

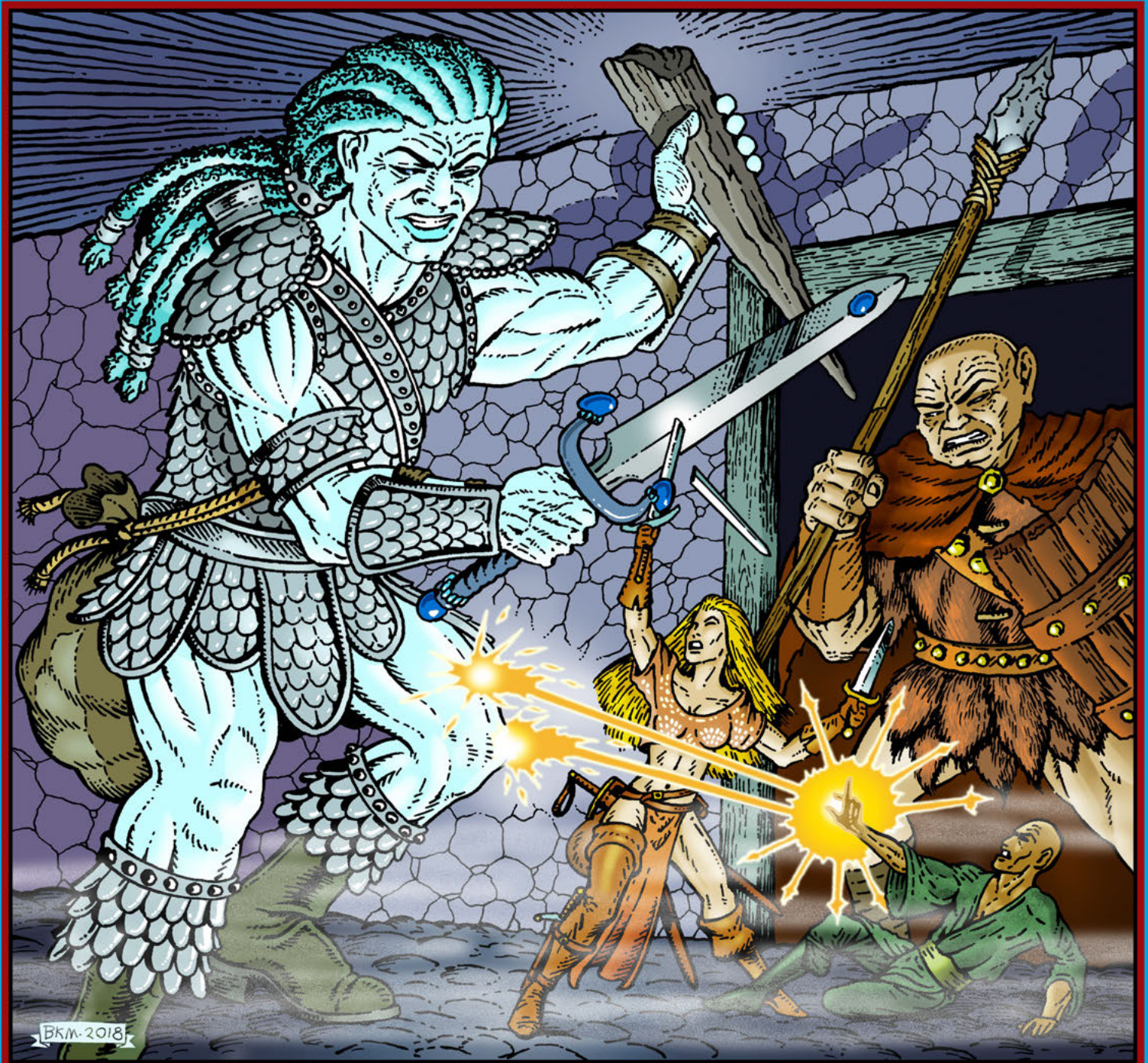
FOR THE FIRST
EDITION GAME

DUNGEON DELVE

Fantasy Game Adventure

THE MISTY HALLS OF KALAVORKA

by R. Nelson Bailey



BKM-2018

DUNGEONEERS GUILD GAMES presents

DUNGEON DELVE ADVENTURE #3

The Misty Halls of Kalávorka

by R. Nelson Bailey

A FIRST EDITION ADVENTURE FOR 4-7 CHARACTERS LEVELS 5-7



A lost vale located in a high mountain range is home to a clan of mysterious giants. Sages believe the giants have strange powers that no others of their kind possess. Yet, no one has heard anything from these giants in decades. Do they still dwell in their misty fastness? Do they really possess these reputed powers, and if they do, what are they? A party of curious and brave adventurers like yours can find out the truth.

This adventure is ideal for characters level five to seven to explore. Players will make an overland journey across a desolate mountain range to locate a challenging dungeon that will test even the bravest adventurer. The module contains many aids to assist the Game Master, including wilderness and player's maps, adventure hook list, rumor list, terrain descriptions, and pre-generated characters.

DUNGEON DELVES by Dungeoneers Guild Games are classic-style adventures with minimal plot for use with the 1st edition game. With little effort they can easily be adapted to most fantasy role-playing games including the advanced 2nd edition game, the original game, the BECMi ("Basic") game, and most old-school renaissance (OSR) role-playing systems.

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DUNGEON DELVE ADVENTURE #3

The Misty Halls of Kalávorka

INTRODUCTION

The Misty Halls of Kalávorka is an adventure for 4 to 7 characters of levels 5 to 7 (about 35 levels in total). The player characters (PCs) will explore a mountain fortress inhabited by giants located in a high mountain range far from civilized lands. The adventure is divided into two parts: a wilderness area (**SECTION I**), and a dungeon complex (**SECTION II**). The Game Master (GM) should thoroughly read the module text before play to ensure he or she has a good understanding of the encounter areas and opponents the party will face. A good mix of character classes is preferable (i.e. cleric, fighter, magic-user, and thief types). The party should contain one or two fighter-type characters to stand against the might of the rogue fog giants. A ranger would be particularly useful in battling the giants.

BACKGROUND & NOTES FOR THE GAME MASTER

For countless generations a cloud giant clan dwelled in the lonely Vale of Kalávorka located in the heights of a wild mountain range. The dense fogs that the mountain winds never seemed to blow away perpetually shrouded the vale from the prying eyes of their enemies. Here the clan built their retreat — a hidden complex carved from the heart of a solitary mountain rising up from the valley floor.

In the years that followed, many clan members gained reputations as seers — giants with the ability of second sight and prophecy. Beings of all sorts seeking knowledge of hidden mysteries flocked to the clan's mountain Fastness for guidance. These beings included not only other giants, but also men, elves, dwarves, giants, centaurs, and stranger creatures with the intelligence and desire for this knowledge. Tales soon surfaced hinting that the source of the giants' supernatural gifts originated from the very rocks of the mountain where they built their Fastness. Despite all of the rumors that abounded, no one could uncover the exact source of their powers. The giants were very tight-lipped on this subject, telling no one outside of their clan what secrets they knew.

Over the years, the clan's numbers dwindled until only its last member — a giant named Thorogang — remained. Needing protection and servants to maintain his abode, Thorogang recruited a group of five fog giants who lived to the east of the vale for these purposes. This arraignment worked well for both parties for many years, until the fog giants started pressing the old giant to pass his secrets on to one of them. He rebuffed their offers — possibly sensing that the giants' motives in learning these powers were less than honorable.

Nevertheless, the fog giants did not give up so easily. They insisted that Thorogang should pass on his clan's traditions and reveal the secrets of the mountain to one of them. Instead, the cloud giant chose a human as his apprentice and began to instruct him in the mysteries of his people. Outraged at his choice, the fog giants confronted him and implored him to reconsider. However, Thorogang wouldn't listen; he held resolute in his choice. This was too much for his servants — the final insult to their pride. In their rage, they struck down the old giant. As Thorogang's remaining lifeblood flowed across the

ancient stone floors his ancestors built centuries ago, the fog giants proclaimed themselves the new masters of the Fastness.

Those events are now many decades in the past. Visitors no longer pilgrimage to the cloud giant's home in search of answers to their queries. Soon, old Thorogang and his fog-shrouded Fastness were all but forgotten. However, his rebellious fog giant servants never stopped looking for the source of the power they believe lies hidden somewhere within the misty halls of Kalávorka.



GETTING STARTED

This DUNGEON DELVE adventure contains little or no plot, and has no predetermined adventure hook to get the players involved. This is by no means an oversight of design. Instead, it is an intentional feature that allows you — the Game Master — to make playing this module a unique experience, tailoring it to fit your own campaign with little difficulty. A minimal plot allows you to use this module as a stand-alone expedition, or as an adventure integrated into an existing campaign. As the GM, you should first read over the module in its entirety. Look for clues and hints in it to serve as seeds you can use to grow a plot. Think of the text of the adventure as the foundation and frame of a building that you side, shingle, and paint to fit your preferences and needs.

Listed below are a few plot hook suggestions to get you started:

1. The player characters find a book that tells of the legend of Thorogang and his extraordinary abilities. A map found with the books shows an incomplete route to the Fastness. It tells nothing of what happened to the giant or his fog giant minions, however. Give the players a copy of the **PLAYER'S MAP HANDOUT** located in the inside cover of this module. A cryptic verse found on the map offers hints as to the vale's location and the source of Thorogang's secret powers.
2. As the player characters travel through a wild mountain range, they encounter and befriend a tribe of centaurs (see "**Wilderness Encounter Area, F. Centaur Glen**" on p. 8 for details). They tell the party that two tribe's members recently went hunting near the entrance to the vale and are now missing.



The centaurs know little specific information about the vale but claim that it is haunted and that they sometimes see a white-scaled dragon flying near its vicinity.

3. The player characters learn of the legend of Airar, a legendary hero who possessed a horn that could summon forth the mythical warriors of Valhalla to his aid when blown (i.e. the *horn of Valhalla* located in AREA 26). Some decades previously, the hero traveled into the mountains to seek out the wise giant, Thorogang, to learn hidden knowledge from him. It is common knowledge that Airar never returned from his expedition. Most likely, the giant slew him and ground his bones into meal. In all likelihood, Thorogang still has his magical horn.
4. A sage who knows of the legend of Thorogang hires the party to locate his Fastness. From the giant, the sage wishes to learn the secrets of immortality as he suffers from a wasting disease that will most assuredly kill him. The sage knows nothing of Thorogang's fate or his fog giant minions.
5. The player characters are in dire need of supernatural insight to help them for some reason specific to their ongoing campaign. They learn that the Vale of Kalávorka supposedly has a magical grotto that allows one to speak directly to the "gods". They set out on an expedition to locate this lost vale and the fabled "grotto-that-lives" which lies therein.

RUMORS

Undoubtedly, the players will want more information concerning what to expect in the vale. Since information concerning the giants and their lost vale is not common knowledge, the characters will have to consult with specialized sources. Sages or high-level magic-users and clerics are likely to have some morsel of information. Characters can also research ancient tomes of lore or use divination spells. Generally, no one source will know more than one or two rumors. The GM can choose or randomly roll on the table below.

1d10 Rumor

- | 1d10 | Rumor |
|------|--|
| 1 | The cloud giants had no real psychic powers to speak of. This was simply a ruse to lure victims to their lair to be robbed and killed. (False) |
| 2 | Some say that the giants got their powers of foresight and prophecy from the very stones of the mountain itself. (True) |
| 3 | The cloud giants all died off and had the halls entrance sealed by their slaves. Most likely, no one will ever locate it again. (False) |
| 4 | The giants enslaved a clan of dwarves to mine the rich gems from the mountain's heart. They amassed a great fortune that still lies there. (False) |
| 5 | The last master of the vale was a cloud giant named Thorogang. No one has seen him for over forty years. (True) |
| 6 | The giants were demonically possessed, that's how they got their powers. (False) |

- 7 The cloud giants kept many servants to take care of their needs. Some of them were very powerful. (True)
- 8 Some visitors to the giants' fortress have claimed that the halls are imbued with powerful magics to thwart unwanted visitors. (True)
- 9 A covetous, ancient dragon attacked the giant's hall, slew them all, and took it over. The old wyrm still lives there sleeping away the decades and counting the giants' treasure. (False)
- 10 The giants sealed their greatest treasure behind a great bronze door that only they could open. (True)

ADVENTURE SECTIONS

Each numbered area on the module's maps is keyed to a specific encounter description that has one or more section headings detailing its contents and/or occupants. Each type of section heading is described below. Note that numbered areas will only contain those headings that are pertinent to the area. Thus, an area that contains no doors will not have a "Doors" heading.

Illumination: Notes the type of illumination in an area when first encountered by the PCs. Generally, the absence of this heading indicates that the area has no source of illumination.

Door(s): This section indicates whether or not any doors to the area are open, locked, and/or trapped when first encountered by the PCs. This might change with subsequent visits to the same area, so the GM should note any changes.

GMs Note: Alerts the GM of any special considerations of an area that might affect the PCs, occupants, or environment.

Description: This section provides a physical description of an area as it appears when first encountered by the PCs. The GM should not read this section to the players verbatim, but should instead paraphrase as they deem necessary. The area's description should be amended if its occupants or contents are destroyed, removed, or altered during the course of play.

Encounter: Any monsters or NPCs located in the area are noted in this section.

Tactics: This section provides general notes on the tactics used by any monsters or NPCs in combat upon encountering the PCs for the first time.

Alert: This section informs the GM of any special considerations that might arise after the PCs enter the area.

Development: This section notes any consequences that might arise from PCs entering a particular area that could later affect encounters in other areas.

Treasure: Any treasure found within the area is detailed in this section.



ABBREVIATIONS

The following abbreviations appear throughout this module: **AC** = Armor Class; **MV** = Move; **HD** = Hit Dice; **hp** = hit points; **#AT** = Number of Attacks; **Dmg** = Damage; **SA** = special attack; **SD** = special defense; **MR** = magic resistance; **INT** = monster's intelligence rating; **AL** = alignment; **L** = large size; **M** = medium size; **S** = small size; **xp** = experience point value; **THACO** = the number to hit AC 0; **C** = chaotic; **L** = lawful; **E** = evil; **G** = good; **N** = neutral; **F** = Fighter; **MU** = Magic-User; **C** = Cleric; **T** = Thief; **S** = Strength, **I** = Intelligence, **W** = Wisdom, **D** = Dexterity, **C** = Constitution, **Ch** = Charisma; **d** = type of die; **rd/rds** = round/rounds; **cp** = copper piece; **sp** = silver piece; **gp** = gold piece; **ep** = electrum piece; **pp** = platinum piece.

SECTION I: JOURNEY TO THE VALE

The first section of this adventure involves the PCs traveling through a mountainous wilderness searching for the lost Vale of Kálávorka. These rugged mountains offer many opportunities for the party to adventure, and obtain treasure and additional clues to the whereabouts of the cloud giant's stronghold. Before the adventure begins, the GM can have the players locate or discover a copy of the **PLAYER'S MAP HANDOUT** to better facilitate game play. This map only partially corresponds to the **GAME MASTER'S WILDERNESS MAP**, as it omits many trails and encounter locations.

Hamlet: The party may wish to have a base of operations for making multiple forays into the mountains. A small hamlet (pop. 110) lies in the lowlands west of the mountains can serve this purpose. (Note that the hamlet is not shown on the **GAME MASTER'S WILDERNESS MAP**.) Here the party can find shelter and provisions. The villagers have most of the basic equipment and supplies costing 5 gp or less listed in the **PHB** on hand, albeit in limited quantities.

Rates of Travel: Player characters will most likely travel on foot through the mountains. They travel as fast as the movement rate of their slowest member. The table below lists the movement rates for the party. The number to the left of the slash indicates the number of mountainous terrain hexes the party can cover in a full day of travel (i.e. ten hours of travel plus two hours of breaks); the number to the right of the slash indicates the number of hours it takes to travel one hex. Note that each hex on the **GAME MASTER'S WILDERNESS MAP** equals two miles of distance.

<u>Base Move Rate</u>	<u>Trail</u>	<u>Track</u>	<u>No Trail</u>
12" (unencumbered)	8/1½	6/2	4/3
9" (unencumbered)	6/2	4/3	2/6
6" (unencumbered)	4/3	2/6	1/12
12" (encumbered)	6/2	4/3	2/6
9" (encumbered)	4/3	2/6	1/12
6" (encumbered)	2/6	1/12	½/12

Travel off trail or track is very difficult. Whenever a party enters a hex of mountainous terrain without a trail or track, roll a d6. On a roll of 1-2, the hex is impassible on foot due to natural barriers. PCs with climbing gear can cross these hexes with much difficulty and at a very slow rate (1 mile/day). Even in passable hexes, the player char-

acters will have to contend with getting lost (50% chance per day of travel) and the threat of natural hazards, such as rock slides, falling off of cliffs, fast-moving rivers, blocked paths, and so forth.

Continuing Off the Map (optional): Looking over the **GAME MASTER'S WILDERNESS MAP**, you will notice that two of the tracks shown continue off the map. The GM has the option of allowing the party to follow these tracks to expand the scope of the adventure. Of course, the GM will have to provide maps of these areas and populate them with encounters and treasure. Let your imagination run free to create many more exciting opportunities for the players to continue the adventure further, or lead them into another adventure altogether. Feel free to use the inspirational suggestions and hints found throughout the module to construct these areas, or just make up your own. If you wish for a more self-contained adventure, you can simply have these tracks dead-end in cul-de-sac valleys. The "Xs" situated along these trails indicate where the trails dead-end.

WEATHER IN THE MOUNTAINS

It is not uncommon for fog to shroud the mountains the player characters travel through, regardless of the time of year. Each day at dawn roll 2d6 and consult the "Results" column on the table below to determine whether or not cold fogs descend into the mountain valleys. The roll also indicates the density of the fog, as indicated in the second column.

DAILY FOG TABLE

<u>2d6</u>	<u>Result</u>	<u>Density</u>
2-3	Fog all day	Moderate
4-5	Fog dusk to dawn	Heavy
6-8	No fog	n/a
9-10	Fog dusk to midnight	Moderate
11-12	Fog dawn to noon	Heavy

Fog or mist has the following effects on most creatures as detailed on the table below. Creatures with exceptional senses other than vision (e.g. hearing, smell, etc.) might negate some or all effects listed below at the GMs discretion.

<u>Condition</u>	<u>Moderate Fog</u>	<u>Heavy Fog</u>
Movement rate, daylight	¾	½
Movement rate, darkness	½	¼
Normal vision, daylight	300'	30'
Normal vision, darkness	30'	3'
Infravision (all ranges)	40'	10'
Chance to crash (flyers)*	10%	30%
Chance to become lost**	20%	60%
Melee attacks	0	-2 'to hit'
Missile attacks***	-2 'to hit'	-4 'to hit'

* Flying creatures have the chance listed above per turn of movement in fog/mist of crashing into a cliffside, ridge, or even the ground. Creatures suffer 1d6 points of damage for every 6" of their flying movement rate (round fractions up) as a result of striking an unyielding surface.

** Check once per hour of continuous movement.

*** Missile use or targeting with spells is not possible beyond the maximum vision range.



WILDERNESS ENCOUNTER TABLE

The wilderness the party travels through while looking for the Vale of Kalávorka is sparsely populated. Thus, only two checks for wandering encounters will be made for each day of travel — once at noon and once at dusk. Encounters occur on a roll of a 1 on a d10. Should the die indicate an encounter, roll a d12 and consult the result on the table below.

<u>1d12</u>	<u>Encounter</u>
1	Galeb duhr
2	Ghouls
3	Death dogs
4	Brown bears
5	Giant rams
6	Goblin patrol*
7	Jermlaine
8	Mountain lions
9	Huge spiders
10	Wolves
11	Spriggan*
12	Wyverns*

Encounters marked with an asterisk (*) occur only once; see the text below for details. If the die indicates an encounter already slain by the party, consider the result as “no encounter”.

1. GALEB DUHR

This pair of bizarre rock monsters attack the party only if they perceive that they are out to “harm the stones,” i.e. mistreat their natural environment. There is a 33% (1-2 on a d6) chance they sense this in the party and attack immediately. If not, the galeb duhr will attack should they witness the party commit wanton damage or disrespect to the rocks or stones, or if they are attacked first. Precisely what constitutes harm to the stones or environment is left up to the GM to determine; galeb duhr thinking is so alien, “normal” creatures might not even be aware of any sort of transgression against the rocks or stones. The mountain dwarves from “**Wilderness Encounter Area, E. Mining Camp**” (see p. 10) are friendly with the galeb duhr. The party receives +20% modifier to their initial ENCOUNTER REACTION roll with the rock monsters should they be accompanied by any of these dwarves. All other creatures are treated with disinterest.

Galeb duhr (2): AC -2; MV 6”; HD 10, 8; hp 56 (10 HD), 34 (8 HD); #AT 2; Dmg 4d6 (10 HD) or 2d8 (8 HD); SA animate boulders within 60’ (AC 0; MV 3”; HD 9; hp 45 each; Dmg 4d6), can cast *move earth*, *stone shape*, *passwall*, *transmute rock to mud*, and *wall of stone* once per round as 20th-level casters; SD -4 penalty to saves and double damage from cold-based attacks, immune to non-magical fire and lightning, +4 to saves vs. magical fire; MR 20%; INT very (11-12); AL N; Size L (8’-12’ tall); xp 2672 (10 HD), 2240 (8 HD); THAC0 10 (10 HD), 12 (8 HD); MMII 68.

2. GHOULS

These undead prowl the mountain trails in bands of 2d6+6 individuals in search of victims. When encountered, the ghouls are either lying in wait to ambush passersby on the trail (60%), or are moving to a new ambush spot (40%). When lying in ambush, they select an area of concealment near the trail, such as a great tumble of rocks

or a thick growth of trees. The ghouls surprise the party on a roll of 1-4 on a d6 when concealed thusly. They attack on sight and fight to the death. They carry no treasure.

Ghouls: AC 6; MV 9”; HD 2; hp 10 each; #AT 3; Dmg 1d3/1d3 claws, 1d6 bite; SA touch causes paralyzation (save vs. Paralyzation to avoid); SD immune to sleep and charm; INT low (5-7); AL CE; Size M; xp 85 each; THAC0 16; MM 43-44.

3. DEATH DOGS

A pack of 2d8+2 death dogs crosses paths with the party. There is an 85% chance that these vicious two-headed dogs immediately attack the party. If they do not immediately attack, they track the PCs and attack 1d3 hours after they settle down for the evening. These monsters fight to the death.

Death dogs: AC 7; MV 12”; HD 2 + 1; hp 11 each; #AT 2; Dmg 1d10/1d10 bite; SA bite causes disease (save vs. Poison to avoid or die in 4d6 days); INT animal (1); AL N(E); Size M (4’ at shoulder); xp 138 each; THAC0 16; FF 23.

