. See if the party can hot-wire the dreadnought while in initiative. They’ll probably end up splitting the party and stumbling around the city in a frantic attempt to get the defenses up.

DEFEND THE CITY

Unless the adventurers have already nudged Gruuk Jit’Jit toward total chaos, the city’s factions will band together at least temporarily to help repel the enemy threat. Lyman’s League will use their freelancers to snipe skiffs out of the air and infiltrate any ship they can. The Stokers will encourage Piiralus to direct the city’s flight path in defensive maneuvers. The Sharps will deploy their entire fleet of steelfangs in an all-out assault.

How the party chooses to help can have a drastic impact on the progression of the battle. Mages can sling spells from Heegi’s Look-out while sneaks drop from steelfangs into enemy airship cockpits. Gunners can man specially crafted cannons in the skunkworks, or join the fight aboard *The Waxen Independence*.

Victory will be a question of how well the party can prepare the city and how much they can contribute during the fight. If the city is in disarray before the fleet even arrives, it will be exceedingly difficult to muster a proper force to retaliate. Likewise, if the adventurers fail to pull their weight during the onslaught, it is unlikely the city will be able to defend itself alone.

If the enemy armada is not stopped, they will use all of the firepower at their disposal. They will destroy the entirety of the infrastructure the GJ Improvement Guild has installed over the past year. Without the mechanical improvements the guild has installed across the island, Gruuk Jit’Jit will plummet to the realm below.