4. BROWN BEARS

A sleuth of 1d3+1 hungry, brown bears is out scavenging for a meal. They can be frightened away by fire or stopped from attacking by throwing food to them.

Brown bears: AC 6; MV 12”; HD 5 + 5; hp 28 each; #AT 3; Dmg 1d6/1d6 claws, 1d8 bite; SA hugs victim for 2d6 additional damage when a claw hits with a roll of 18+, continues to fight for 1d4 rds. after reaching 0 to -8 hp; INT semi- (2-4); AL N; Size L (9’+ tall); xp 468 each; THAC0 13; MM 9.

5. GIANT RAMS

A herd of 1d6+2 giant rams blocks the party’s path. These young male bachelor rams are particularly aggressive, having a 60% chance to attack on sight and 100% if provoked.

Giant rams: AC 6; MV 15”; HD 4; hp 20 each; #AT 1; Dmg 2d6 horns; SA charge for double damage (4d6); INT animal (1); AL N; Size L (6’ at shoulder); xp 165 each; THAC0 15; MM 81.

6. GOBLIN PATROL

A band of thirty-four goblins and two worgs patrol the mountain range. They prefer to move under cover of darkness, though there is a 20% chance that they will be afoot during daylight hours. If not traveling, four slinger sentries are posted to watch the trail, while the main host be encamped 2d4 x 10 yards off the trail, preferably in a cave. They warn the main host of any approaching threats. The worgs that accompany them act as forward scouts and trackers.

The goblins have heard a rumor that a group of dwarf miners are camped somewhere in the area. They are scouring the mountain trails looking for signs of their hated enemy so that they can exterminate them. If overpowered by a greater force, any remnants of the patrol attempt to make it back to their tribe for reinforcements. Their tribe’s territory lies to the north off the **GAME MASTER’S WILDERNESS MAP**, where they dwell in a complex of natural caves. The tribe consists of 200 males, 118 females, 184 young, 20 worgs, 3d4 bugbears, and 2d4 ogres.



Leader (1): AC 5; MV 6"; HD 1; hp 8; #AT 2; Dmg 1d6 short sword, 1d4+1 horseman's military pick; INT average-low (10-5); AL LE; Size S (4' tall); xp 18; THAC0 19; MM 47.

Sub-leaders (3): AC 5; MV 6"; HD 1; hp 7 each; #AT 1; Dmg 1d6+1 footman's military pick; INT average-low (10-5); AL LE; Size S (4' tall); xp 17 each; THAC0 19; MM 47.

Regulars (31): AC 6; MV 6"; HD 1 - 1; hp 5 each; #AT 1; Dmg by weapon type; INT average-low (10-5); AL LE; Size S (4' tall); xp 15 each; THAC0 20; MM 47. The regulars are armed as follows:

1 *Standard bearer* carrying a pole-mounted crimson banner that depicts a skull with a writhing worm in each eye socket. He is armed with short sword.

20 *Infantry* armed with short sword (6) or spear (14).

10 *Slingers* armed with a sling, 10 sling bullets, and a dagger.

Goblins have 60' infravision, and attack with a -1 penalty while in daylight. Each goblin carries 3d6 sp; leader types carry twice this amount plus 1d6 gp.

Worgs (2): AC 6; MV 18"; HD 4 + 4; hp 22 each; #AT 1; Dmg 2d4 bite; INT low (5-7); AL NE; Size L; xp 200 each; THAC0 15; MM 101.

GMs Option: 1d6+1 days after the rout or destruction of the patrol, the goblin chieftain calls for vengeance on the perpetrators of this deed. He forms a warband consisting of 70 regulars, 10 lancers mounted on worgs, 2d4 bugbears, and 1d3 ogres lead by a sub-chief and 1d2+1 assistants (treat as hobgoblins with 8 hp each). The group sets out on the mountain trails to determine what happened to the patrol, though they are convinced that the dwarves in "**Wilderness Encounter Area, E, Mining Camp**" (p. 10) are ultimately responsible. During their search they hear rumors of the PCs' search for the cloud giant's lost stronghold. Overcome with greed at the prospect of a recovering a lost treasure hoard, this group will instead begin to search for the PCs and/or the lost vale. It is up to the GM to work out the details of where the goblin band goes and its impact on the course of the adventure.

7. JERMLAINE

When initially encountered, the party has only a 15% chance to spot 1d3 jermlaine scouts. The remainder of their band of 1d10+30 individuals lurk hidden nearby. Instead of attacking, these noisome little beasties remain hidden and track the party until they camp at nightfall. They then move into the party's campsite under cover of darkness. These creatures start by creeping through the sleeping party's ranks cutting packs, belts, and armor straps. The jermlaine then carefully tie up sleeping party members before choosing one or two to gang up on and assault. If met with heavy resistance, these creatures scatter into the darkness.

Jermlaine: AC 7; MV 15"; HD ½; hp 3 each; #AT 1; Dmg 1d4 spear or 1d2 dart; SA surprises opponents on a 1-5 on a d6; SD infravision 30', 75% undetectable in natural surroundings, 50% to detect invisible creatures in normal conditions, save as 4 HD creature vs. magical attacks, takes no damage versus any attack that can inflict half damage if they successfully save; INT average (8-10); AL NE; Size S (1' + tall); xp 10 each; THAC0 20; FF 53.

8. MOUNTAIN LIONS

A pride of 1d4 mountain lions stalks the party waiting for the right opportunity to ambush an individual PC who strays from the main group. These creatures flee when they lose half of their hit points.

Mountain lions: AC 6; MV 15"; HD 3 + 1; hp 16 each; #AT 3; Dmg 1d3/1d3 claws, 1d6 bite; SA rake with rear claws for 1d4 damage each if both paw attacks hit, leap upwards 15' or forward 20' to attack; INT semi- (2-4); AL N; Size M; xp 174 each; THAC0 16; MM 61.

9. HUGE SPIDERS

A cluster of 2d4+2 of huge spiders hides in the undergrowth or amongst rocks to surprise passing player characters. They initially use their ability to leap up to 3" to surprise victims, doing so on a roll of 1-5 on a d6. Once the spiders deliver their bite, they flee back to their concealed positions to allow the toxin to do its lethal work. Whilst concealed in the brush or rocks, the spiders gain a +3 and +7 bonus to their Armor Class respectively.

Huge spiders: AC 6; MV 18" (3" leap); HD 2 + 2; hp 12 each; #AT 1; Dmg 1d6 bite + poison (+1 to saving throw); SA surprises on a 1-5; INT animal (1); AL N; Size M; xp 181 each; THAC0 16; MM 90.

10. WOLVES

These packs of 2d8+2 wolves shy away from directly attacking large groups. Instead, half of their number harass the PCs while the other half attack a single small target en masse that they can drag away to consume later. These creatures flee if seriously threatened.

There is a 15% chance that two wolfweres will accompany a wolf pack. These sly creatures take the form of two human herb gatherers — replete with a baskets and sickles — when encountered. They attempt to gain the party's trust by telling them that they are being stalked by a pack of wolves and that they are in need of protection. Should this ruse succeed, the pair uses their lethargy-inducing song ability when the party settles down to camp that evening. Once the PCs have succumbed to the effects of the song, the wolfweres revert to their hybrid forms. On their signal, the wolf pack bursts into the camp. The wolfweres and wolves then mercilessly attack any PCs not affected by their song before dispatching sleeping victims.

Wolves: AC 7; MV 18"; HD 2 + 2; hp 10 each; #AT 1; Dmg 1d4+1 bite; INT semi- (2-4); AL N; Size S; xp 65 each; THAC0 16; MM 101.

Wolfweres (2): AC 3; MV 15"; HD 5 + 1; hp 32, 27; #AT 1 or 2; Dmg 2d6 bite, 1d4 sickle; SA shapechange into a human, bipedal wolf/human hybrid, or wolf, song acts as a *slow* spell for 1d4+4 rds (save vs. Spells to avoid); SD cold-wrought iron or +1 weapons to hit; MR 10%; INT high to excep. (13-16); AL CE; Size M; xp 742, 712; THAC0 15; MMII 127.

11. SPRIGGAN

These miscreant gnomes waylay anyone that crosses their path. Unless confronted with a large, formidable group, they attempt to attack and rob the party. Their favorite tactic is for one of their number to assume giant size and pelt the party with boulders from a high vantage point (damage 2d6; range: 1' to 15"). The remaining gnomes use their *move silently* ability whilst in small-size to sneak up behind to deliver back stabs on the distracted PCs. They then use their *scare*



spells to cover those that remain before assuming giant size to engage in melee. Each spriggan carries 2d12 gp of personal wealth. One of their number also carries a key to the large chest located in their lair (see below).

Spriggans (6): AC 3 (5); MV 9" (15"); HD 4 (8 + 4); hp 20 each (44 each); #AT 2; Dmg 1d6 short sword, 1d6 club, or 1d4 sling stone (2d4/2d4 fists); SA spells, thief abilities as an 8th-level gnome with 18 Dex; SD assume giant-size at will; INT ave. to excep. (8-16); AL C(E); Size S (3' tall) (L, 12' tall); xp 1440 each; THAC0 15 (12); MMII 113.

Spriggans' Lair: The dank cave that serves as the spriggans' lair is located 1d3 hexes away from the hex where they are encountered on the **GAME MASTER'S WILDERNESS MAP** (choose direction randomly). Characters with tracking abilities can locate the route to their lair, should they wish to do so. The filthy cave contains a firepit, a few crudely constructed wooden furnishings, and six sleeping pallets made of heaps of furs and skins. Many personal effects belonging to their victims (packs, clothes, shoes, weapons, etc.) — most in poor condition — lie strewn on the cave floor.

The only item of real interest is a large locked chest. Inside this container is a bound and gagged dwarf named Ingi (hp 5). One of the miners from "**Wilderness Encounter Area, E. Mining Camp**" (see p. 10), he was recently abducted by the evil gnomes. The spriggan intend to mercilessly torment and brutalize the hapless dwarf upon their return to the cave. Ingi is effusively grateful toward those that rescue him. He wishes to be reunited with his brethren at the mining camp, and allows the PCs to accompany him there, should they desire to do so.

A small coffer buried under the cave floor holds their collected treasure. It consists of 2,430 cp, 1,685 sp, 16 base 10 gp gems, 7 base 50 gp gems, 20 pieces of cheap jewelry (rings, necklaces, bands, etc.) valued at 10 gp each, and gold cup (300 gp value).



12. WYVERNS

There is an 80% chance that this pair of wyverns will be flying when encountered. If they are not flying, they are either perched on a vantage point, such as a cliff (15%), or on the ground feeding on a kill (5%). When encountered aloft, the party has only a 50% chance to notice the wyverns. When unnoticed, the wyverns surprise the PCs on a roll of 1-4 on a d6. Their first action, if possible, is a dive attack to snatch any smaller targets (halflings, gnomes, dwarves, etc.) with their talons. While diving, they strike with both talons for +4 'to hit', inflicting 2d6 damage each. Furthermore, any attack that succeeds by 4 or more than the target number needed 'to hit' indicates that the victim is grappled in their claws. If successful, the wyvern attempts to flee with its prize, stinging the captive with its poison stinger with a +4 'to hit' on subsequent rounds. Wyverns encountered on the ground have a 60% chance to take to the air upon spotting the party. They attack as detailed above. Otherwise they stupidly charge any potential prey they spy, running on the ground and using their wings to gain some altitude before attacking.

Wyverns (2): AC 3; MV 6"/24"; HD 7 + 7; hp 48, 39; #AT 2; Dmg 2d8 bite, 1d6 tail + poison; SA save vs. Poison or die (1d6 damage even if save is made) from stinger tail; INT low (5-7); AL N(E); Size L (35' long); xp 1405, 1315; THAC0 12; MM 102.

WILDERNESS ENCOUNTER AREAS

Each wilderness encounter location is indicated on the **GAME MASTER'S WILDERNESS MAP** with a corresponding letter.

A. SMALL LAKE & WATERFALL

Description: The path wends near a waterfall that plunges over a 60' cliff into a small mountain lake of pristine blue-green waters. Located next to the lake is a massive, ancient yew tree and a 10' x 6' table rock. This area is considered sacred to the humans that live in the lowlands near the mountains.

Encounter: When the party first enters this area, they encounter a gang of twenty-eight berserkers, two clerics, and two men with hands bound gathered around the yew tree. This group has traveled into the mountains from the lowlands to make a yearly sacrifice to their gods. After the clerics preside over a ceremony giving thanks to the gods, the two bound men — condemned criminals — will be hung from the thickest boughs of the tree.

Once they spot the party, the berserker gang has a 50% chance to attack immediately. If they do not, they draw their weapons and challenge the PCs to identify themselves and their intentions. Mistrustful and suspicious of outsiders, the berserkers and the clerics are not pleased to have their ceremony interrupted. This makes parleying with the group difficult for the party (–15% modifier to the PCs ENCOUNTER REACTION roll). However, the group has a 60% chance of responding favorably to any tales of heroic deeds the party tells them of defeating fell humanoids or monsters.

Attempts to garner information about what lies ahead on the paths are summarily rebuffed unless a bribe of at least 200 gp is offered to the group. If the party does pay, they tell the party of "**Wilderness Encounter Area, B. Centaur Glen**" and "**C. Valley of the Hive**". They also mention that the lake to the east is a taboo area, and to be careful not to anger the "lake spirits" there (see "**D. Nixie Lake**").



Information concerning the cloud giant legend proves more difficult for the party to obtain. If asked, the priest, Uthan, suggests that he knows something of this legend. He is willing to share what he knows on the condition that the party travel to “**Wilderness Encounter Area, B. Centaur Glen**” (see below) and return with a lock of tail hair from the centaur shaman that resides there. He considers the hair to have valuable magical properties. This group will wait here for up to four days for the party to travel there and return if they agree to their terms. Uthan knows rumors #2 and #9 on the **RUMORS LIST** (see “**Rumors**” section for details).

Uthan, 5th-level berserker cleric: AC 2 (*chain mail* +1, shield, Dex); MV 12”; hp 30; #AT 1 or 2; Dmg 1d4+1 hammer; SA attack twice in one round or once with a +2 ‘to hit’, spells; AL CN; Size M; xp 380; THAC0 18; S 9; I 13; W 13; D 15; C 16; CH 12. He wears a gold brooch (125 gp value), *chain mail* +1, shield, and has a **cleric scroll** with *prayer* and *slow poison* (cast at 8th-level usage). He has memorized the following spells:

Level 1: *cure light wounds* (x2), *detect magic*, *light*
Level 2: *hold person* (x2), *silence 15’ radius*
Level 3: *dispel magic*

Adept, 2nd-level berserker cleric: AC 4 (*chain mail*, shield); MV 12” (9” in armor); hp 10; #AT 1 or 2; Dmg 1d4+1 hammer; SA attack twice in one round or once with a +2 ‘to hit’, spells; AL CN; Size M; xp 48; THAC0 20; S 12; I 9; W 14; D 11; C 11; CH 11. He is armed with a hammer and shield, and has memorized the following spells:

Level 1: *command*, *cure light wounds* (x2), *sanctuary*

Sorkvir, berserker leader, 2nd-level fighter: AC 5 (*chain mail*); MV 12” (9” in armor); hp 24; #AT 1 or 2; Dmg 1d8+1 long sword, 1d6+2 hand axe; SA attack twice in one round or once with a +2 ‘to hit’; AL N; Size M; xp 76; THAC0 20; S 16; I 12; W 10; D 9; C 17; CH 11. He wears a gold armband (100 gp value), and carries a **hand axe** +1.

Junior berserker leader, 1st-level fighter: AC 5 (*chain mail*); MV 12” (9” in armor); hp 9; #AT 1 or 2; Dmg 1d6 short sword, 1d6 hand axe; SA attack twice in one round or once with a +2 ‘to hit’; AL N; Size M; xp 19; THAC0 20; S 13; I 7; W 10; D 8; C 15; CH 13.

Berserkers (26): AC 7 (*studded leather*) or 6 (*studded leather*, shield); MV 12” (9” in armor); HD 1 – 1; hp 5 each; #AT 1 or 2; Dmg by weapon type; SA attack twice in one round or once with a +2 ‘to hit’; INT average-very (8-12); AL N; Size M; xp 15 each; THAC0 20; MM 67. The berserkers are armed and armored as follows: battle axe & shield (8), long sword & hand axe (8), short sword & spear (10).

Criminals, 2nd level thieves: AC 10; MV 12”; hp 8, 6; #AT 1; Dmg by weapon type; SA/SD as thief; AL N; Size M; xp 36, 32; THAC0 20.

Development: The GM may wish to expand the scope of berserkers’ role in the adventure. Should the berserkers learn that the party’s ultimate goal is to locate Thorogang’s Fastness, they immediately head back to the lowlands. There they tell the story where the rumors of hidden gold and mysterious power spread like wildfire amongst the ranks of the berserker bands of the area. In 1d4+3 days, a 9th-level berserker war chief gathers a band of two 7th-level

sub-chiefs and 60 warriors, plus a 7th-level cleric and 1d4 3rd-level assistants. The group heads into the mountains with the intention of sacking the giant’s halls. Should they find and confront the PCs, the players have the option to surrender any loot they found...or else. It up to the GM to determine exactly how the berserkers’ involvement plays out during the course of the adventure.




B. CENTAUR GLEN

Description: The trail ends in a broad glen two miles at its widest. Its grassy sides gently slope up toward the high peaks that surround it. A trickling beck flows down the slopes to empty into a small pond. The rear portion of the glen is lightly wooded. Here four sideless huts serve as dwellings for the centaurs that live here.

Encounter: A herd of a dozen centaurs inhabits this peaceful glen. The group is friendly only if elves or half-elves are present in the party. If so, the centaurs tolerate any of their non-elven companions for only a short time. Gifts the centaurs find useful, especially any healing magics (spells, scrolls, potions, etc.), have an 80% chance to favorably sway their opinion of party. Should these be offered, the centaurs are willing to speak with a group that contains no elves/half-elves, and may even allow them stay in their glen for a day or two. Without elf-types or bribes, the centaurs ask the party to leave their territory. If the party refuses, they indicate they are willing to fight to make them leave. The three females (HD 3; hp 14 each) and three young (HD 2; hp 9 each) fight only when attacked first. The five male centaurs fight with a +2 ‘to hit’ if the females or young are attacked.

Centaur (5): AC 5; MV 18”; HD 4; hp 18 each; #AT 2; Dmg 1d6 hoof, 1d6 lance, or 1d6/1d6 long bow; INT low to average (5-10); AL N (CG); Size L; xp 117 each; THAC0 15; MM 14. Three centaurs are armed with lances, the other two have long bows and 20 arrows each.



The centaurs divulge information about the vale only if the party is on good terms with them. Should this be the case, they can tell the party rumors #7, #8, and #10 on the **RUMORS LIST** (see “**Rumors**” section on p. 3 for details), and the general direction where it lies. They can also confirm that giants currently reside in the Fastness, but not if Thorogang is among them or even if he still lives. Once they learn that the party intends to travel there, the centaurs ask for them to locate the *willow flute* (see AREA 7 and the “**New Magic Items**” section). They lost this item some time ago, and desperately seek its return. Their shaman has used divinations and consulted with spirits to determine that it lies somewhere in the vale.

If the party asks about obtaining tail hair from the shaman, the centaurs balk at this request. However, with a little persuading, the shaman, Lyssina, grants the request on the condition that a player character can beat her in a quarter mile race. She also demands a prize from the PCs of no less than 500 gp value if she wins. Lyssina’s statistics are equal to a male centaur with the exceptions that she has 26 hit points, and uses a shield (AC 4) and spiked club in melee (treat as morning star). She has memorized the following spells:

Level 1: *cure light wounds*, *light*

Level 2: *augury*, *speak with animals*

Treasure: The centaurs keep their treasure in a leather sack hidden in the bole of a tree located near their camp. The treasure consists of 492 ep and a **druid scroll** (*spike growth* and *pyrotechnics* cast at 7th-level usage) in a leather scroll tube.

C. VALLEY OF THE HIVE

Description: This fan-shaped cul-de-sac valley is a half mile wide at its broadest point. Towering 150’ high cliffs surround its flanks, while the rear of the valley gently slopes up the side of a mountain. The valley floor is covered in short grasses, shrubs, and rock outcroppings. Drizzling rivulets of water stain the sides of the cliffs.

Encounter: This valley is home to a colony of giant bees that roam far and wide over the mountains searching for food. The colony lives in a nest located in a cleft 100’ feet above the valley floor. From the outside this appears as large grayish-brown wedge of paper-like material. The nest material is very strong and can withstand 25 points of damage from heavy weapons before a man-sized hole is punched into it, and 250 points before being completely destroyed. However, it is very susceptible to fire. A bonfire-sized amount of flames destroys it in 2d4 rounds.

Giant worker honeybees (30): AC 6; MV 9”/30”; HD 3 + 1; hp 15 each; #AT 1; Dmg 1d3 stinger plus 2d4 poison (save vs. Poison to avoid; can only sting once); INT low (5-7); AL N; SZ M; xp 210 each; THAC0 16; MMII 17.

Giant soldier honeybees (6): AC 5; MV 9”/30”; HD 4 + 2; hp 20 each; #AT 1; Dmg 1d4 stinger plus 5d4+1 poison (save vs. Poison at -1 to avoid; can only sting once); INT low (5-7); AL N; SZ M; xp 300 each; THAC0 15; MMII 17.

Giant queen honeybee: AC 5; MV 9”/30”; HD 8 + 6; hp 46; #AT 1; Dmg 1d8 stinger plus 5d4+1 poison (save vs. Poison at -1 to avoid); INT low (5-7); AL N; SZ M; xp 768; THAC0 12; MMII 17.

Tactics: The bees ignore the party as long as they do not approach within 100 yards of their nest. Should anyone get too close, angry soldier bees make warning dives, pulling up just before they strike. Those that fail to heed this warning are attacked by all of the soldier and worker honeybees. The bees pursue any fleeing adventurers, striking at them mercilessly. Large amounts of smoke will confuse the bees, keeping them from attacking.

Treasure: In addition to large quantities of honey which can be used for food by the PCs, the nest contains 1d4+1 portions of *royal jelly*. Each portion of this substance functions as a *potion of extra-healing* combined with a *cure disease* spell (qq.v.). However, use of mass destruction spells (e.g. fireball, lightning bolt, etc.) or burning the nest will destroy this substance. Each portion of royal jelly can sell for 1d6+2 x 1,000 gp on the open market.

D. NIXIE LAKE

Description: A one mile wide, two mile long lake occupies this area. High cliffs surround the lake on all sides. A small 50’ x 50’ island covered in a dense cluster of pines lies in the center of the lake. The only route through this area is via a trail that hugs the northern shore of the lake. This winding, narrow trail gradually rises in elevation as it heads east away from the lake. The lake has an average depth of 35’, and maximum depth of 60’.

Encounter: Thirty-four nixies dwell in this mountain lake. These creatures are both feared and revered by the local human populace. Travelers passing by the lake attract the attention of the nixies, who watch the trail from the safety of the water. Twelve underwater dwellings constructed of driftwood and aquatic foliage serve as homes for these creatures. While submerged under the lake, the nixies are 95% undetectable to those on the shore; this drops to 65% when they are in less than 10’ of water. Four giant pikes that serve the nixies guard the lake. They attack anything that enters the waters uninvited by their masters.

Stone Jetty: Next to the northernmost section of the trail lies a 4’ wide stone jetty that reaches out 15’ into the water. Travelers passing this way must sacrifice 10 gp worth of precious goods (coins, gems, jewelry, magic items, etc.) per level of experience to the nixies by throwing them off the jetty into the lake. There is an 80% chance the nixies cast their powerful *charm* on those not making a sacrifice, while those that make the appropriate tribute have only 20% that they do so. As a group, the nixies can charm up to three human victims (choose the individuals at random). A successful save vs. Spell with a -2 penalty to the roll prevents a victim being charmed. Those that fail their save will enter the waters to serve as a slave for the water sprites for one year. *Water breathing* spells from the nixies allow humans to survive during their captivity underwater.

Nixies (34): AC 7; MV 6”/12”; HD ½; hp 3 each; #AT 1; Dmg 1d6 darts or 1d4 dagger; SA a group of 10 nixies can *charm* a human (save vs. Spells with a -2 penalty to resist); MR 25%; INT very (11-12); AL N; Size S (4’ tall); xp 35 each; THAC0 20; MM 74.

Giant pikes (4): AC 5; MV 0”/36”; HD 4; hp 19 each; #AT 1; Dmg 4d4 bite; SA surprises victims on a 1-4 on a d6; INT non- (0); AL N; Size L (9’-14’ long); xp 161 each; THAC0 15; MM 78.



Tactics: If attacked, the nixies throw their large darts (treat as javelins with a 6" range). Under no circumstance will the nixies leave the safety of the lake to engage in melee on land. All of the nixies and their giant pike guards attack any non-charmed PCs who enter the lake's waters. Land-dwelling creatures are at a definite disadvantage if they fight while wading or swimming in water. Small fires or a *light* spell keep the nixies at bay; large fires, fire-based attacks, or a *continual light* spell cause them to retreat.

Treasure: The group's treasure is concealed in a depression in the deepest part of the lake. Those swimming within 10' of it with no light source have only a 5% to spot it; those with a light source have a 20% chance. The treasure consists of 1,050 cp, 775 sp, 656 gp, and 40 gems (18 base 10 gp; 12 base 50 gp; 8 base 100 gp; 2 base 500 gp).

E. MINING CAMP

Description: The trail follows a U-shaped valley that ends in a wooded dell. Here a group of dwarves have recently built a mining camp. The camp consists of a crudely-built log cabin, a wooden shed, and a mine. The latter has been dug into the side of a ridge. Wooden beams shore up the mine's entrance. Wheelbarrows, picks, shovels, and a pile of cut wooden beams lie adjacent to the mine. Six mules stand tethered to a post next to the shed.

Encounter: A group of fifteen dwarf prospectors dwell and work in this area. During the daylight hours, all but 1d2 dwarves work in the mines extracting precious silver ore. In the evening hours, they all will be in their single-room cabin drinking ale and singing songs before turning in to sleep. The dwarves keep their armor stored in the cabin while working in the mines. Thus, they have only AC 10 until they have a chance to don their armor. The camp's guard — a trained brown bear (hp 36) — lounges in the brush near the cabin. It challenges any unwelcome visitors that come to this area.

The dwarves are highly suspicious of strangers. They regard anyone arriving uninvited to the dell reticently, as they fear being robbed of their ore. As such, party receives a -10% to their initial ENCOUNTER REACTION roll when they first meet the dwarves. If the party is not friendly, the dwarves tell them that they are not welcome here, and that they should leave immediately. Should the PCs manage to befriend the dwarves, they prove to be friendly if somewhat taciturn.

One of their number, a dwarf named Igni, has recently gone missing. This hapless dwarf was kidnapped by a roving band of spriggan (see "**Wilderness Encounter Table, 11. Spriggan**" on p. 6 for details). Should the party free their missing companion, the dwarves become their loyal, lifelong allies.

If the party is friendly and asks about the legend of Thorogang, the dwarves say that they have heard vague rumors concerning the giant. They direct the party to the firbolg steading at **Wilderness Encounter Area, F** (see below). They say the giants that reside there know much local history. If the PCs are not friendly, or have not proved their trustworthiness, the dwarves divulge no information.

The miners are part of a dwarven clan that lives in a subterranean complex many miles to the east of the dell (not shown on the map). The dwarves are friendly with the galeb duhr that live in the region; they are somewhat neutral with the local humans, whom they trade

with occasionally; they hate most giants and humanoids found in the region, and will attack them on sight, given the chance.

Dwarf leader, 2nd level fighter: AC 3 (*chain +1* & shield); MV 6"; hp 16; #AT 1; Dmg 2d8+1 broad sword or 1d6+1 hand axe; SA/SD as dwarf; AL LG; Size S (4' + tall); xp 60; THAC0 20; S 17; I 10; W 12; D 10; C 13; CH 11. He wears two silver earrings (25 gp value each), and uses **chain mail +1**, a shield, broad sword, and hand axe.

Mountain dwarves (14): AC 4 (chain mail & shield); MV 6"; HD 1 + 1; hp 7 each; #AT 1; Dmg by weapon type; SA/SD as dwarf; INT very (11-12); AL LG; Size S (4' + tall); xp 42 each; THAC0 20; MM 35. They are armed as follows: footman's military pick (4), hammer (3), spear (3), battle axe (2), heavy crossbow & hand axe (2).

Treasure: The dwarves store their silver ore in a concealed hollow in the ridge not far from the mine. They currently possess 500 lbs. of silver ore with a value of 100 gp. Additionally, each dwarf has a personal treasure of 3d4 gp which they usually keep with their gear in the cabin.

F. FIRBOLG STEADING

Description: A firbolg clan and their servants reside in this roughly two mile long valley consisting of gently rolling, grassy ridges. Thick copses of trees lie in the ridge troughs and sloped acclivities that rise up to the surrounding peaks. A pall of peat smoke, which emanates from the chimneys of a great lodge perched on the highest ridge, drifts languidly throughout the valley. The giants dwell in this massive structure. It is constructed from 3' thick logs with a sharply sloping roof that is 40' at its highest (use **MAP A. Firbolg Steading** found on p. 22). Log columns hold up the eaves of the overhanging sloped roof. Carved, decorative wooden dragons stretch out from its gables. A set of 20' tall wooden double doors reinforced with bronze bands serves as the front entrance. A smaller building of similar construction (though less adorned) sits behind the lodge. It functions as a cowshed for a herd of 38 cattle. When the weather is poor, these animals are housed in this structure. If the weather is good, they will be grazing on the slopes of the ridges tended by 1d2+1 human servants armed with slings and staves.

Encounter: A firbolg named, Searbhán, and his wife, Eitymoyan, rule this valley from their steading. Their household also consists of their son, Gehrigog, and sixteen 0-level human servants. Though wary of visitors, the giants are hospitable, if somewhat aloof, to anyone that is not outright hostile. They invite the party to stay in their great hall, and throw a feast for them that evening. If they perceive the party as weak or unfriendly, they serve them poisoned mead that causes sleep when drunk (*chance to detect:* 10%; *save modifier:* -2; *onset time:* 1 turn; those that fail a save vs. Poison fall asleep for a number of hours equal to their CON subtracted from 20; acts as a *slow* spell for 1d4 rounds even if the saving throw is successful). Once asleep, the victims are stripped of their gear and valuables, and abandoned 3d4 miles from the valley.

If the party is friendly or perceived as powerful, the giants serve them a special mead that heals 1d6 damage per draught and eliminates fatigue. Searbhán tells them that his special mead is brewed from the royal jelly of giant bees "**Wilderness Encounter Area, C. Valley of the Hive**" (p. 9). He is willing to purchase this substance



at its market value, should the PCs possess any. Payment will be in copper coins with a *fools gold* spell cast upon them to make them appear as gold (see ROOM 10 below).

If asked about Thorogang's stronghold, again, the giants' answer depends on the party's reaction toward them. If the PCs are friendly, they tell them that they must follow the trail south for some days to a spot where a track branches off to the southeast. They say that the cloud giant has always been a recluse, but they have heard rumors that he no longer lives. The firbolgs mention that they are interested in a magic item Thorogang possesses — a figurine carved from jet that can turn into a living giant raven. This item is located in AREA 25 (see "New Magic Items" for details about this figurine). Searbhán offers to purchase it from them for twice its gold piece sale value. However, if the party does find it and returns to the steading, the giants serve them the sleep mead and rob them as noted above.

If the party is unfriendly, the giants tell them that the Vale of Kalávorka is located beyond the narrow canyon in **Wilderness Encounter Area, H. Winding Gorge** (p. 12).

Firbolgs (3): AC 2; MV 15"; HD 13 + 2-7; hp 76, 66, 64; #AT 1; by weapon type (x2) +10; SA once per day can cast *detect magic*, *diminution* (as potion with x2 effect and maximum duration), *fools gold*, *forget*, and *alter self* as a 13th level caster; SD bat away up to two missiles each round on a roll of 6+ on a d20; MR 10%; INT avg. to genius (8-18); AL N (CG); Size L (10 ½' tall); xp 5018, 4838, 4802; THAC0 8; MMII 68.

Searbhán wields a halberd in melee, but also has a dagger to throw, if necessary; Eitymoyan uses a spiked club (treat as morning star); Gehrigog a two-handed sword or heavy crossbow (see ROOM 8 below). Their giant-sized weapons inflict twice the normal damage.

Key to Map A. Firbolg Steading

1. Great Hall: This hall contains a massive table with benches, two large carved wooden chairs, and a central open firepit. A hanging birdcage holds an enchanted nightingale that can sing any song requested on command (this can fetch 5,000 gp to the right buyer).

2. Kitchen: This standard kitchen contains tables, a firepit (large enough to spit roast a whole cow), shelves, spices, crockery, etc. Six human servants work in here at all times of the day.

3. Larder: The pantry holds foodstuffs in great quantity in barrels, bins, and sacks. A set of stairs lead to a cellar where smoked meats, cheeses, root vegetables, and barrels of ale and mead are stored.

4. Servants Quarters: This room holds a dozen sleeping pallets used by the steading's human servants. At night they are found here sleeping with four hunting dogs (hp 7 each). Each servant has 4d6 cp, 2d6 sp, and 1d6 gp stashed away amongst their personal belongings.

5. Store Room: This area holds many boxes, barrels, and bins. Work tools (picks, hammers, adz, etc.), slings (for hunting), coils of rope, casks of oil, animal traps, cords of wood, sacks of coal, wheelbarrows, and so forth are a few of the items found here. A door leads out the rear of the building to the barn.

6. Chambermaids' Room: Four human chambermaids who wait on the giants night and day reside in this room.

7. Guest Room: This room holds two giant-sized beds, two trunks, a table, and two stools. It is currently unoccupied.

8. Gehrigog's Room: The only child of Searbhán and Eitymoyan dwells in this room. Furnishings include a bed covered in furs, a trunk, a table with a stool, and a bearskin rug on the floor. A crude tapestry (100 gp value) and a set of giant elk antlers hang on the walls. On the table is a jug of normal mead and a wooden mug. A giant-sized heavy crossbow with 12 bolts sits next to the bed. The giant keeps 1,200 gp stashed under his mattress.

9. Elder Firbolgs' Room: This room is furnished much as Gehrigog's room above with the exception that the bed is much larger and a standing wardrobe holds a number of giant-sized clothing articles. Stashed in the pocket of one of the cloaks is a **philter of love** (*container*: pewter flask; *appearance*: smoky, translucent sooty-looking liquid; *smell*: fiery; *taste*: herbal) that Eitymoyan plans to



use on her husband. A shelf holds two jugs of healing mead and two jugs of the sleeping mead (see above for details). Each jug holds ten draughts of their respective types of mead.

10. Hidden Room: This small room contains two large chests. Each chest is trapped to release a cloud of gas that fills the entire room and lingers for 1d4 rounds before dissipating. Those breathing the gas who fail a save vs. Paralyzation are held for 2d4 hours. The first chest contains 5,340 ep, 9,475 gp, a **wand of illumination** (22 charges), and a **dagger +2, longtooth**; the second chest has 22,000 cp.

G. GRIFFON PERCHES

Description: This bowl-shaped valley has a dozen 60' to 100' high (1d6+4 x 10') rocky outcroppings that rise from the stony valley floor. Climbing ability or gear is needed to reach these high places.

Encounter: A pride of griffons inhabit this area. They reside in nests located on the tops of the outcroppings. Two of the four nests hold a total of three fledglings while a third nest holds two eggs. These territorial creatures attack anything that enters their domain. The corpses of slain creatures are taken back to the nests to be shared with the young.

Griffons (8): AC 3; MV 12"/30"; HD 7; hp 30 each; #AT 3; Dmg 1d4/1d4 claws, 2d8 bite; INT semi- (2-4); AL N; Size L; xp 675 each; THAC0 13; MM 50.

Treasure: The nests contain an assortment of old equipment of no value (helms, belts, packs, etc.) from some of the griffons' victims. One nest holds a sack with 811 ep. Another nest has small wooden box. Inside are two glass vials that contain **potions of levitation** (*appearance*: milky white with golden flecks; *smell*: fishy; *taste*: burning) and **vitality** (*appearance*: glowing brass liquid; *smell*: dusty; *taste*: tart), along with the remnants of three broken vials.

H. WINDING GORGE

Description: At this point, the track enters a 40' wide canyon that funnels to a narrow gorge. The terraced walls of the gorge reach up 50' with many ledges and overhangs. The gorge narrows tighter as it winds upward over the next 1 ½ miles before it dead-ends. At this end point it is only 20' wide. A natural niche at this dead end holds a grotesque bone idol (see below).

Encounter: A band of twenty-four taers occupies this canyon. They savagely attack anyone that dares set foot in their territory. These creatures inhabit a half dozen shallow caves located 1d3+2 x 10' above the gorge floor near its end. Dried vegetation (used for bedding), stinking ordure, smashed bones, and loose rocks cover the floor of these caves.

Taers (24): AC 4; MV 18"; HD 3 + 6; hp 18 each; #AT 3 or 1; Dmg 1d4/1d4 claws, 1d6 bite or 1d6+3 spear; SA stench causes nausea to those within 10' (save vs. Breath Weapon, -2 'to hit' and -1 damage, lasts 1d4+1 hours), hurl spears for +1 'to hit' and +3 damage; SD immune to cold-based attacks; INT low (5-7); AL N; Size M (6 ½' tall); xp 122 each; THAC0 15; MMII 117.

Tactics: The first taer to spot intruders lets out a ululating cry to warn the rest of the band. They then flood out on to the ledges

where they begin to pelt the PCs with large rocks and hurled spears. Dropped rocks inflict 1d6 damage each; there is an unlimited supply of the rocks in this area. Player characters can attempt to climb the narrow ledges to reach the ape-things. To do so, a PC moves at half their normal move rate, and must make a successful Dexterity check for each round of movement to avoid slipping and tumbling down to the bottom of the gorge (1d3 damage per 10' of elevation). Additionally, each time a rock strikes a PC making their way up, they must do likewise or fall. Once the taer wear down the party for a few rounds, they leap down to the gorge floor to attack with claws and teeth.

Grotesque Idol: The bone idol located at the end of the gorge appears as a deformed skull made up from bits of bone crudely glued together and covered in melted gold (50 gp worth). It has two uncut spinel gems for eyes (100 gp value each). This object is cursed. After 24 hours, the character that took the skull begins to emit the vile fetor of a taer (q.v.). This curse is lifted only if the object is returned to its niche at the end of the gorge and a *remove curse* spell (q.v. 3rd-level cleric/4th-level magic-user spell) is used on the character.

I. HARPY ROOSTS

Description: The trail ends in a high-walled canyon, three-quarters of a mile wide. The canyon tapers to one-quarter mile at its end. Rocks and boulders litter the flat canyon floor. Brambles with wicked thorns grow in great clusters here along with a few forlorn-looking trees.

Encounter: A flock of thirteen harpies wait perched on the 150' high canyon walls where they reside on covered overhangs. These foul-tempered creatures constantly watch the valley for potential prey. When they spot the party, they immediately fly down, screeching dreadfully. Their first action is to circle at least 100' above the party in a chaotic, wheeling covey while they use their *charm song* ability. When at least half of the party members have succumbed to their charm, the harpies swoop down to finish off those not affected.

Harpies (13): AC 7; MV 6"/15"; HD 3; hp 15 each; #AT 3; Dmg 1d3/1d3 claws, 1d6 bite; SA charm victims by song or touch (save vs. Spells to avoid); INT low (5-7); AL CE; Size M; xp 190 each; THAC0 16; MM 51.

Treasure: The harpies' meager treasure of 1,131 cp lies spread over the six bone-littered ledges they inhabit. Of course, the party will have to climb the high cliffs to reach them.

J. GATEWAY TO THE VALE

Description: The track that leads to this area gradually rises higher and higher into the mountains as the party follows it east. There is a 60% chance per day that this area is blanketed in heavy, unmoving foggy mists (see the "**Weather in the Mountains**" section on p. 4 for details). The narrow, high-walled, U-shaped valley ends here, blocked by a 120' high, near-vertical ridge. Loose rocks and lichen-covered boulders litter the mostly flat valley floor. Here, the cloud giants that ruled from Kalávorka built an imposing gateway that leads to their vale (use **MAP B. Gateway to the Vale** found on p. 22). This area now is crumbling and derelict. A massive doorway cut into the ridge is flanked by two 30' tall stone statues of cloud giants. Grime and lichen now cover these once majestic sculptures. Beyond the doorway, a passage hewn from solid rock leads to the other side of the ridge. Two smaller portals in the passage open into



a few rooms. Furthermore, a dozen 10' wooden stakes topped with skulls (taer, dwarf, human, hobgoblin, gnoll, etc.) flank the doorway.

Great Doorway: A 25' tall, 30' wide doorway opens into the ridge. Two massive wooden valves bound in bronze that once served as the doors now lie on the ground just inside the entry. The 30' wide passage beyond the doors leads 200' to a narrow valley. The track the party has followed begins again on the other side and leads directly to the lost vale. The decorative lintel above the doorway bears a stylized relief depicting a solitary mountain. Worn runes in the cloud giant language snake around the image. If deciphered the runes read:

*Bestowed by the gods on high
In its depths lies the mountain's heart
Revealing secrets unknowable
To us — its chosen keepers*

Forgotten Chambers: Entry to the northern chambers is via a secret door in the north wall of the passage or a secret door located on a 40' high ledge that looks west. Entry to the southern chamber is via a secret door on the south wall of the passage or an open doorway situated at ground level in the west wall. These chambers were never fully completed by the cloud giants. Harmless molds and fungi coat the walls of these long neglected rooms.

Encounter: A group of abhorrent creatures consisting of a grindyflow (or pale hag), fifteen fuaths, and six yeth hounds currently reside in these chambers. See the “**New Monsters**” section for details on the two former monsters. The pale hag lives in the northeastern chamber, while the fuaths and yeth hounds occupy the southern chamber.

Grindyflow: AC 3; MV 12”; HD 6 + 6; hp 38; #AT 2; Dmg 1d4+5/1d4+5 fists; SA gaze causes paralysis (victim must save vs. Spells with -2 penalty or stand frozen for 3d4 rds), a victim hit with both fist attacks suffers automatic strangulation damage each round thereafter; climb walls (85%), once per day can use *blur*, *change self* (as a human of approximately the same size), *wall of fog*, assume *gaseous form* (as potion of the same name), *levitate*, *putrefy water*, *tongues*, and *water breathing*; SD +1 or better weapon to hit, immune to cold, electrical, and gas-based attacks; MR 30%; INT ave. to highly (8-14); AL NE; Size M (6' tall); xp 1379; THAC0 13; New Monster.

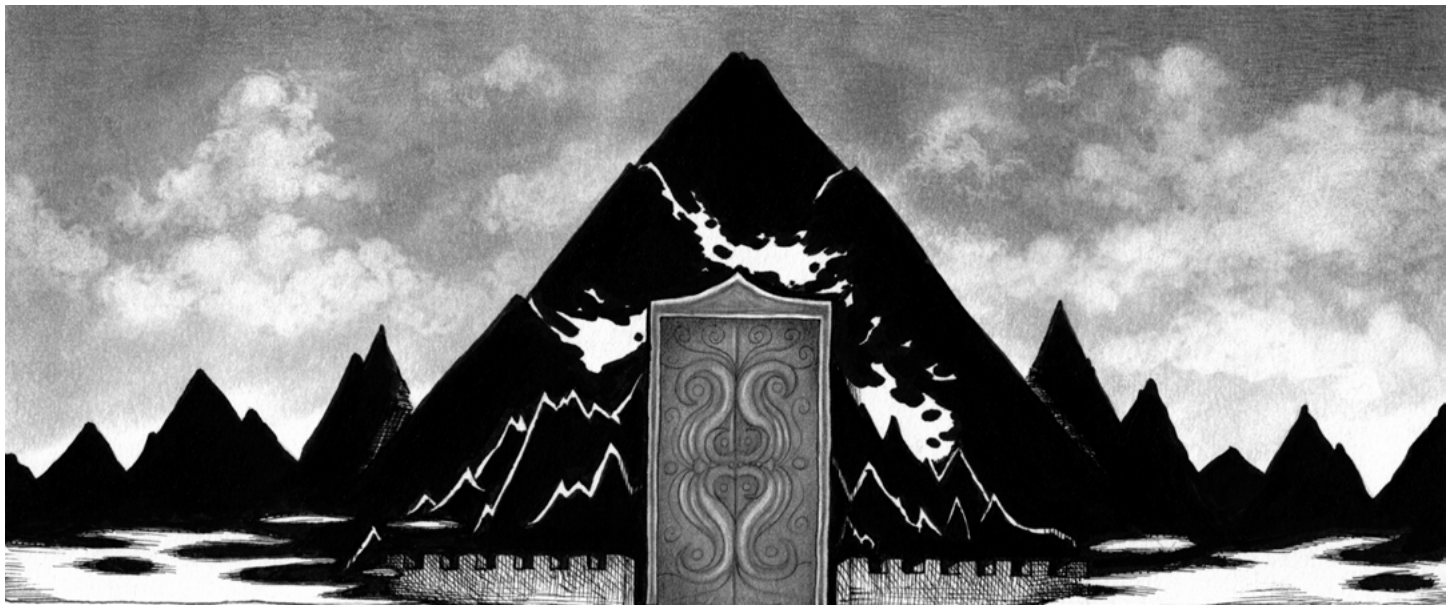
Fuaths (15): AC 5; MV 9”; HD 2; hp 11 each; #AT 1 or 3 (darts); Dmg 1d6 spear, 1d4 dagger, or 1d3 dart + poison (save vs. Poison or fall asleep for 2d4 turns); SA spell use, back stab (x2 damage); SD +2 to magical saves, immune to sleep, *magic missiles* inflict 1 hp each missile, *hide in shadows & move silently* (65%); INT average (8-10); AL NE; Size S (4' tall); xp 95 each; THAC0 16; New Monster. Each fuath has 2d6 ep, 4d6 gp, and three darts. Eight are armed with daggers, while the other seven have spears. Furthermore, six of their number possess garrotes. The spell usable by each fuath and number of individuals that can use them are: *burning hands* (2); *charm person* (4); *magic missile* (3); *shocking grasp* (2); *sleep* (2); *spider climb* (2).

Yeth hounds (6): AC 0; MV 15”/27”; HD 3 + 3; hp 16 each; #AT 1; Dmg 2d4 bite; SA baying causes creatures within 9” to flee in fear (save vs. Spells to avoid); SD silver (1 point of damage per hit) or magic weapons needed to hit (1 point of damage per “plus”); MR 10%; INT low (5-7); AL NE; Size L (4 ½'-5' at shoulder); xp 299 each; THAC0 15; MMII 129.

Tactics: These creatures attack anyone that approaches the gateway sans the fog giants and their servants from the vale. The yeth hounds begin their unearthly baying as soon as intruders are detected. They chase down and attack any characters that fail a save vs. Spells and flee in fear from their baying. The fuath creep out into the main passage where they employ ranged offensive spells, such as *charm person* and *sleep*, to disable party members. They move forward to strike with their poisoned darts and spells before committing to melee. Given the chance, they attempt to back stab unaware PCs with daggers, spears, or garrotes.

While her minions engage the party, the hag assumes gaseous form then flows under the secret door on the ledge. If the area is not currently misty, she uses her *wall of fog* ability where the PCs are located. She then casts *blur* on herself before moving down to engage in melee with the party. She assumes her normal form behind a PC whom she attacks with her claws. Being intelligent, she selects a less armored opponent to maximize her chances to strangle the victim. If hard pressed, the grindyflow levitates herself and any victim in her grasp into the air and out of the reach of their companions. Should the battle go against these creatures, they attempt to flee. The fuaths use their *hide in shadows* ability to disappear in the mist, if it is present, while the hag climbs the cliff to disappear over the ridge. If cornered, the hag offers up her treasure to save her life.

Treasure: In the bone-covered chamber to the northeast, the grindyflow has 615 gp, three ivory goblets (200 gp value each), a gold serving tray (400 gp value), and a **magic-user scroll** (*clairvoyance* and *fireball* cast at 7th-level usage) stashed under a pile of stones.



SECTION II: THE VALE OF KALÁVORKA

Thorogang's Fastness lies at the eastern end of a mountain-ringed valley called the Vale of Kalávorka ("Place of Icy Mists" in the cloud giant tongue). This cul-de-sac valley stretches eight miles east to west, and four miles at its widest north to south. Its sole entrance is a narrow gap nestled between high ridges on the vale's western end. Terrain consists of low, undulating rises strewn with rocky outcroppings and scrub grasses. The valley floor is perpetually damp, and cold marshy pools dot the low-lying areas between the rises. Icy rills trickle down from the surrounding mountain peaks that ring the vale to fill these pools. These waters form a 10' wide stream that meanders across the vale before disappearing underground at its western edge. The peaks ringing Kalávorka reach over 2,000' above the valley floor, and are snow-covered most of the year. These mountains are impassible to those without access to mountaineering gear, the ability to climb walls (such as thieves possess), or similar magical abilities.

Icy Mists: Heavy, cold fogs — brooding and motionless — blanket the vale nearly every day of the year (95% chance). Consult the "Weather in the Mountains" section on p. 4 for details concerning vision, movement, and attack modifiers while in the fog. Please note that flying creatures that dwell in the vale (the huge ravens, as noted below, and the white dragon in AREA 23) have no difficulty navigating through fog, making crashing an unlikely event. Their only handicap is the movement reductions listed in the section noted above.

Watchers in the Vale: A flock of huge ravens keep an eye on the vale for the giants, watching for intruders and any out of the ordinary events. Smarter than others of their kind, these ravens possess a limited speech ability. These birds have a 60% chance per hour to spot the party moving through the vale. Once they spot intruders, some ravens continue watch the party's movements, while others fly off to report to their masters. If attacked, they do not engage the party in melee, but will stay at a distance to monitor their actions.

Huge ravens (48): AC 7; MV 1"/27"; HD 1 - 1; hp 5 each; #AT 1; Dmg 1d2 bite; INT low (5-7); AL N(E); Size M (4'-6' wingspan); xp 35 each; THAC0 20; MMII 105.

THE KEY TO THE FASTNESS OF KALÁVORKA

Seven miles to the east of the vale's entrance, a solitary 800' high peak rises out the rolling terrain. This is Thorogang's mountain stronghold. Dense, cold fog shrouds this cone-shaped peak at all times. As such, the adventurers will likely not even notice the peak (90%) until they are right upon it. Even then, they are likely not to recognize it as a mountain, but simply as a very steep slope.

At the base of the peak, the party discovers an immense set of worn stairs, 30' wide with 2' high steps, that climb 180' up its west side. The stairs end at a 60' wide and 30' deep platform constructed of smoothed stones. An 8' high stone parapet surrounds it. Set into the mountainside in the center of this platform is a 25' high, 20' wide stone double door covered in decorative scrollwork.


Note that scaling the mountainside is difficult due to the steep grade and damp rocks that cover its sides. Consider the wall surface "smooth but cracked" and the condition "slippery" for purposes a thief using their *climb walls* ability (see **DMG**, p. 19).

PHYSICAL PROPERTIES OF THE FASTNESS

The complex consists of three dungeon levels cut from solid rock. Here the five fog giants who originally served Thorogang currently dwell. A fourth level consists of a few large natural caves. The dungeon levels possess a number of unusual physical and magical properties as detailed below.

Stone Work: Passageways and rooms have vaulted ceilings crafted from solid stone. The walls have a slight concave curvature giving them an oval shape. Stone support beams that stretch from floor to ceiling are found every 20'. Unless noted otherwise, all passage ceiling heights are 25' high in the center with a height of 23' near the walls due to the vaulting. Smaller rooms are 28' in the center and 25' on the sides; larger chambers are 30' to 35' in the center and 27' to 32' on the sides.

The walls in passageways and occupied rooms are covered in white plaster and painted with flowing designs of pastel blue, gray, mauve,



and green. Age and dampness have discolored many of these decorations. The walls in small rooms are of naked, unadorned stone. The floors are constructed with white-flecked, pale gray flagstones.

Stairs: All stairs consist of 2' high steps cut from solid stone. Naturally, the height of the steps reduces the movement rate of smaller creatures attempting to negotiate them.

Lighting: All passages and most rooms have one or more bronze cressets mounted on the walls which burn a type of oil that gives off little smoke. They shed light in a 40' radius and burn for a full twelve hours before running out of fuel. Cressets in unfrequented areas remain unlit unless needed.

Normal Doors: Single doors are 10' wide and 20' tall, and constructed of wood with decorative bronze fittings and set with a pull ring. All doors open into its room. Creatures under 7' tall must make an *open doors* roll to open one of these giant-sized doors. Doors do not have locks or bars unless noted in the area description. Due to the thickness of these doors, listening chances are halved.

Secret Doors: These doors open by means of pressing in a stone catch usually located near the floor. This causes the door to pivot on a central post. All secret doors require an *open doors* roll for creatures smaller than 7' tall to open.

Giant-Sized Items: Unless specified in the encounter area text, all objects, articles, and furniture are sized for cloud/fog giant use. These items are approximately three times the proportions and weight of similar items made for humans. Thus, tables are about approximately 9' high, chairs and stools about 6 ½' high, mugs are 2' tall, etc.

Teleportation Wells: These wells appear as 10' wide circular holes built into the ground or ceiling. Harmless vapors swirl about the rims of the wells, obscuring their 30' shafts. Each level has multiple sets of sending and receiving wells. Sending wells are set in the floors; receiving wells in the ceilings.

By stepping or jumping into a sending well and speaking a location name, one can instantaneously appear in any receiving shaft in the complex. Thus, if one speaks phrases like "Brosharn's bedroom" or "middle level entry" before entering a well, the character would exit via the receiving wells in those respective areas. *Feather fall* spells automatically float those appearing in the receiving shafts gently to the floor below it. Without speaking the correct location name, a character stepping into the well will not be teleported to any location. Instead, they take 3d6 points of damage as they fall 30' to the stone floor at the bottom of the well.

Mist Clouds: In any room or hallway on DUNGEON LEVELS I to III, any fog giant can bring forth stationary clouds of misty vapors that obscure sight, at will. The mist is equal to "heavy fog/mist" as detailed in the "**Weather in the Mountains**" section (p. 4). Vision ranges indoors are equal to those in darkness unless a strong light source is used — such as a *continual light*. Up to twenty-four 10' wide squares of vapors that reach to the ceiling can be summoned on each dungeon level. These mist clouds stay in place until dispelled by a giant, dispersed by a strong wind (e.g. *gust of wind* spell), or after two hours. Due to their keen sense of smell and hearing, the

fog giants receive no penalties to melee attack rolls while in the mist clouds or similar obscuring vapors. They can also target opponents hidden in the clouds with thrown boulders with a -4 penalty 'to hit'.

THE FOG GIANTS

Thorogang's five fog giant servants continue to reside in their former master's hall. These giants are all especially arrogant and wicked for their kind. They intensely hate humans, but are apathetic towards demi-humans and most humanoids. However, this does not mean that they openly attack a party with humans present at first sight, nor does it cause them to give a band of intruding demi-humans a free pass. See the "**Reactions & Battle Tactics**" section (p. 16) for details on the giants' tactics for dealing with intruders.

Fog giants: AC 1 or 0 (for Relogâr and Skâdis); MV 15"; HD 14 (15 for Relogâr); #AT 1; Dmg 4d6 (5d6 for Relogâr); SA hurling rocks for 2d10 points of damage, can catch similar missiles 45% of the time; SD surprised only on a 1 on d6; can blend into fog to surprise opponents 80% of the time; INT average to high (8-14); AL NE; Size L (18' tall); xp see below; THAC0 8; FF 42.

Relogâr: The largest giant, Relogâr (AC 0; hp 92; INT 11; xp 8340), has fleshy, scarred jowls, long lower tusks, and a perpetually sneering visage. He has the strength of a fire giant (STR 23) that allows him to inflict 5d6 damage when attacking in melee. He wears his long, white hair in three braids held with silver circlets (200 gp value each), armor made of white dragon scales (+1 AC bonus to due to its fine craftsmanship), and a helm crafted from a dragon skull. He uses a massive two-handed sword set with a human fist-sized moonstone (1,000 gp value for the gem). He wears two platinum armbands (1,750 gp value each) and a platinum belt buckle (1,500 gp value). He also carries the keys to the doors at AREAS 22 and 26 attached to his belt, along with the keys to the three chests inside the latter room.

Forca: Relogâr's wife, Forca (hp 73; INT 11; xp 5264), wears ivory colored robes and keeps her silvery hair in a single braid. She has a moonstone necklace (1,350 gp value), a carved ivory and platinum clasp (800 gp value), and platinum earrings (600 gp value). She wields a dragon bone club with bronze bandings in melee.

Balisheen: This giant (76 hp; INT 14; xp 6268) keeps his long hair back with a platinum headband set with a large moonstone (1,250 gp value). He wears pale gray robes. A gem-studded ivory medallion (800 gp value) adorns his neck. He keeps a key ring hidden under his robes with the keys to the door at AREA 15, plus those to the tome, wooden box, and desk drawer in AREA 16. Balisheen wields a bronze-shod staff in melee, and has a **potion of invulnerability** (*container:* stone vial; *appearance:* bubbling, glowing lemon-colored liquid; *smell:* herbal; *taste:* greasy). He drinks this potion prior to engaging in melee with a superior force.

Additionally, Balisheen has the abilities of a 3rd-level witch-doctor. He knows the following spells (bold denotes the spells he typically has memorized):

Level 1: *dancing lights*, *detect magic*, **hold portal**, **protection from good**

Level 2: **detect invisibility**, *magic mouth*



Skādis: The giantess, Skādis (80 hp; INT 12; xp 5390), wears a platinum headband set with a large moonstone (1,250 gp value) that matches the one worn by her twin brother, Balisheen. She wears a chain mail hauberk over a pale gray tunic, two electrum armbands (500 gp value each), and a **ring of warmth**. She carries a mace set with silver filigree (50 gp of silver) and dagger. In battle, she employs a shield that improves her AC to 0.

Brosharn: The youngest giant, Brosharn (hp 72; INT 9; xp 5246), wears a pale blue tunic and his hair cropped short. Two ivory bracers with platinum plating (600 gp value) adorn his arms. He also has a key ring with the keys to the door and two chests in AREA 10. Brosharn wields a great footman's flail with a 10' chain in battle. When this weapon strikes with an attack roll of 4 or more than needed 'to hit', the victim must save vs. Paralysis (-2 penalty for man-sized creatures) or be knocked prone.

In addition to the items listed above, each giant carries a sack containing mundane personal effects, 1d3+2 boulders for throwing, and 1d6 x 100 gp. The giants speak their own language, cloud giant, gnomish, and the verbeeg language.

REACTIONS & BATTLE TACTICS

The fog giants initially view outsiders — including small groups of humans and demi-humans like the player character party — entering the lower halls of the complex (see **Map I**) only as a minor concern. Their arrogance causes them to believe that their wards and servants can stop any intruders before they penetrate too deeply into the complex. The giants will not immediately attack any uninvited visitors. Once they learn of the party's presence, they adopt a cautiously aloof attitude as they attempt to determine their intentions. Specifically, the giants seek to determine if the party possesses any knowledge or means that might open the sealed doors in AREA 27.

If the characters ask the giants or their minions about Thorogang, they say that he is "taking care of important matters at the moment." Balisheen might try to pass himself off as the cloud giant to lure the characters into a trap but only if he believes that they are likely to fall for such a ruse. Of course, he will not put himself in harm's way until the trap is sprung. Until then he uses the gnomes or verbeeg to speak on his behalf to convince the party that he is Thorogang. The GM will have to work out the exact details of such a plan depending on the situation as it arises.

The giants use the teleportation wells, along with the *misty vapors* ability of the complex, to spy on the party, cut off their advance or retreat, make hit-and-run attacks, and generally confuse them. With the latter, they attempt to surprise the party and hurl a couple boulders before disappearing into the mists again. Only as the party begins to move into the deeper levels do the giants begin to react more aggressively. This should allow the party to move into the first level of the complex with little threat from the giants. They do not commit themselves to a stand-up fight until the characters have reached the middle halls (see **Map II**). They use their verbeeg servants to lure the party into ambushes where they can pelt them with boulders.

If these tactics fail to stop the party on the lower levels, Balisheen, Skādis, and Brosharn flee to AREA 20 in the upper halls (see **Map**

III). Here they wait for the PCs to arrive for a final battle along with Relogårn, Forca, and any other surviving minions, such as the verbeeg or white dragon.

It is important for you — the Game Master — to view the complex as a "living dungeon". The monsters that inhabit it should react with intelligent purpose to the PCs' actions instead of passively waiting for them to burst into their numbered area and slay them without quarter. Make the players work for their treasure by using monster abilities to their fullest.

RANDOM ENCOUNTERS

The GM should refrain from using wandering encounters arbitrarily on the first three dungeon level (none occur on LEVEL IV). Instead, use them only when the action starts to flag, or the party tarries for too long. Encounters are checked for every 3 turns and occur on a 1 on a d6. If the die indicates an encounter, roll a d8 on the table below to determine the type of encounter. Ignore any encounters with creatures listed on the table that were previously dispatched by the party.

1d8 Encounter

- 1-2 1d4 **gnome** servants attending to various duties.
- 3-4 1d2 **wolves**. In addition to those listed in AREA 11, five additional wolves roam the halls.
- 5-6 1d2 **verbeeg** from AREA 11.
- 7 1 **giant lynx**. In addition to the two listed in AREA 7, three more of these creatures roam the halls.
- 8 **Relogårn, Balisheen, Skādis, or Brosharn** accompanied by a **verbeeg** servant from AREA 11.

LEVEL I — THE LOWER HALLS (USE MAP I)

The fog giant, Brosharn, resides on this level along with the giants' evil gnome servants. He spends most of his time relaxing in AREA 9. The most brutish of the five giants, Brosharn relishes any chance to crush would-be intruders. He moves swiftly to check any major threats on this level. This includes actions by the party such as the use of mass destruction spells (fireballs, lightning bolts, etc.), or the indiscriminate destruction or theft of property. If it seems like the party will overrun this level, he flees to DUNGEON LEVEL II via stairs or a teleportation well.

1. ENTRY HALL

Illumination: Two cressets light this area.

Description: The massive, ornate stone double doors open to a hallway of immense proportions. Friezes depicting scenes of giants walking through their halls and standing on cloudy mountain peaks decorate the walls of this 70' long passage. All of the faces of these light-blue skinned giants have been scratched off the murals.

Secret Doors: The two secret doors located in this passage open into small rooms that contain either a sending or receiving teleportation well. The giants often use these wells when entering or exiting to outside of the complex. See the "**Teleportation Wells**" section on p. 15 for details concerning the operation of these devices.

2. CHAMBER OF THE POOL

Illumination: Two cressets provide light here.

Description: Thorogang's ancestors designed this octagonal room to thwart uninvited visitors to the complex. This area holds a large pool, and four false doors.

The Pool: This 10' wide pool has a 5' high stone lip and holds dark, murky water, 4' feet deep. Those looking into it can catch metallic glints reflecting from the bottom. Disturbing this pool causes a water weird to form and attack any creature near the pool. This creature stays formed for three turns after it fully forms. The gnomes in AREA 3 have a 20% chance to hear the sounds of fighting here.

Water weird: AC 4; MV 12"; HD 3 + 3; hp 25; #AT 1; Dmg nil; SA strikes as a 6 HD creature, those successfully hit must make a successful save vs. Paralyzation or be pulled into the water; SD 1 hp damage from piercing or slashing weapons, half or no damage from fire, intense cold acts as a *slow* spell, *purify water* kills it, reforms at full strength 2 rounds after being reduced to 0 hp; INT very (11-12); AL CE; Size L (12' long); xp 450; THAC0 13; MM 120.

Bronze Keys: Four keys lying on the bottom of the pool are the source of the glints below the water's surface. Made of bronze and about 1' long, each key looks slightly different from the others: different teeth pattern, designs, and handle shape. Each key "opens" one of the false doors in the room.

False Doors: The four false doors in this room appear locked if checked by a player character. Each door is opened by one of the four keys located in the well. However, when a key is inserted and turned, a cloud of sparking orange motes of light envelops the opener. The opener must then save vs. Paralysis with a -2 penalty or stand immobile for 2d4 turns. Simultaneously, a magic mouth appears above the doors and shouts three times in cloud giantish, "*INTRUDERS! You were not invited to these fair halls!*" A successful *dispel magic* cast versus a 15th-level caster removes the paralysis and magic mouths. The magic mouth and paralysis effects automatically reset when the doors are shut. Each time the magic mouth shouts there is a 30% cumulative chance that some of the Fastness' residents come to investigate in 1d6+1 rounds. Roll a d6 to determine who will appear: 1-3=1d4 gnomes from AREA 3, 4-5=a random verbeeg, 6=Brosharn.

Illusionary Walls: Permanent illusions mask the two passageways exiting this room. They do not disappear when touched.

3. GNOME SERVANT QUARTERS

Illumination: A 5' wide firepit lights this area.

Door: The door to this room has a smaller 7' high door cut into it. Characters can hear faint voices of multiple speakers talking in gnomish, if they take time to listen at the door.

Description: This cluttered chamber houses the gnome servants who perform the menial tasks that keep the Fastness functioning.

All the furniture in the room is sized for gnomes. It holds 26 straw sleeping pallets with fur bedding. Wooden boxes containing each



gnome's personal effects lie next to the pallets. Other contents of this room include the following: a barrel holding water, five casks containing beer, four large casks of clean-burning lamp oil, a dozen brooms, a dozen wooden buckets, a box of rags, two 20' ladders, two bins with dried goat dung (used for fuel), a dozen mining picks and shovels, two dozen heavy sacks, and a box holding tools (hammer, adz, chisel, 30 iron spikes, etc.).

Scattered about the room are the gnomes' weapons consisting of six short spears, six slings, a few dozen sling stones (stowed in a box), four short bows, and 40 arrows. A half dozen furs hang on the walls. Two shelves hold a dozen lanterns, six tinderboxes, two dozen mugs (many cracked), a variety of clay bottles, and wooden plates. A small table holds an arrow target and the pieces of smashed clay bottles — the remnants of bow target games.

Additionally, four large bins of coal sit in the passageway that leads to AREA 4.

Encounter: Twenty-six adult gnomes — 16 males and 10 females — reside in this chamber, although only ten are present when the party arrives. The remaining gnomes are located in the kitchen (AREA 4) or tending to duties elsewhere in the complex. The gnomes' duties include preparing all of the food in AREA 3, milking the goats in AREA 5, storing food gathered by the verbeegs in AREA 11, and tending to their giant masters' personal needs.

Gnomes (10): AC 10; MV 6"; HD 1; hp 7 (x2), 4 (x8); #AT 1; Dmg by weapon type (see below); SA as gnome; SD save as 5th-level fighter; INT very (11-12); AL NE; Size S (3' + tall); xp 17, 14; THAC0 19; MM 46.



These gnomes are of the normal sort but all are Neutral Evil in alignment. They wear livery of blue waist-coats with yellow chevrons, blue shirts, gray brais-style hose and shorts, pointed blue shoes, and blue caps sporting a white feather. All of the gnomes are scruffy looking with bad teeth, unkempt hair, and unpleasant body odor.

When intruders are spotted, the gnomes will be surprised to see guests, but not hostile. Instead, they take pains to be accommodating to the PCs with servile indifference. They mention that they were not informed of guests arriving, then offer the party food, drink, and a seat next to the firepit until "suitable accommodations can be found." They do not directly answer any questions the PCs have about the complex. Instead, they try to stall for as long as possible so that one of their number can slip away to inform their masters. The two 7 hp gnomes are the most senior servants, and speak for the group if approached by the party.

Except for daggers, the gnomes are typically unarmed as they go about their duties in the dungeon. They typically fight only if cornered. If need be, they grab the weapons found in this room (adz, picks, hammers, short bows, slings) to defend themselves. If captured, the gnomes feign only speaking the gnomish language and refuse to cooperate with the party.

4. KITCHEN

Illumination: The firepit lights this area.

Description: The gnome servants that live in AREA 3 run this kitchen to feed the giants. Most of the items in the kitchen are giant-sized from when the fog giants previously served Thorogang.

The kitchen holds a dozen fat geese enclosed in a 10' x 10' pen while chicken coops stacked upon one another hold 100 birds. There are two giant-sized kitchen preparation tables with the legs cut to gnome size, six barrels of beers, two barrels of wine, a barrel containing rendered animal fat, a dozen boxes of grain, and a large grindstone.

On two long shelves rest kitchen utensils (knives, ladles, skewers, forks, spoons, etc.), containers of ingredients and spices, and kitchen crockery (pots, pans, serving vessels, etc.), all of giant-size. Two 20' ladders allow the gnomes to reach these items. A walk-in pantry cabinet holds various dry foodstuffs including two large wheels of cheese; a second one holds smoked haunches of meat.

Trash Chute: A 5' wide hole located in the north alcove drops 80' to a pit where trash from the complex is dumped. A wooden lid nearby is used to cover the hole.

Well: The 5' wide hole located in the southern alcove descends 150' to a subterranean well. A windlass attached to a bucket allows the gnomes to collect water with minimal effort.

Encounter: Presently, four gnomes (hp 4 each; see AREA 3 for statistics) in aprons dash about gathering supplies or mixing ingredients at a trestle table. Another gnome stands on a ladder basting a whole Irish deer spitted over a 20' long, 10' wide firepit in the center of the room. Two female verbeeg assist the gnomes by performing most of the heavy lifting tasks. The defend themselves with whatever kitchen utensil is within reach, if attacked.

Verbeeg (2): AC 4; MV 18"; HD 5 + 5; hp 28 each; #AT 2; Dmg 1d3+4/1d3+4 fist or by weapon type +4; SA throw spears up to 40' range; 18/90 Strength (+4 to damage); INT average to very (8-12); AL NE; Size L (8 ½'-10' tall); xp 443 each; THAC0 13; MMII 69.

5. LIVESTOCK ROOM

Door: If the party listens at the door, they can hear the bleating of goats issuing from the room beyond.

Description: The strong, musky odor of livestock permeates the room, and straw and ordure cover the floor. Two troughs line the wall: one holds water, and the other feed.

Encounter: This room holds the giants' herd of giant goats used for milk and food. In addition to the adults listed below, there are four kids (HD 1 + 1; hp 5 each) that are non-combatants. The goats have a 50% chance to challenge anyone that they are unfamiliar with who enter this room. Otherwise, they attack only if provoked or harassed.

Giant goats (14): AC 7; MV 18"; HD 3 + 1; hp 15 each; #AT 1; Dmg 2d8 horns; SA charge; INT semi- (2-4); AL N; Size L (5' + at shoulder); xp 145 each; THAC0 16; MM 47.

6. SUPPLY ROOM

Description: This room holds a shabby cot, six bales of feed, five large urns, two large bins containing goat dung (used as fuel), a shovel, six harnesses sized for the goats, and a chariot with a bin attached to the rear section. With two giant goats harnessed to the chariot, the giants' servants use this vehicle to move supplies when outside of the halls. It can hold two Large- or six Medium-sized creatures.

Encounter: An old bugbear (hp 8) with many scars and patchy fur who serves as the livestock keeper lives here. His chronic arthritis makes him slow, reducing his base movement rate from 9" to 6". He will not fight if challenged.

Treasure: Other than a few personal effects, the keeper's meager wealth lies stashed under his cot in an old wooden box: 14 gp, 18 sp, and a banded agate (15 gp value).

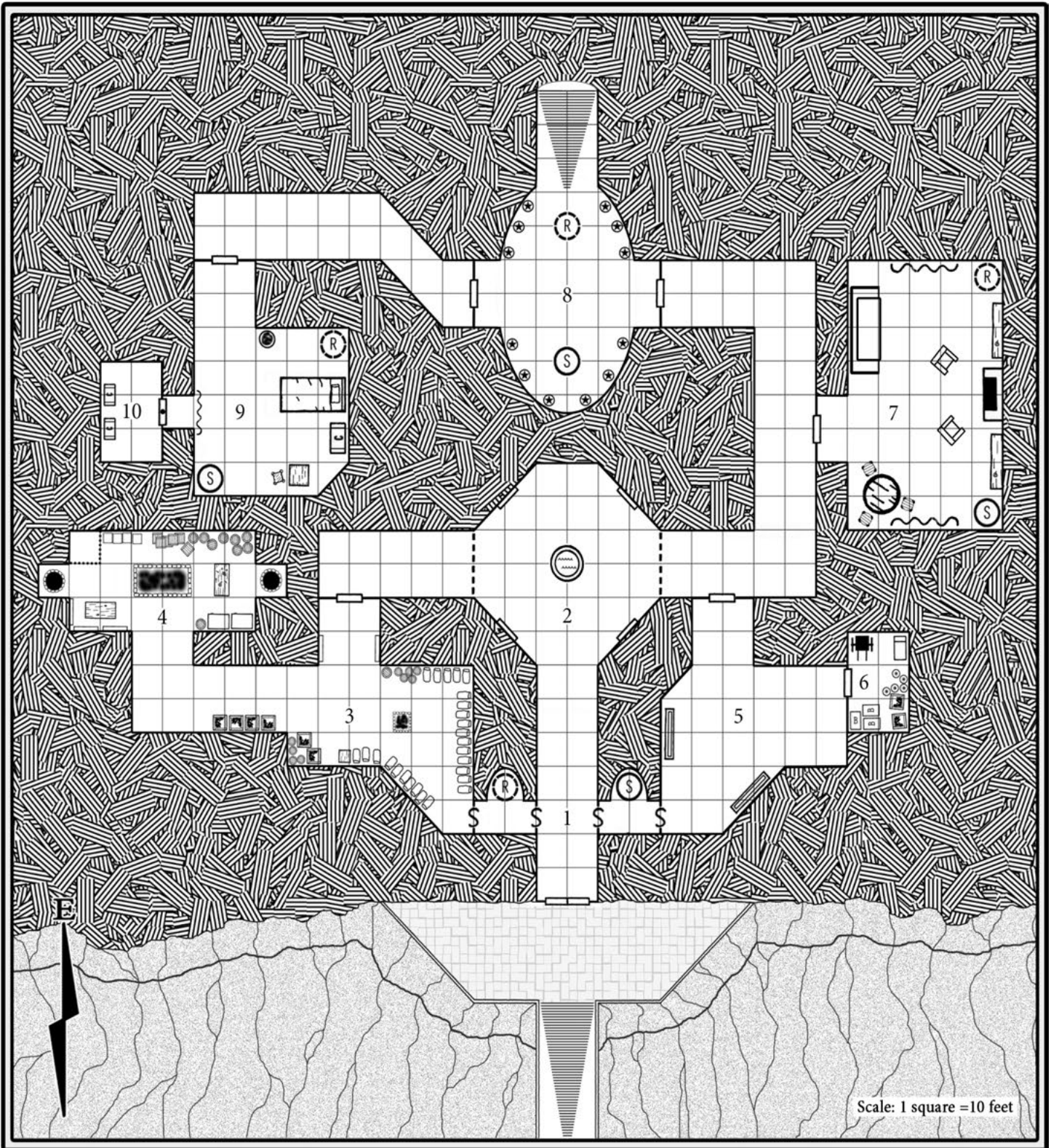
7. BROSHARN'S SITTING ROOM

Illumination: A fireplace illuminates this room.

Description: The giant, Brosharn uses this room to rest and ruminate. It holds many comforts to help the giant relax and unwind. First, two cave bear hides cover the floor (500 gp value each) and two curtains of blue and silver hang on the east and west walls. A 25' long divan upholstered with blue dyed leather sits against the wall. Two large round pillows rest on it. Two large padded chairs face a large fireplace. A round table and three stools sit in a corner. A large candle and a silver serving ewer (400 gp value) rest on this table.

On either side of the fireplace, pushed against the walls, sit two long, narrow tables with ornate stone legs. One holds three casks (ale, wine, mead) and three silver mugs (300 gp each). The other holds Brosharn's trophies that include a coiled brass horn (human-sized musical instrument), a flute made of willow wood, a great helm, two human-sized great helms, six human heads preserved with lime, and two ivory walrus tusks (75 gp value each).

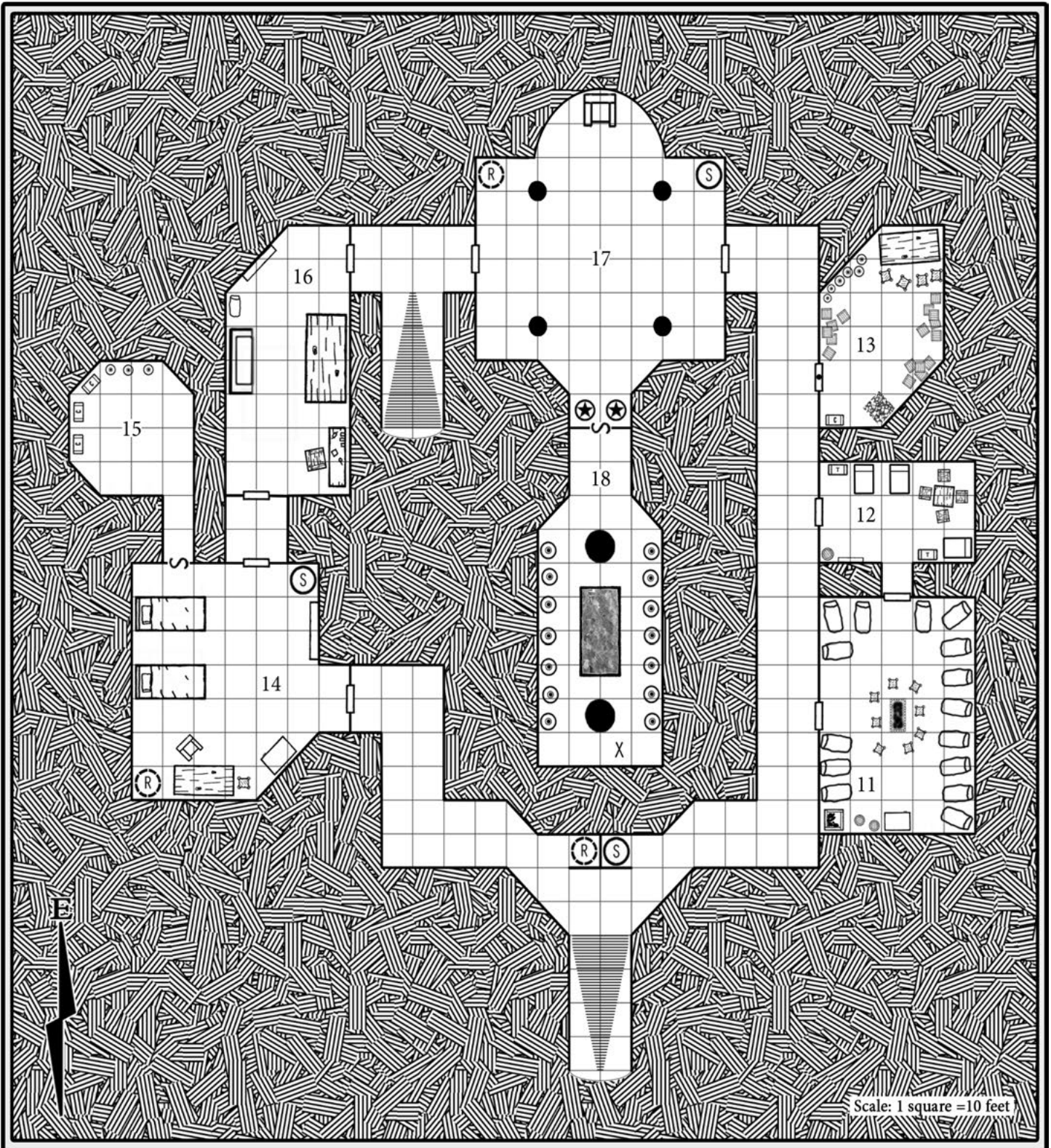
MAP OF DUNGEON LEVEL I — THE LOWER HALLS



MAP KEY

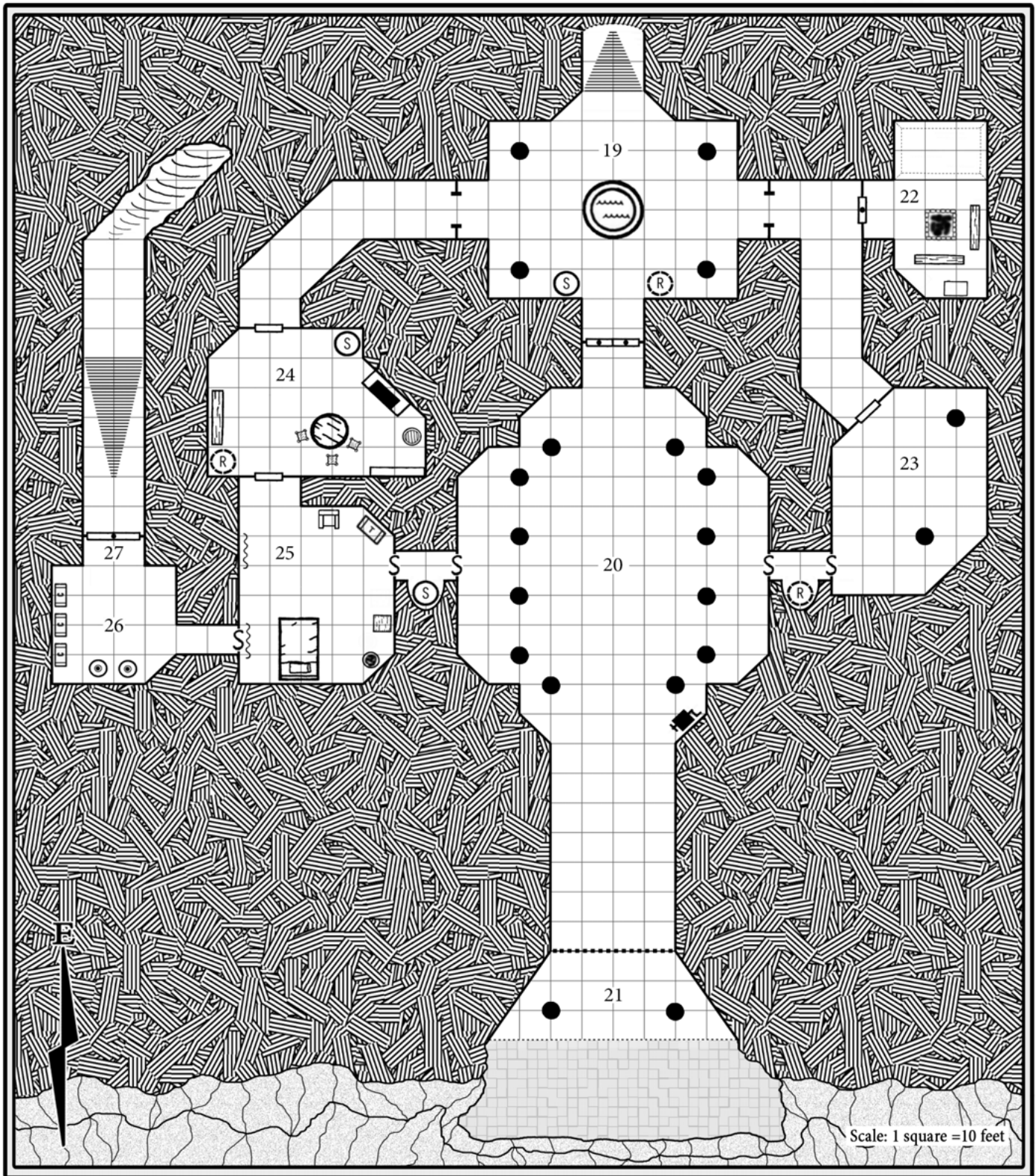


MAP OF DUNGEON LEVEL II — THE MIDDLE HALLS



MAP KEY

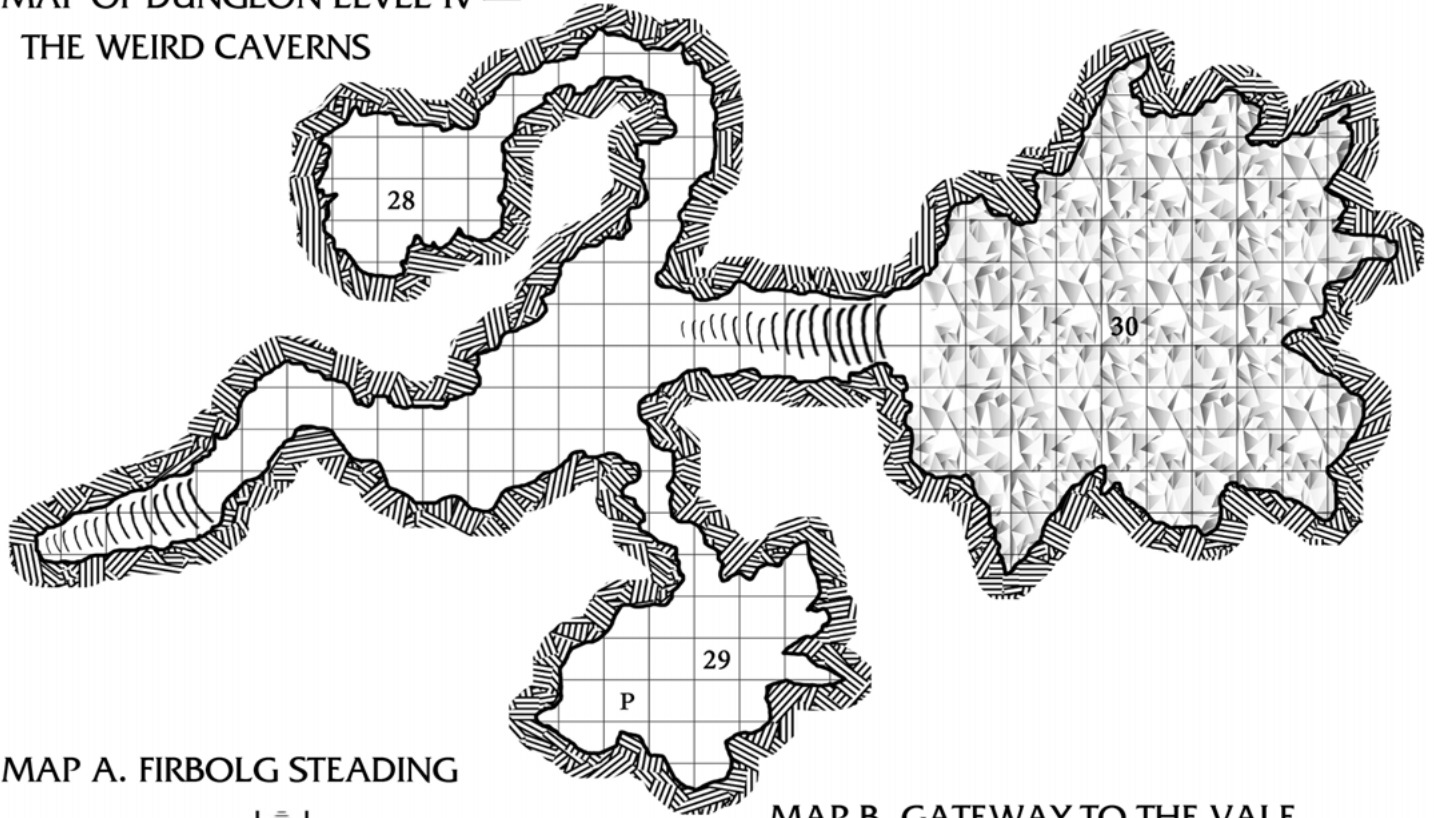
MAP OF DUNGEON LEVEL III — THE UPPER HALLS



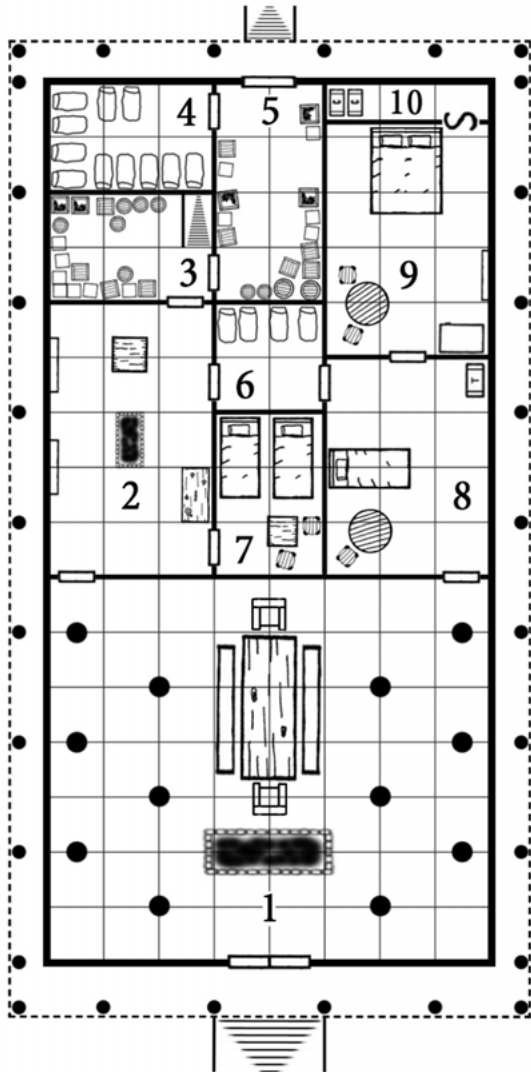
MAP KEY



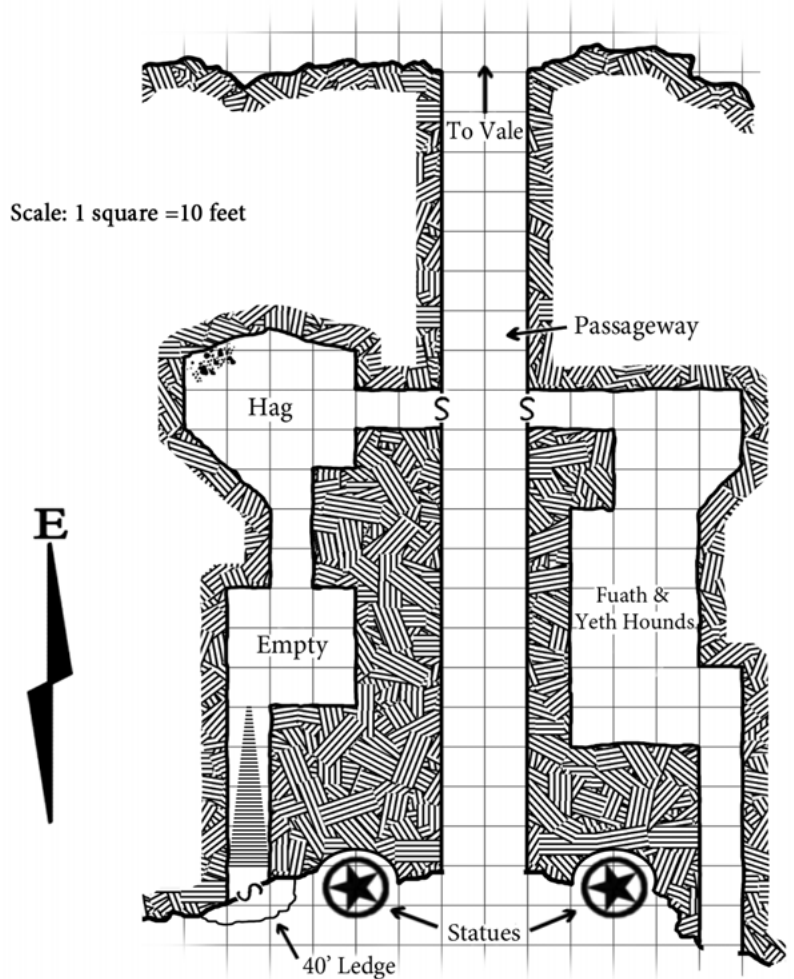
MAP OF DUNGEON LEVEL IV — THE WEIRD CAVERNS




MAP A. FIRBOLG STEADING



MAP B. GATEWAY TO THE VALE





Encounter: Presently, two pet giant lynx lie curled up on the chairs in front of the fire. These cats have a 90% chance to hear anyone entering the room. They spring from the 8' high chairs to attack any creatures other than the giants or gnome servants that interrupt their rest.

Giant lynx (2): AC 6; MV 12"; HD 2 + 2; hp 15 each; #AT 3; Dmg 1d2/1d2 claws, 1d4 bite; SA rear claws for 1d3/1d3; SD leap 15', surprises on 1-5 on a d6, can hide 90% of the time; INT very (11-12); AL N; Size M; xp 165 each; THAC0 16; MM 64.

Treasure: The flute located on the table is the **willow flute**. It detects as magic, if checked for. See the "**New Magic Items**" section (p. 35) for details about this magic musical instrument.

8. SHRINE

Illumination: A flickering cresset lights this area.

Description: This room houses twelve carved images of Thorgang's ancestors. These 6' wide, 15' tall totems are each crafted from a single log with the upper 5' section carved into the busts of giants. Once they took over the Fastness, the fog giants hacked off the faces of these totems with axes. The shards still lie on the floor next to them. A set of wide stairs in the northern portion of the rise 40' to DUNGEON LEVEL II.

9. BROSHARN'S QUARTERS

Illumination: A cresset and a brazier illuminate this room.

Description: Brosharn's quarters are modestly furnished with a bed covered in animal pelts (three are worth 200 gp each) and pillows, and a small table with a stool. An oil-burning brazier mounted on an iron stand sits next to the bed. A 6' x 6' x 10' unlocked chest lying next to the bed holds additional clothing and personal effects. A gray cloak lined with hoar fox fur (1,000 gp value) hangs from a peg on the wall in the entry.

The giant has two human-sized large shields mounted on the wall above his bed. On the wall next to his bed are two spears, a hand axe, dagger, and a dozen severed human heads preserved with lime. The "giant-sized" dagger mounted on the wall is actually a human-sized intelligent **two-handed sword** +2 (INT 12; AL N; semi-empathy; *detects invisible objects* in a 1" radius). A cave bear pelt (500 gp value) hanging from the north wall conceals the door leading to AREA 10.

10. BROSHARN'S TREASURE ROOM

Description: The door to this small room is located behind a cave bear pelt that hangs from the wall. The door is locked, and Brosharn keeps the key on his person at all times. Opening or smashing down the door causes poison gas to issue from small holes hidden in the ceiling, filling the entire room. Those breathing the deadly fumes must save vs. Poison or die 1d6 rounds later. The cloud dissipates after one round.

Treasure: Two 4' x 4' x 6' chests sitting in this room hold Brosharn's treasure. Both are locked; the giant keeps the keys on his person.

CHEST #1: 10,500 sp (loose), 3,750 gp (in two sacks), and 888 ep (in a sack).

CHEST #2: 545 pp, a silver hooded lantern encrusted with semi-precious stones (500 gp value), and two electrum bars (each weighs 10 lbs, and are valued at 500 gp) (all loose); twenty human-sized rings (20 gp value each) and eight necklaces (15 gp value each) in a sack; a platinum brooch in the shape of a coiled dragon set with small diamonds (2,000 gp value) in a small wooden box.

LEVEL II — THE MIDDLE HALLS (USE MAP II)

Twin siblings, Balisheen and Skädis, dwell on this level. They spend most of their time in their apartment complex (AREAS 14-16). Balisheen rarely ventures forth from the Fastness. His sister, however, often goes on excursions outside the vale in the great chariot (see AREA 6). Instead, Balisheen prefers to pursue his interest in studying divination and arcane tomes to solve the problem of opening the impassible door at AREA 27. He prefers to capture any clerics or magic-users in the party so that he may learn any magical secrets they know that might assist him in opening it.

Balisheen and Skädis react to wanton destruction or theft in the Fastness much as Brosharn (see DUNGEON LEVEL I notes). Survivors fleeing DUNGEON LEVEL I gather in AREA 17, along with the verbeeg (from AREAS 11 and 12). From here, the pair of giants coordinate this group to conduct counterattacks or defensive measures against the invaders. If the alarm has been sounded, one verbeeg stands as a sentry at the top of the stairs leading to DUNGEON LEVEL I. He alerts his compatriots to the party's approach when he spots them moving towards DUNGEON LEVEL II. If seriously wounded, the giant siblings use the royal jelly in AREA 15 to heal any wounds. In dire situations, Balisheen also uses the spells on the magic-user scroll found in this area against the party or on himself.

11. VERBEEG QUARTERS

Illumination: A firepit and two cressets light this room.

Description: The giants' verbeeg servants reside in this 70' x 50' room. This room is furnished with fifteen crude pallets of straw and skins situated around a central 10' long, 5' wide firepit. Eight stools, a barrel of water, another of ale, and a chamber pot line the walls. A crude, freestanding cabinet holds communal utensils and effects (tinderbox, mugs, water skins, twine, whetstone, hammer, leashes, a 50' length of rope, etc.). A wooden bin contains dried goat dung and pieces of wood for the fire. Rushes cover the floor and skins hang from the walls.

Encounter: A total of ten male, three female, and two young verbeeg dwell in this room. Two female giants are currently assisting in the kitchen (AREA 4) and the youngsters are in the twin's quarters (AREA 14). The remaining two males and one female roam the halls on errands.

Presently, eight male verbeeg sit on the floor next to the firepit shouting playing a heated game of dice. Their five pet wolves lounge next to them. The current wager consists of 188 gp, 34 ep, 456 sp, and three rock crystals (10 gp value each) heaped in a pile on the floor. Each verbeeg has a shield and three spears nearby — two for



throwing and one for melee. These monsters immediately attack the party on sight. If things go badly for them, they flee to AREA 14 to alert Balisheen or Skädís, or up to DUNGEON LEVEL III.

Verbeeg (8): AC 3 (2 w/shield); MV 18"; HD 5 + 5; hp 30 each; #AT 2; Dmg 1d6+4/1d6+4 spear; SA throw spears up to 40' range; 18/90 Strength (+4 to damage); INT average to very (8-12); AL NE; Size L (8 ½'-10' tall); xp 455 each; THAC0 13; MMII 69.

Wolves (5): AC 7; MV 18"; HD 2 + 2; hp 12 each; #AT 1; Dmg 1d4+1 bite; INT semi- (2-4); AL N; Size S; xp 71 each; THAC0 16; MM 101.



12. VERBEEG LEADERS' QUARTERS

Illumination: Two cressets light this room.

Description: The verbeeg bosses and their wives live in this room. The room holds three double beds piled with furs, a table with four chairs, a shelf, two trunks, and a water barrel. A few mugs and metal trays with the remnants of a meal lie on the table. The shelf holds a jumble of everyday items such as mugs, drinking skins, pots, candles, a smoking pipe, etc. The trunks hold various clothing articles, such as moth-eaten skins, broken weapons, old sacks, and random baubles. None of these items are of any particular value. Additionally, a sack hanging from a wall peg holds 30 caltrops.

Encounter: A total of five verbeeg reside in this room. When first entered, only a single male, two females, and two wolves are present. The other two — their leader Dodger Densmore and his second-in-command — are currently in AREA 24. If melee breaks out next door in AREA 11, the verbeeg and wolves come to their neighbors' aid in 1d3 rounds. The females use large clubs in battle (2d4 damage).

Verbeeg (3): AC 2 (male), 4 (females); MV 18"; HD 5 + 5; hp 36 each (males), 28 each (females); #AT 2; Dmg 1d6+4/1d6+4 spear or large club; SA throw spears up to 40' range; 18/90 Strength (+4 to damage); INT average to very (8-12); AL NE; Size L (8 ½'-10' tall); xp 491 (36 hp), 443 each (28 hp); THAC0 13; MMII 69.

Wolves (2): AC 7; MV 18"; HD 2 + 2; hp 16 each; #AT 1; Dmg 1d4+1 bite; INT semi- (2-4); AL N; Size S; xp 83 each; THAC0 16; MM 101.

Treasure: A lidded clay pot stashed under a bed holds the group's loot: 445 gp, 125 pp, four chunks of amber (100 gp value each), and a topaz gem (500 gp value).

13. STORE ROOM

Door: The door to this room is stuck shut. An *open doors* roll as if it were a locked, barred, or magically held door is needed to open it. A *knock* spell (q.v. 2nd-level magic-user spell) will not open it. Of course, the party can attempt to batter down the door with heavy weapons. However, this method will create a lot of noise.

Description: The store room holds 18 wooden boxes, an old chest with a broken lock, a trestle table, three stools, two jugs, four large urns, a pick, two spare wheels (for the goat cart in AREA 6), a bucket with a hammer and chisel, and a block of white marble. The marble block is 15' tall has been chiseled into a rough humanoid shape — a project of Balisheen's that was never finished. None of the items of are of any value to the party.

Wooden Boxes: Some of the boxes hold mundane bric-a-brac (bits of broken chain, old pots, feather dusters, paintbrushes, old buckles, etc.), but most are empty. One box holds a set of human-sized clothes, a pair of sandals, a leather belt, large pouch, and a stoppered bone scroll tube. Inside the tube is a small slip of paper that contains a short sentence written in the Common tongue appears on the paper. It reads:

"The Master says that he will soon reveal the hidden grotto to me. Within its luminescent walls lies an infinity of secrets. Only when mind touches mind will it divulge its wonders."

Urns: Two of the urns each hold a huge spider that feeds on vermin in the dungeons. Party members looking into these large urns are surprised on a 1-5 on a d6. The spiders attack anyone sticking an arm in to feel about or trying to crawl into an urn with a +4 'to hit'.


Huge spiders (2): AC 6; MV 18" (3" leap); HD 2 + 2; hp 11 each; #AT 1; Dmg 1d6 bite + poison (+1 to saving throw); SA surprises on a 1-5; INT animal (1); AL N; Size M; xp 178 each; THAC0 16; MM 90.

14. TWIN'S QUARTERS

Illumination: Two cressets and two oil lamps provide illumination here.

GMs Note: Unless the alarm has been raised in the complex, the party will likely encounter Skädís here (80%).

Description: Balisheen and Skädís reside in this apartment chamber. Their quarters are furnished with two winter wolf pelts (300 gp value each) on the floor, two large beds, a table with two stools, a padded chair, a shelf, and a wardrobe. Both beds are made of white marble carved with flowing designs and covered in white pillows, furs, and linen sheets. Two lit oil lamps sit on the table along with a cutting board, a knife, a block of cheese, a silver goblet encrusted with semi-precious stones (550 gp value), and a pewter ewer filled with wine. The shelf holds a stone washbasin, an hourglass, two carved wooden lynx figurines, a wooden smoking pipe, a sack with rough-cut pipe weed, a small cask of mead, and two unlit oil lamps. The wardrobe contains two gray, fur-lined traveling cloaks, a white tunic, a pair of sandals and boots, a felt cap with a feather, and a pair of trousers. A ring of white jade (400 gp value) has been left in the pocket of one of the cloaks.



Encounter: At the moment two verbeeg youngsters, one male and one female (AC 5; HD 3 + 1; hp 14 each; #AT 1; Dmg 2d4), and four gnomes (hp 4 each) are tidying up these quarters. The male verbeeg has a mop while the female has a broom. The gnomes are currently sprucing up the bed coverings. Should melee erupt here, the male uses his mop to fight off intruders while the female runs to fetch help. The gnomes are armed with daggers, but will not fight unless cornered. None of the verbeeg or gnomes carries any treasure.

15. TREASURE VAULT

Door: This secret door is locked and trapped; Balisheen keeps the key on his person at all times. If the door is opened without first speaking the word ‘elbrim’, a mouth appears on the door and blasts a cone of frost at its opener. The blast is 30’ long and 5’ wide at its terminus, and can hit anyone who can see the door. Those caught in the blast suffer 5d6 damage (save vs. Breath Weapon for half damage). This trap only functions once.

Treasure: Balisheen’s vault holds three 4’ tall urns and three 3’ x 3’ x 5’ chests. Each urn is stoppered and sealed with wax. The first urn holds rare wine (250 gp value), while the other two contain valuable scented oil (150 gp value each urn). None of the chests are locked. The first chest is empty; the other two hold the following items:

CHEST #1: 1,667 gp (loose) and 810 ep (in a sack), two bolts of white silk (400 gp value each), and a hoar fox pelt (100 gp value).

CHEST #2: A **magic-user scroll** (*slow, suggestion, and polymorph self* cast at 10th-level usage) in a wooden scroll tube; a jar of giant honeybee royal jelly (equal to a *potion of extra-healing* with the added benefit of a *cure disease* spell, if consumed); a small wooden box contains a **helm of telepathy** (appears as a heavy metal cap with four vertical, concave golden discs attached to the rim) and a **potion of frost giant strength** (*container*: clear glass bottle; *appearance*: transparent luminous pearl-colored liquid; *smell*: metallic; *taste*: vinegary). A rune on the stopper indicates the potion’s properties.

16. BALISHEEN’S STUDY

Illumination: Two oil lamps hanging from the ceiling and a candle on the desk light the study.

GMs Note: Unless the alarm has been raised in the complex, the party will likely encounter Balisheen here (80%).

Description: Balisheen spends a great deal of time here studying runestones, practicing alchemy, and pondering the limitless mysteries of the multiverse. The chamber is furnished with a stone desk, a wooden chair, a divan with pale yellow padding, a heavy wooden table, and a freestanding case of shelves. A small grimy pallet lies on the floor near the table.

Encounter: Balisheen’s fuath (hp 14; can cast *charm person* 1/day) factotum dwells in this room. This creature assists the giant with magical experiments and takes care of his magical equipment. The fuath generally tries to avoid confrontation with the PCs. Should it hear the party in AREA 14, it attempts to *hide in shadows* under the table. If it successfully avoids detection, it slinks away to warn its master or his sister. The fuath is armed with a garrote and three

sleep-poison-tipped darts (save vs. Poison or fall asleep for 2d4 turns).

Desk: Two inkwells, quill, magnifying lens, large candle (currently lighted), silver candelstick (100 gp value), and seven books (five human-sized, two giant-sized) lay on the desk. See below for a description of the books.

The desk’s single drawer is locked; Balisheen keeps the key on his person at all times. Within it is an ivory scroll tube (100 gp value) that holds two large blank pieces of vellum (equal to six pieces of human-sized sheets, if cut down), a smaller scrap of vellum with writing, and a **cursed scroll**. The reader of this scroll will have their Dexterity score lowered by four points (no save allowed). Furthermore, anytime the cursed PC walks or runs in melee or other dire situation (e.g. jumping over obstacles), they must make an immediate Dexterity check or stumble and fall prone (i.e. roll their new Dexterity score or less on a d20 for success). A *remove curse* spell (q.v. 3rd-level cleric/4th-level magic-user spell) cast on the victim will dispel the curse.

The scrap of vellum contains some of Thorgang’s notes written in a cypher. A *comprehend languages* spell or successful use of the *read languages* ability allows a character to read the coded words. Alternately, a character can try to decipher the note by spending an hour studying it then making a successful Intelligence check with a –4 penalty. If deciphered, the note reads:

The nameless mind that lies beyond the bronze doors possesses unfathomable wisdom. Weaker minds that try to call it will be broken. Horror slinks from out of the darkness to feed on the will of the foolish.

Balisheen’s collection of books on the desk would be of interest to a collector, spellcaster, or sage.

– Bound in a white lizard skin, this giant-sized book is Balisheen’s personal spellbook (see his listing in “**The Fog Giants**” section on p. 15 for the spells it contains). Anyone picking up the book causes a magic mouth to appear that loudly shouts, “A THIEF HAS YOUR SPELLBOOK!” five consecutive times in the fog giant tongue.

– A giant-sized scroll-book wrapped around a wooden rod that details a saga of the giant-hero, Agnismar the Man-slayer, written in the cloud giant tongue (500 gp value).

– *The Mountain Stones Sing With Hammer Blows*, a book of dwarven poetry written in dwarvish (100 gp value).

– *Menloch’s Terrene Laws Seriatim*, a natural science text (80 gp value).

– A leather-bound book titled *The Tragical and Ruinous Exploits of the Fell Wyrms Felmurnuzza* that details the villainous deeds of the notorious red dragon (150 gp value). Written in Common.

– *Fabled Cer-Noth and Other Notes on the Legends of Dwarves* (125 gp value). This book is written in Common and contains many factual inaccuracies.

– *Trevlo’s Codex of the Four Winds* written in Elvish. This large leather-bound tome has four blue garnets (100 gp value each gem) and a lock set in its cover (Balisheen keeps the key on his person). The book gives an account of the wizard Trevlo’s travels on the elemental plane of air, and details the environment, denizens, and features of this plane. Given four weeks of



errupted study of this text gives a magic-user 200 experience points per level of experience (e.g. a 5th-level magic-user will gain 1,000 xp). Once read, the character has a 50% chance to know the answer to any general question concerning the plane or its denizens (e.g. “Do djinn dwell on the elemental plane of air.”), and a 20% chance to know a specific question (e.g. “What is the name of the djinn vizier that dwells in Halaam Castle?”). Additionally, the codex contains the following magic-user spells: *gust of wind*, *lightning bolt*, *wind wall*, and *conjure elemental*.

Table: On the table are two unlit candles, a wooden box, a horned humanoid skull, a mortar and pestle, four metal dishes, a large metal platter, a stained knife, and a dozen jars and flasks containing various mundane powders, unguents, oils, and liquids. The box is locked and holds a set of rune-stones (non-magical), and a set of gem-inlaid ivory sticks (“dragon bones”; 500 gp value).

Shelves: The freestanding case of shelves holds thirty doves in ten wooden cages. Balisheen uses these for extispicy auguries.

17. AUDIENCE HALL

Illumination: Four cressets provide this area with light.

Description: Thorogang used this hall to greet guests to the Fastness. The fog giants infrequently use this room for important deliberations.

The walls are painted pastel aquamarine with silver borders. The 10' of floor around the perimeter of the hall is set with pale green flagstones. The rest of the floor is a checkerboard of white and gray flagstones. The four pillars are clad with marble veneers — white in color and shot with emerald green — that are carved into swirling, airy designs that form into faces of giants.

The Throne: In the semi-circular alcove to the east sits a great throne of white and pale gray marble. The throne is bejeweled with 20 moonstones and 40 blue moss agates (50 and 20 gp value each, respectively). Additionally, it is magical. Anyone sitting on the throne other than the current master of the Fastness (i.e. Relogârñ) remains stuck to the seat until released by a secret phrase known only to Thorogang (good luck finding that out since he's long dead!). Other than the phrase, a successful *dispel magic* versus a 15th-level caster will release those that are stuck. Otherwise, the victim's companions can attempt to wrench them off the seat by pulling with a combined Strength of 30. However, the victim suffers 2d8 points of damage with each attempt. If melee erupts in this room, a fog giant or verbeeg will attempt to grab a character and throw them on the accursed seat.

Alcove: An alcove in the western portion of this room holds two 25' tall alabaster statues of cloud giants. With painted clothing and features, these statues depict Thorogang's ancestors. The heads of both lay in shards on the ground, smashed by the fog giants.

18. SEALED CRYPT

Secret Door: The entrance to the crypt lies behind the statues in AREA 17. The door has been plastered over and painted to match the walls. The party must first spend 5d4 rounds scraping away the plaster that seals the door before they can open it.

Description: Upon opening the secret door, the player characters are met with a waft of stale, musty air. The room beyond the door — cut from solid stone — served as Thorogang's family crypt. Two 10' thick pillars hold up the 20' high, vaulted ceiling. Interred here are the remains of the cloud giant's ancestors in fourteen 7' tall ossuary vessels that line the walls of the crypt. The bones of Thorogang's father lay on a 6' high stone slab in the center of the room. There is nothing of value in the vessels, only ground up bone dust.

Forgotten Bones: A pile of bones lies on the floor in the western section of the crypt (marked by an “X” on the map). These are the remains of Thorogang, irreverently dumped here by the fog giants after they slew him. The giant's skeletal hand still wears his platinum signet ring (500 gp value) that bears his personal sigil of an eye set inside a triangular-shaped mountain.

If the ring is touched or disturbed in any way, the offending PC experiences a powerful vision. They see the room darken as pale mists swirl into the room. The thick mists obscure the walls of the room as their companions fade from sight. The hulking figure of a light blue-skinned giant dressed in white robes and carrying a great club appears from out of the vapors. The figure asks, “*Be ye friend, or be ye foe?*” in the character's native tongue. At this point slowly count to five. If the player has not made a choice at this time, count them as “foe”. If deemed “foe”, the giant attacks the character. However, the giant is an illusion, as is any damage that it deals. The illusion does not disappear when struck, but shows signs of damage when hit. However, any character “killed” by the giant must make a successful *system shock* roll or die — their heart bursting from the trauma of their illusionary death. Those that pass the check are struck unconscious for 1d3 turns. Of course, the PC can attempt to disbelieve this illusion at any time by making a successful save vs. Spells. This entire scene repeats should any character subsequently pick up the ring again.

Illusionary cloud giant: AC 2; MV 15”; HD 12 + 7; hp 75; #AT 1; Dmg 6d6 club; Size L (18' tall); THAC0 9; MM 44.

If the character chooses “friend”, the giant gives them a 2' long key made of blue jasper (200 gp value) yet strong as iron. This real, physical key opens the door to AREA 27. Before disappearing back into the mist, the apparition then tells the character, “*If you are a friend as you say you are, go beyond the great door and free my spirit.*” Anyone accepting the key has a *geas* (q.v. 6th-level magic-user spell) laid upon them to follow the apparition's instructions. If the PC fails to heed the terms of the *geas* and dies, the key returns to this place.

LEVEL III — THE UPPER HALLS (USE MAP III)

The upper halls of the Fastness belong to the most powerful fog giants, Relogârñ, and his wife, Forca. Both are strong, clever, and utterly ruthless. They use intelligent tactics and any assets at their command to thwart intruders into their domain. Being calculating, they do not blindly rush into a fight, if at all possible. If the alarm has been sounded in the complex, Relogârñ and any remaining allies will be waiting for the party in AREA 20 (see entry for details). Otherwise, the giant will most likely be in his quarters in AREA 25.





19. LESSER DOMED HALL

Illumination: Four cressets mounted on pillars illuminate this hall.

Description: This room has a 40' high dome-shaped ceiling. Misty cloud-like vapors hang in this vaulted area, obscuring the dome from sight. The walls are painted pale blue. The four pillars are painted white, blue, and violet with silver trim. The floor consists of checkered blue and gray flagstones. Frescoes painted in muted pastels adorn the sections of the western wall that flank a large, stone double door (see AREA 20 below). A 20' wide well with a 3' high lip lies in the center of the room. Ornately carved ogive archways lie to the left and right of the stairs.

Cloudy Dome: The clouds are part of a trap to keep out uninvited visitors. One round after the party enters the room the clouds darken and begin to roil. Then they flow under the dome filling the upper reaches of the room. At the end of the second round a thunderclap booms through the room, reverberating through the entire Fastness. All within this room must save vs. Spells. Those that fail are stunned for the next two rounds and deafened for one turn. Those that make their saves are deafened for 1d4+4 rounds. Stunned characters cannot take an action; deafened characters receive a -2 penalty to all attack and surprise rolls, and spellcasters have a 50% chance of failure when casting spells with verbal components. Every other round while the party remains in the room another thunderclap occurs.

Frescoes: The first fresco shows an old giant with sparkling eyes sitting cross-legged in a vapor-filled cave. A great many crystals grow from the cave's walls which pulse with energy. The next fresco shows the giant stepping into a doorway-shaped halo of light and being taken through a silvery tunnel. Then the giant is shown standing next to the roots of a great tree (Yggdrasil) in the next one. This great tree's upper portions depict worlds sprouting from its boughs. The last fresco depicts a detailed collage of these three worlds. The bottom one shows a dark cave populated with hollow-eyed people (Niflheim), the middle one shows green rolling hills populated with beings that shine with the brilliance of the sun (Asgard), and the top most one shows a land of craggy forlorn mountains populated with evil-looking giants (Jötenheim). Like previous depictions of blue-skinned giants, their faces have been scratched out.

Well: The well is 5' deep and filled with cool, clean tasting water that churns with faint movement. It is enchanted to continuously replenish and purify (as the clerical spells *create water* and *purify food and drink*, respectively).

Alert: The sound of the thunderclaps from this room alerts all denizens of the Fastness to the arrival of the party on this level.

20. GREATER DOMED HALL

Illumination: Six cressets provide illumination here; the lights flicker from circulating air.

Door: The massive stone double-door covered with decorative reliefs that leads to this area is *wizard locked* (as cast from a 15th-level caster). Only the fog giants know its password. However, the doors will be unlocked and ajar if the PCs have quietly made their way to this level without setting off a general alarm. See below for further details.

Alert: If alerted to the presence of intruders before they arrive on this level, any remaining fog giants, verbeeg, and their wolves await the party for a final battle in this room. If few minions survive, the giants bolster their numbers with the white dragon from AREA 23. The giants fight to the death, as they are unwilling to abandon their home.

Description: The first thing noticeable about this room, other than its immense size, is the presence of fresh air that clears away the omnipresent smoky odors that fill the rest of the Fastness. Flames from cressets flicker languidly in the trifling drafts of the air.

In ages past, the cloud giants that ruled the complex used this grand hall for special meetings or ceremonies. Twelve 6' thick, stone columns carved out of the rock of the mountain hold up the 40' tall ceiling. These columns are painted pale blue with white trim. The center portion of the ceiling rises to 55' high, forming a vaulted dome. The dome is painted a variegated light blue at its nadir to midnight blue at its zenith. A total of 2,660 small zircons (2 gp value each) twinkle like stars in the light of the cressets to give the appearance of clear night sky. The walls of the room are pale gray with silver bands. The floor is constructed of off-white colored flagstones.

Winch: An immense winch situated near the large passage to the east raises and lowers the gate in AREA 21. Characters need a combined Strength score of at least 22 to operate this device.

Secret Doors: The two secret doors located on the north and south walls have small loopholes that allow the giants to observe covertly anyone in the hall.

Encounter: A dozen mantari rest on a ledge at the bottom of the domed section of the ceiling. The party has only a 1 in 6 chance to notice these ray-like creatures if they state they look up at the ceiling; otherwise they have no chance of noticing them until they attack. The giants have trained the mantari to attack enemies with a whistle command. Like the giants, the misty vapors in the Fastness do not hamper these creatures, even while flying.

Mantari (12): AC 9; MV 0"/18"; HD 1 + 1; hp 7 each; #AT 1; Dmg stinger causes damage equal to the difference between 19 and the victim's Constitution (no save), if the same victim is hit in two successive melee rounds, the damage inflicted by the second hit is four times normal; INT animal (1); AL NE; Size S; xp 79 each; THAC0 18; FF 62.

21. LANDING PLATFORM

Illumination: None or daylight depending on the time of day.

Description: A 40' wide passage leads to an open-air platform situated 260' feet up the mountainside, and 80' above the entrance platform outside of AREA 1. Flying and aerial creatures use this entrance to enter the Fastness. Dense fog nearly always (95%) veils the view of the ground, vale, and surrounding mountains.

Great Portcullis: A large wooden portcullis bound in bronze blocks uninvited flyers from gaining easy access to the complex. The weight of this gate is such that at least three successful *lift gates* rolls from three or more characters lifting in unison is required to open it.

Encounter: At all hours of the day or night, 2d4 giant ravens sit perched on this platform or on the rocks nearby. They squawk loudly if they spot any intruders, and one flies off to alert the giants (they are small enough to squeeze through the bars of the portcullis). See the “**Watchers in the Vale**” section (p. 14) for information concerning these birds.



22. HEATED BATH

Illumination: A 10' firepit in this bathroom (not presently in use).

Door: The door to this room is locked; Relogârñ keeps the key to this door on his person at all times.

Description: This room contains a 20' x 30' bath that is 12' deep, a firepit filled with large rocks, two benches, a wardrobe, and a bucket with ladle. The firepit has a grate and a stack of large stones next to it for creating a steam bath. The bath magically fills with warm water or drains away with the appropriate command word. It is currently empty. The wardrobe holds six towels.

Encounter: Relogârñ has imprisoned a sylph named Haniloshee in this room. He wishes to break her spirit so that she will use her magical powers for his benefit. Thus far the giant has had little success taming this free-spirited creature. The sylph stays invisible while she passes the time locked in here. Since she is desperate to escape, she attempts to approach the adventurers as long as they give her the impression that they are not servants of the giant or of evil inclination. Depending on how she assesses the situation, she might even try to charm a fighter type for added assurance. Haniloshee offers to use her abilities to assist the party as long as she can leave the Fastness as soon as the opportunity presents itself. She flees if attacked. If she cannot flee, she turns invisible (if she is not already) and summons an air elemental for protection. She then uses her spells to incapacitate the party so she can leave.

Haniloshee, sylph: AC 9; MV 12"/36"; HD 3; hp 15; #AT nil; Dmg nil; SA conjure an air elemental (1/week), magic-user spells (see below); SD become invisible at will; MR 50%; INT exceptional

(15-16); AL N(G); Size M; xp 370; THAC0 nil; MM 93. She can cast the following spells as a 7th-level magic-user:

Level 1: *charm person, dancing lights, magic missile, unseen servant*

Level 2: *ESP, stinking cloud, web*

Level 3: *blink, slow*

Level 4: *magic mirror*

23. HOLDING CHAMBER

Description: This chamber has the strong, unpleasant odor of an animal den. Rushes and dung cover the floor.

Encounter: A very old white dragon dwells here. This beast obeys commands from the fog giants and will not attack them. It attacks any other creatures that enters its lair, however. The giants often send this creature from the Fastness to hunt for them. It has no treasure, and cannot speak or cast spells.

White dragon: AC 3; MV 12"/30"; HD 6; hp 42; #AT 3; Dmg 1d4/1d4 claws, 2d8 bite; SA breathe a 7" long cone of frost, 2 ½" at its terminus, that deals 42 hp of damage each use (3/day); INT low (5-7); AL CE; Size L (24' long); xp 652; THAC0 13; MM 34.

24. RELOGÂRN'S SITTING ROOM

Illumination: A cresset and fireplace light this room.

Description: Relogârñ and Forca use this chamber for relaxing and hosting informal audiences. The 12' long fireplace located along the northwest wall illuminates and heats the room. A round table with three stools, a bench, and a tapped cask of ale comprise its furnishings. Pegs for cloaks line the south wall and a small shelf on the east wall holds four mugs, a pouch of pipe weed, and a smoking pipe. Two large human-sized shields, a frost giant's battle axe, and a stuffed griffon head are mounted on the walls. None of the furnishings or objects in the room has any value.

Encounter: The verbeeg leader, Dodger Densmore, and his second-in-command (hp 38; STR 18/94) sit on the bench, waiting to speak with Relogârñ. However, if the alarm has been sounded, they will be in AREA 20. Densmore has an AC of 1, hp 42, STR 18/00, three spears, and a **potion of speed** (*container:* tin flagon; *appearance:* watery mottled saffron and cobalt colored liquid; *smell:* perfumy; *taste:* oniony) that he consumes just before battle. He has 230 sp, 188 gp, 25 pp, a gold earring (100 gp value), and an ivory ring set with a tourmaline (200 gp value). The second-in-command has a pouch with 440 sp, 120 gp, and five serpentine gems (10 gp value each).

Additionally, two gnome servants (hp 4 each) are here drawing mugs of ale for the verbeeg from the ale cask. A nearby ladder allows them to reach objects from high places.

Alert: If the party attacks the verbeeg and gnomes without having yet raised the alarm, Relogârñ, who is currently in AREA 25, immediately comes to investigate.

25. RELOGÂRN & FORCA'S QUARTERS

Illumination: A brazier and two cressets provide this area with lighting.



GMs Note: Unless the alarm has been raised, Relogâr and Forca will be present in this room.

Description: The bedchamber holds a great stone bed covered with furs and pillows, a chamber pot, a ceramic washbasin and ewer on a small table, a padded chair, and a 5' wide brazier. A large wooden trunk holds clothes, personal effects, and a 4 inch tall statuette of a raven carved from polished jet. This object is a **jet raven figurine of wondrous power** (see the “**New Magic Items**” section on p. 35 for details). Two cave bear pelts (500 gp value each) hang from the walls, one concealing the secret door that opens to AREA 26.

26. TREASURE ROOM

Door: The secret door to this room is locked. Relogâr keeps the key on his person at all times.

Description: The room beyond the secret door holds three heavy iron chests, two large stoppered urns, and a great bronze door.

Encounter: While he was still alive, Thorogang bound a djinni named Maz'zalin to guard his treasure for 1,001 years. Once Relogâr discovered the djinni, he forced him to switch his servitude to the new master of the Fastness. The djinni dwells in one of the urns (the other being empty). Once he becomes aware someone has entered the room, he assumes *gaseous form* and turns invisible. He then forces the urn's stopper off, which does so with a very audible 'pop'. Characters hear rushing sound of air being forced through a narrow opening. In this form, the djinni drifts up to the ceiling to gauge the intentions of those in the room before he acts.

Maz'zalin does not take any action until the party begins to tamper with the chests. When they do, he uses his *create illusion* ability to cause a diversion of fireworks-like explosions and smoke puffs. From the dissipating haze steps a dwarf dressed in outrageous red and yel-

low robes with puffy sleeves. The dwarf silently looks over the party and announces that they are trespassing in his home. However, since he is kind, he offers to conjure up whatever the party desires if they agree to leave and not return. Maz'zalin uses his *create food, water or wine*, and *create soft goods*, or *metal* ability to satisfy this purpose.

If the party does not agree to his terms, the dwarf says that he will be forced to destroy the party if they do not immediately leave the room. He gives them ten minutes to mull it over and then disappears in a puff of smoke. The moment after the dwarf leaves the party notices a wind kick up — lightly at first but growing stronger each passing minute until it reaches a howling crescendo after ten rounds. On the 11th round, the djinni's whirlwind rolls through the room destroying any that have yet not fled. Maz'zalin relishes the chance to destroy his cruel master's bedroom with his whirlwind, which he does with mischievous glee. Don't forget to roll saving throws on the ITEM SAVING THROW table in the **DMG** for any of the room's contents struck by the djinni's whirlwind! Maz'zalin then melees with any characters not slain by his whirlwind attack. He pursues enemies throughout this level but not to other levels. The djinni fights to the death to defend his master's treasure.

If left alone for more than 6 turns without an enemy to attack, the djinni retreats back to its home in the urn with the stopper back in place. He is released from the terms of his servitude when the giant's treasure is taken from the Fastness, when his master frees him from his obligation, or after 778 more years have passed. Once one of these terms are met, he immediately returns to the Plane of Air.

Maz'zalin, djinni: AC 4; MV 6"/24"; HD 7 + 3; hp 50; #AT 1; Dmg 2d8; SA once per day can *create nutritious food*, *create water or wine*, *create soft or wooden items*, *create metal*, *create illusion* (without concentration, lasts until dispelled or touched), *invisibility*, assume *gaseous form*, *wind walk*, or form a *whirlwind*, carry up to 6,000 gp



weight; SD -1 to damage and attack rolls from aerial-based attacks; INT 8-12; AL CG; Size L (10 ½' tall); xp 975; THAC0 13; MM 28-29.

Treasure: The 4' x 4' x 6' chests are locked but not trapped. Re-logâr keeps their keys on his belt. They contain the following:

CHEST #1: 4,640 ep, 8,550 gp, 1,025 pp, five small gold bars (each worth 250 gp and weighing 5 lbs.), and a pouch holding four white opals (1,000 gp value each).

CHEST #2: This chest white dragon scales — enough for an armorer of great skill to produce a single man-sized suit of dragon-scale armor (equal to plate mail with a move of 9").

CHEST #3: A **magic-user scroll** with *comprehend languages*, *ESP*, and *stone shape* (cast at 12th-level magic use), **tome of clear thought**, **staff of the red dragon** with 18 charges remaining (see the "New Magic Items" section on p. 35 for details), and **brass horn of Valhalla** bundled in green felt.

27. THE GREAT BRONZE DOOR

Description: This large bronze door is 18' wide, 30' high, and covered in swirling etchings and magical runes of warding. A character using a *read magic* spell or the thief's *read languages* ability can decipher these runes. If read, they proclaim that magical wards prevent the door from opening by all methods sans use of the appropriate key.

Wards to Prevent Opening: The door and the surrounding stonework is immune to all magical forms of opening (*knock*, *chime of opening*, etc.), spells that alter their form (*enlarge*, *reduce*, *animate object*, *polymorph any object*, etc.), and to damage from physical blows, fire, acid, lightning, and cold. A successful *dispel magic* versus a 15th-level caster cast at the door causes it to open for a single round.

Opening the Door: The door appears to have no key hole. However, if the blue key from AREA 18 is brought within 10', the door begins to glow with an amber radiance and a keyhole appears in its center. The key easily opens the door, which swings open with a feather's touch. A 40' long passage that leads to a short set of stairs lies beyond the door. From there, a natural stone staircase winds upward 120' before ending on DUNGEON LEVEL IV.

LEVEL IV — THE WEIRD CAVERNS (USE MAP IV)

This level consists of three natural caverns. The final cave (AREA 30) makes up the heart of the mountain. This cave of otherworldly intelligence also holds the secret of the cloud giant clan's mystical powers. By this point, the players should have pieced together the clues found in AREAS 13, 16, and 18. They will know that their ultimate goal is to free Thorogang's spirit and the grotto is the key.

28. RUTILATED CAVE

Illumination: A cloud of golden motes of light (see below).

Description: The most striking feature of this cave is the cloud of slowly-drifting rutilant motes that fills the air. The walls of the cave glisten with an oily substance that reflects this golden light. The

bones of a half dozen humans and demi-humans — along with those of a giant — litter the floor.

Ethereal Oil: This substance appears to ooze from the very stone of the cave, gathering in small pools in the floor's concavities. This colorless liquid is *oil of ethereality* (q.v.). Player characters can gather enough oil to coat 1d4 human-sized creatures and their gear allowing them to enter the Ethereal Plane for up 1d4+4 turns. It takes 1d3+1 rounds for one person to gather one application of oil, one round to apply, and three rounds for the oil take effect once applied. It takes 1d3 decades for the cave to accumulate enough oil for one application.

Encounter: This room is home to a loathsome thought eater. This creature dwells on the Ethereal Plane, thus is invisible to those without magical aid to see or detect it (e.g. *true seeing*). The thought eater begins to feed on any psionic or spell energy used in this room. If neither is used, it begins to feed on the Intelligence points of a random non-psionic living being 1d3 rounds after it enters the room. This creature attacks by consuming one of the following each melee round: the point cost of a single psionic ability used in its presence, a cast spell (equal to 5 psionic points/spell level), or one Intelligence point (equal to 10 psionic points). Devoured Intelligence points are permanently lost. The thought eater consumes 1d100+100 points of psionic energy before becoming satiated and ceasing its attack. Only attacks delivered by ethereal beings can harm the thought eater. Thus, the PCs must use the ethereal oil in the room (or some other method of achieving ethereality) to effectively combat it.

Thought eater: AC 9; MV 6"; HD 3; hp 13; #AT 0; Dmg nil; SA devour psionic or spell energy within 6" on the Ethereal or Prime Material planes, or intelligence points with 1"; SD harmed only by ethereal creatures; INT non- (0); AL N; Size S; xp 294; THAC0 n/a; MM 94.

Treasure: A cache of five **ioun stones** (pink, iridescent, pale lavender, incandescent blue, and dull gray) hang suspended within the ethereal space the cave occupies. The magic of the ioun stones confines the thought eater within this cave and prevents other beings from entering into or leaving this area from the Ethereal Plane. Removing the stones from this area causes the motes of light to disappear, and allows ethereal creatures — including the thought eater — to freely enter or leave this area.

29. PILLAR OF INSIGHT

Description: Spiky crystalline growths coat the walls, ceiling, and floors of this irregular-shaped 40' x 60' cave. A path through these growths leads to a pillar of transparent white crystals that sprout from the floor (marked as "P" on MAP IV). The 8' tall pillar appears as a tree trunk constructed of delicate thorn-like crystals. Individual crystals are up to 8 inches long.

Crystal Pillar: A character touching the crystal pillar receives a flash of insight concerning an ally, enemy, or place of importance. The knowledge appears extemporaneously in their mind as if they were scrying with visual and audio components. Exactly what this information is, who or what it pertains to, and its significance is wholly up to the GM to decide. Whatever it is, it will be of great importance to the party. The GM can use this insight for introducing adventure hooks for the players to follow in the future. Depending on how much



information the GM is willing to divulge, they may wish to limit the number of times and frequency a party can access information from the pillar. This can be once per group, once a month or year, etc., as the GM deems fit for their campaign.

30. THE GROTTO-THAT-LIVES

Illumination: Glowing, violet-green crystals illumine this area.

Description: A flight of natural stairs leads to a roughly 80' x 90' natural cave. Milky, violet-green crystalline growths completely cover its walls, floor, and ceiling. These crystals shine with an inner radiance that illuminates the entire grotto in soft violet-green light tinged with blue. Characters hear a low, continuous hum throughout this level that seems to emanate from the cave itself. These strange crystalline growths form a semi-sentient organism with an alien intelligence vastly unlike normal mortal creatures. Thorogang was able to commune with this being through innate psionic powers that he possessed — asking it questions that gave him deeper insight into the workings of the mundane and supernatural world.

Attacks Against the Grotto: The crystalline growths of the grotto are immune to all types of attack forms — fire, electricity, cold, acid, mind-affecting spells, etc. Physical attacks against it with weapons inflict 1 hp of damage per hit plus any Strength or magic bonuses. Exceptionally strong or massive creatures, or those with hard fists (e.g. some golems, earth elementals, ogrillons, etc.), inflict full damage with each successful hit. Any attack directed against the grotto's crystalline surfaces — including of unintentional damage-causing attacks and effects — cause it to unleash a *symbol of hopelessness* (q.v. 8th-level magic-user spell) on all living beings in the cave. If this fails to dissuade any attackers, it unleashes a *psionic blast* against them once every other round. It can do this up to 20 times per day. Consider the crystal-covered walls as Armor Class 3 for physical attack purposes. The growths can withstand up to 660 hp damage physical damage before being destroyed.

Use of Divination Magic: The use of divination-type spells (i.e. *augury*, *clairaudience*, *clairvoyance*, *contact other plane*, *divination*, *find traps*, *know alignment*, *locate object*, *magic font*, *magic mirror*, *portent*, *reflecting pool*, *speak with dead*, *true seeing*, and including all detection spells, or similar functions from a device, such as a *crystal ball*, or equivalent psionic power) is dangerous in this cave. Whenever a character casts one of these spells whilst inside the cave, or directed from outside into the cave, they must save vs. Spells. A successful save results in the spell ending immediately. A failed save causes the character to be affected as if struck with a *confusion* spell (q.v. 4th-level magic-user spell) cast by an 18th-level caster.

Communicating with the Grotto: Characters can communicate with the crystalline organism by contacting it magically or psionically. Use of *commune*, *commune with nature*, *ESP*, *stone tell*, *telepathy*, *empathy*, or similar spells and abilities, including those from magic items, allow a being to contact the grotto. However, in its alien intelligence, the grotto perceives attempts to contact it from unknown creatures as a threat and tries to destroy their body and mind. First, the contacting player must successfully save vs. Spells, or be affected as if struck with a *confusion* spell (q.v. 4th-level magic-user spell) for 1d4+2 turns. Second, the grotto manifests a xylodwyln to destroy the physical body of the contacting creature (see “**The Guardian**”).



Creatures not mentally confused and that defeat the xylodwyln can communicate empathically with the organism anytime thereafter by using one of the powers listed above. The character instinctively understands that they have contacted an alien intelligence and that they can ask it questions. The organism has a 60% chance to know the answer to any question the character asks. Rolls of 96-00% result in erroneous answers. After each question asked, the character must make a save vs. Spells. Failure to save results in the loss of contact with the intelligence; the character cannot reestablish contact until 2d4 weeks have passed. Answers to questions appear unbidden in the mind of the asking character.

The Guardian: The grotto defends itself from unsolicited intrusions by summoning a creature native to the Ethereal Plane called the xylodwyln (see the “**New Monster**” section on p. 34 for a description). It appears 1d3 rounds after a PCs initial attempt at mentally contacting the grotto. At first, this creature appears as a semi-transparent blob of pale, writhing ooze seeping up from the grotto's floor. It takes a full round for the xylodwyln to obtain its material form — a mass of pale white tentacles radiating from a central point. It attacks any living beings in the grotto until they are dead, flee, or it is slain. The xylodwyln stays in grotto a full 24 hours after all living beings leave the grotto before returning to the plane whence it came from.

Xylodwyln: AC 2; MV 12”; HD 8 + 4; hp 52; #AT 7+; Dmg nil; SA each hit drains its victim of 1 point from Intelligence, Wisdom, and Charisma (no save), tentacles hold victims fast until broken, create a *hypnotic pattern*; SD +2 or better weapon to hit, immune to non-magical fire, cold, gas, and poison, half or no damage



from magical fire, immune to all mind-affecting spells below 6th level; MR 50%; INT semi- (2-4); AL N; Size L (8' tall); xp 2924; THAC0 12; New Monster.

Freeing Thorogang's Spirit: Once the party has defeated the guardian, they are free to question the grotto. If asked about Thorogang, the grotto reveals that it holds the giant's spirit for safekeeping. If convinced that he is no longer threatened, the guardian creates a 2' long crystalline sphere that glows with an inner light. Thorogang's spirit lies trapped in the sphere. The grotto instructs the party to find a body without a spirit (recently deceased with few wounds), and then to smash the sphere near it. The spirit enters the body and Thorogang lives once again.

FINISHING THE ADVENTURE

The GM should award the party a bonus of 5,500 experience points if they manage to free Thorogang's spirit and find him a new body. Once the giant lives, he again establishes himself as the master of the Fastness. He allows the party to keep any treasure they found in the Fastness, sans his signet ring from AREA 18, as payment for their services. He also consults the powers of the grotto on their behalf without payment. The full extent of the grotto (AREA 30) powers are not detailed. The GM may wish to fill in the specifics of its powers to continue the adventure or have them lead to a new one. A few suggestions include suspended animation, precognition, reading objects or persons for psychic impressions, astral projection, and travel to other planes or dimensions.

THIS ENDS THE EXPEDITION TO THE MISTY HALLS.

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— NEW MONSTERS (OPEN GAME CONTENT) —

FUATH

FREQUENCY: Uncommon

NO. APPEARING: 4-16

ARMOR CLASS: 5

MOVE: 9"

HIT DICE: 2

% IN LAIR: 40%

TREASURE TYPE: Individuals L, M (x3), Q, B in lair

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-6 or by weapon type

SPECIAL ATTACKS: See below

SPECIAL DEFENSE: See below

MAGIC RESISTANCE: Standard

INTELLIGENCE: Average

ALIGNMENT: Neutral evil

SIZE: S (4' tall)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

LEVEL/X.P. VALUE: II/73 + 2/hp

These small humanoids of a magical nature are related to goblins and xvarts (qq.v.). Fuath dwell in similar places as their kin, often underground, in small bands. There is a 10% that a goblin or xvart lair has a band of fuath living among them. Fuath detest gnomes and faerie folk, such as sprites, pixies, and brownies. They attack these creatures on sight and without mercy.

In combat, fuath use long daggers or short spears (50% chance to employ either). All fuath carry 1d4+2 darts coated with sleep poison (save vs. Poison or fall asleep for 2d4 turns) which they throw prior to engaging in melee. Some of these creatures (25%) also carry garrotes to throttle opponents from behind.

All fuath have minor spell abilities which they use as if they were a 3rd-level caster. Once per day, each fuath can use a single 1st-level magic-user spell as determined by rolling a d6 on the list below:

- 1 *Burning hands*
- 2 *Charm person*
- 3 *Magic missile*
- 4 *Shocking grasp*
- 5 *Sleep*
- 6 *Spider climb*

Due to their magical nature, fuath gain a +2 to all saving throws versus all spells and similar magic effects. They are immune to all forms of sleep — magical or otherwise — and take only one point of damage per missile from *magic missiles*. Fuath have a 65% chance to *hide in shadows* and *move silently*, and can back stab as a thief with a +4 'to hit' and inflicting double damage.

Fuath lairs have a 30% chance to contain 2d4 huge spiders as trained guards. These creatures are as used to track victims much as hunting dogs. Fuath speak their own language plus that of goblins, bugbears, and gnomes. They can also communicate with huge spiders.



Description: Physically, fuath appear much as goblins, except they have larger heads, gray skin, and yellow hair covers their bodies. Their eyes are black with green pupils, while teeth and nails are yellow-orange color. They never wear armor, but typically dress in filthy loincloths and leather baldrics to hold their weapons.

GRINDYLOW

FREQUENCY: Very rare
 NO. APPEARING: 1-3
 ARMOR CLASS: 3
 MOVE: 12"
 HIT DICE: 6 + 6
 % IN LAIR: 30%
 TREASURE TYPE: C
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 1-4+5/1-4+5 fists
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSE: See below
 MAGIC RESISTANCE: 30%
 INTELLIGENCE: Average to highly
 ALIGNMENT: Neutral evil
 SIZE: M (6' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
 LEVEL/X.P. VALUE: VI/1,075 + 8/hp

This race of evil hags is related to night hags, annis, and greenhags (qq.v.). They inhabit lonely, dismal places such as moors, forests, swamps, and mountains. Places such as abandoned cottages, dank caves, or shallow pools of water serve as their lairs. Grindylow tend to be loners, but are known to work with other evil creatures for short periods. Their 18/96 Strength gives them +5 to all physical attack damage rolls.

The grindylow is also known as the pale hag or Strangling Jenny. The latter moniker comes from the hag's most fearsome attack — her strangulation hold. Two successful fist attacks indicate that the grindylow has grasped the victim by the neck. Each round thereafter, the victim suffers automatic damage equal to two fist strikes. The victim, or a companion, can attempt to break the hold by making a successful *bend bars* roll (one attempt per character per hold). Given the opportunity, the hag either sneaks up behind a victim or incapacitates them before throttling them. To accomplish the former, she assumes gaseous form to position itself behind a victim to strike. For the latter, those meeting the grindylow's gaze must save vs. Spells with -2 penalty or stand frozen in fear for 3d4 rounds. A victim that succumbs to the gaze will not flee or defend itself if attacked by the hag. One victim per round can be targeted with the fear gaze attack.

Grindylow can use the following spell-like abilities at will, one per round, once per day as a 7th-level spell-caster: *blur*, *change self* (as a human of approximately the same size), assume *gaseous form* (as portion of the same name), *levitate*, *putrefy water*, *tongues*, *wall of fog*, and *water breathing*. Only magic weapons can harm a grindylow. They are immune to cold, electrical, and gas-based attacks. They *climb walls* (as a thief) with an 85% chance of success, have 90' infravision, and makes no sound and leave no tracks when moving, even in mediums such as snow and mud.

Description: Grindylow appear as a skinny hag with pale yellow-white, semi-transparent skin, as if it was submerged in water. Its body appears slightly deformed with longer than normal arms and fingers. The hag's stringy hair, pupilless eyes, teeth, and nails are dead black in color.



XYLODWYLN

FREQUENCY: Very rare (on Prime Material Plane);
 Uncommon (on the Ethereal Plane)
 NO. APPEARING: 1
 ARMOR CLASS: 2
 MOVE: 12"
 HIT DICE: 8 + 4
 % IN LAIR: 100%
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 7+
 DAMAGE/ATTACK: Nil
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSE: See below
 MAGIC RESISTANCE: 50%
 INTELLIGENCE: Semi- (2-4)
 ALIGNMENT: Neutral
 SIZE: L (8' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
 LEVEL/X.P. VALUE: VIII/2,300 + 12/hp

This bizarre creature is native to the Ethereal Plane. Sages believe that it can manifest physically on the Prime Material Plane only in areas of strong and continuous psionic usage. The xylodwyln appears as a circular mass of dozens of sea anemone-like tentacles radiating from a central point. Large, orb-like compound eyes extending from



six of the tentacles allow the creature to see all directions in the normal spectrum, and up to 60' with infravision. Its sensitive tentacles allow it to detect even the slightest movement up to 90' away. Its main sense, however, is its ability to sense the aura of living beings up to 120' away. The xylyodwyn propels itself by turning over like a wheel, as it has no real up, down, front, or back. The creature's pale white tentacles flash with rippling iridescence. Flickers of flame-colored lights roll from the tips of the tentacles down its body. By increasing the rate of its iridescence and light flickering, it can transfix victims as per a *hypnotic pattern* (q.v. 2nd-level illusionist spell).

The xylyodwyn attacks living creatures with six specialized tentacles that can reach up to 15' in any direction. These members end in fish-hook-like barbs. With a successful hit, the barbs hook onto a victim (they attack only one target each round). The attack inflicts no damage. Instead, each round thereafter, the xylyodwyn drains a victim of 1 point from Intelligence, Wisdom, and Charisma scores (no save allowed). When any single ability score reaches zero, the victim dies. The victim and their companions can each break the hold a single grasping member each round with a successful Strength check with a -1 penalty for each restraining tentacle. A *restoration* spell immediately restore all lost ability points, otherwise they return at a rate of one point of Intelligence, Wisdom, and Charisma per day. Those slain by this method have their essence (i.e. souls) devoured by the xylyodwyn, and cannot be brought back to life by anything short of a *wish*.

Up to four opponents engaged in melee with the xylyodwyn will each be subject to attack by 1d4 motive tentacles. While these attacks cause no damage, sucker pads allow the tentacles to hold victims with a gripping strength of 16. Additionally, there is a 50% chance that a tentacle has hold of a random limb. Limbs held fast cannot be used to fight, cast spells, or use items until the grip is broken first. The grip of each tentacle must be broken to free a victim (as per breaking free of the barbed hooks, as noted above).

The xylyodwyn is immune to weapons with an enchantment of less than +2, non-magical fire, and all forms of cold, gas, and poison attacks. It suffers half or no damage from magical fire. Magical cold-based attacks act as a *slow* spell for 1d3 rounds, even though no damage is suffered. It suffers full damage from electrical/lightning attacks (magical or otherwise). It is also immune to all spells that affect the mind that are below 6th level. The xylyodwyn cannot see or detect those warded with *protection from evil/good* or *misdirection* spells. A *mind blank* spell prevents it from draining ability scores of victims, as does *chant* and *prayer* but only for one and three rounds respectively. A *dispel evil/good* destroys a xylyodwyn. However, it must fail its magic resistance and save vs. Spells rolls for this to be effective.

— NEW MAGIC-ITEMS (OPEN GAME CONTENT) —

Figurine of Wondrous Power, Jet Raven

This small figurine appears as a chunk of polished jet carved into the shape of a bird. When commanded by its owner, the statuette turns into a huge raven (q.v.). The *jet raven* is very intelligent (INT 12) and can speak the language of its owner plus 1d3 other languages as determined randomly by the GM. It has a number of skills valuable

for reconnaissance and spying. It is 80% undetectable in shadowy (twilight) conditions and 95% in darkness. Its sharp vision and keen hearing are twenty times better than that of a human (i.e. what a human can see or hear clearly at 20', it can at 400'), and thus is never surprised. Furthermore, the raven has the ability of *ventriloquism* (q.v. 1st-level magic-user spell) at will, can use *detect magic* and *augury* (q.v. 1st- and 2nd-level cleric spells, respectively) once per day, and can snatch small objects (up to 5 lbs.) with a 70% chance of success, even if it is in another's grasp or visible on their person. The jet raven can be used for up to 24 hours per week.

X.P. Value: 100

G.P. Sale Value: 1,000

Staff of the Red Dragon

One end has this staff has a finely-carved, dragon head colored red. It possesses powers that emulate some of the abilities of a red dragon. The wielder of the staff has an 18 Charisma when dealing with red dragons. Upon encountering one of these dragons, they must roll on the ENCOUNTER REACTION table modified by the character's alignment (see DMG, p. 37). If the check is positive or neutral, the dragon views the character in a friendly light. However, if a negative result is indicated, the dragon flies into a rage and attempts to slay the staff's owner. Conversely, when dealing with good-aligned dragons, the staff wielder suffers a -4 penalty to their Charisma score. Only magic-users can use these staves. This item can be recharged. The staff has four powers as detailed below:

1. *Affect Normal Fires*: As the 1st-level magic-user spell of the same name (q.v.) but with 3" radius and a range of up to 8". Duration: 16 rounds. Casting time: 1 segment. Cost: none.
2. *Pyrotechnics*: As the 2nd-level magic-user spell of the same name (q.v.), cast at 8th-level use, but with double the normal volume of fireworks and smoke cloud size. Casting time: 2 segments. Cost: 1 charge.
3. *Flamestaff*: This power causes flames to erupt from the staff. These flames do not harm the staff wielder. The staff inflicts 1d6 damage plus 4 points of fire damage when it strikes an opponent in melee. Duration: 8 rounds. Casting time: 2 segments. Cost: 1 charge.
4. *Fire Cone*: A cone of fire — 4" long, 1/2" wide at the source and 1 1/2" at its terminus — springs from the end of the staff. Victims suffer 5d10 points of damage (save vs. Staves for half damage). Casting time: 5 segments. Cost: 3 charges.

X.P. Value: 9,000

G.P. Sale Value: 50,000

Willow Flute

This 2' long, ordinary-looking wooden flute detects as alteration and enchantment magic if checked. It plays songs upon command. With the correct command phrase, it can send a *whispering wind* (q.v. 1st-level illusionist spell) via song six times per day. A bard, elf, halfling, gnome, or woodland creature playing it can cause *taunt* or *hypnotism* (qq.v. 1st-level magic-user and 2nd-level illusionist spell, respectively), one at a time, once per day each.

X.P. Value: 200

G.P. Sale Value: 2,000



— APPENDIX: LOCAL TERRAIN DESCRIPTIONS —

As the party treks through the mountains searching for the giants' Fastness, the GM may need to describe the local terrain to the players on the fly. The **LOCAL TERRAIN TABLE** below contains twenty short terrain descriptions for the GM to use as needed, such as when wandering encounters from the **WILDERNESS ENCOUNTER TABLE** occur, or when the party is looking for a campsite for their evening's rest. Roll a d20 and consult the result the table below to randomly determine the variations in terrain of a full hex on the **GAME MASTER'S WILDERNESS MAP**. Feel free to reuse the terrain modules again by simply changing some of the details as desired.

LOCAL TERRAIN DESCRIPTION TABLE

1d20 Result

- 1 A broad, gently-sloping ridge covered in dense woods.
- 2 A fast-moving, 10' wide stream that follows a wide valley with steep 100' high walls.
- 3 A 300' wide canyon covered in dense brush and flanked by 50' high shear walls.
- 4 A hillside that gently slopes down 1500' before ending in a wide canyon; the ground is strewn with many boulders and scrub grasses.
- 5 A steep-grade narrow path with many switchbacks that winds up or down (50%/50% chance of either) over the next mile. Either side of the path has a sheer 1d6 x 100' drop off.
- 6 An undulating path winds up and down a steep ridge over the next 4d6 x 100'.
- 7 A sloping, lightly wooded valley 1d8 x 100' wide. A small pond with marshy shores lies in the middle of the valley.
- 8 A steep slope cuts right then left from one small canyon to another (up or down) for one mile before leveling off. A small stream flows down the slope at one point crossing the track.
- 9 A 300' wide, boulder-strewn canyon with gently-sloping ridges on both of its sides.
- 10 A broad, lightly wooded canyon 200' wide with a slow-moving stream that continues straight for a ½ mile before sharply turning left.
- 11 A narrow, steep-sided canyon with 30' high walls that turns left (800'), right (550'), left (800'), and, finally, left (600').
- 12 A 15' wide path that moves up or down (50%/50% chance of either) a steep-sided ridge. At its highest, the ridge drops over a 300' high cliff.
- 13 A broad, flat 1000' wide valley strewn with gravel and large boulders.
- 14 A lightly wooded canyon, 800' wide; a small lake lies halfway through the canyon.
- 15 A half mile wide lake with lightly wooded shores surrounded by 350' high steep-sloped ridges on two sides.
- 16 A 50' wide canyon covered in light brush with 120' high, moderately sloping walls.
- 17 A steep ridge covered in light woods with sheer 50' high cliff that lies above the path; at one point, a small waterfall originating from the cliff face cuts through the path.
- 18 A 400' wide, lightly-wooded canyon with gently sloping walls that continues for the next mile before ending in a lake.
- 19 A steep-sloped hill covered in rough ground that continues for the next 1000'.
- 20 A 450' wide, gently-sloping ridge covered in dense woods that narrows to 100' over the next mile.



PRE-GENERATED PLAYER CHARACTERS

The pre-generated characters detailed below are provided for those who do not wish to use their own characters, or do not have time to create new ones. The GM is free to alter the magical equipment or spell lists as they deem necessary. However, judicious restraint in choosing appropriate items must be exercised, so as not to upset the balance of the adventure in the player's favor. The GM can also allow players to alter the mundane adventuring gear (packs, sacks, rope, etc.) listed for each character within reason. Note that the pre-generated characters are those of the players that initially explored the Misty Halls, and are relatively unchanged from their original form.

CHARACTER	<u>Laggi</u>	<u>Yerblok</u>	<u>Ruinic</u>	<u>Tünde</u>	<u>Stig Ole</u>	<u>Thalla</u>
SEX	Male	Male	Male	Female	Male	Male
RACE	Human	Human	Human	Human	Half-elf	Half-elf
CLASS	Magic-user	Fighter	Cleric	Cleric	Fighter/Magic-user	Thief
LEVEL	6	6	6	6	5/4	6
HEIGHT	5'10"	6'3"	5'7"	5'10"	5'2"	5'4"
WEIGHT	180	238	178	146	135	128
ALIGNMENT	Chaotic good	Chaotic good	Neutral good	Neutral good	Neutral good	Neutral
ARMOR CLASS*	8	2	4 (5)	2 (5)	1 (2)	4
HIT POINTS	17	48	28	34	32	29
MOVE	12"	9"	9"	9"	12"	12"
STRENGTH	10	18/62	14	10	13	11
INTELLIGENCE	18	12	12	9	13	14
WISDOM	8	8	16	14	9	11
DEXTERITY	9	12	12	13	16	18
CONSTITUTION	9	16	14	13	9	16
CHARISMA	18	6	11	17	13	8
ARMOR	None	Plate +1	Chain mail & shield	Chain mail & shield +2	Chain mail +1 & shield	Leather
THACO	19	16	18	18	16	19
ATTACK ADJUSTMENT	0	+2	0	0	0	0
DAMAGE ADJUSTMENT	0	+3	0	0	0	0
OPEN DOORS	1-2	1-4	1-2	1-2	1-2	1-2
BEND BARS/ LIFT GATES	2%	25%	7%	2%	4%	4%
REA./ATT. ADJUSTMENT	0	0	0	0	+1	+3
DEFENSIVE ADJUSTMENT	0	0	0	0	-2	-4
MAG. ATT. ADJUSTMENT	0	0	+2	0	0	0
SPECIAL VISION	None	None	None	None	Infravision (60')	Infravision (60')
SAVING THROWS**						
PARALYZATION/POISON/DEATH	13	11	9	9	11	12
PETRIFICATION/POLYMORPH	11	12	12	12	11	11
ROD/STAFF/WAND	9	13	13	13	9	12
BREATH WEAPON	13	13	15	15	13	15
SPELL	10	14	15	15	10	13
# OF SPELLS/SPELL LEVEL	1ST LEVEL	2ND LEVEL	3RD LEVEL			
Laggi (magic-user spells)	4	2	2			
Ruinic (cleric spells)	5	5	2			
Tünde (cleric spells)	5	3	2			
Stig-Ole (magic-user spells)	3	2	--			

*Shieldless AC is listed in parenthesis ().

**Excludes possible adjustments for magic items and/or ability scores.



MAGIC ITEMS, SPELLS, & EQUIPMENT

LAGGI

Cloak of protection +2

Wand of wonder (8 charges remaining)

Scroll w/*magic missile*, *levitate*, and *dispel magic* (cast at 12th-level usage)

Dagger

Other Equipment: wool blanket, candles (4), hooded lantern, oil (4 flasks), small belt pouch, small sack, iron rations (1 week), water/wine skin, tinderbox, bone scroll tube, blank parchment (2 sheets).

Spells in Spellbook:

Level 1: *affect normal fires*, *burning hands*, *detect magic*, *enlarge*, *magic missile*, *mount*, *protection from evil*, *read magic*, *shield*, *sleep*, *ventriloquism*

Level 2: *darkness 15' radius*, *detect invisibility*, *flaming sphere*, *forget*, *knock*, *mirror image*, *web*

Level 3: *clairvoyance*, *dispel magic*, *invisibility 10' radius*, *lightning bolt*, *slow*

Languages Known: Common, chaotic good, dwarvish, elvish, frost giantish, troll.

YERBLOK

Plate mail +1

Battle axe +1

Spear

Light crossbow

Dagger

Potion of Heroism

Other Equipment: leather backpack, quarrel (1 score bolts), belladonna (1 sprig), wool blanket, small belt pouch, 6" iron spikes (10), tinderbox, whetstone, iron spikes (10), wooden mallet, standard rations (1 week), water/wine skin.

Languages Known: Common, chaotic good, dwarvish, orcish, stone giantish.

RUINIC

Footman's mace +2

Hammer

Scroll w/*cure critical wounds* and *remove paralysis*

Potion of extra-healing

Other Equipment: wool bedroll, bulls-eye lantern, oil (2 flasks), large sack, silver holy symbol, holy water (2 vials), wolfsbane (1 sprig), leather scroll tube, standard rations (1 week), tinderbox, water/wine skin.

Languages Known: Common, neutral good.

TÜNDE

Footman's flail

Club

Shield +2

Ring of spell storing (*cure light wounds* x2, *neutralize poison*)

Other Equipment: leather backpack, belladonna (1 sprig), wool blanket, silver holy symbol, bulls-eye lantern, lamp oil (2 flasks), large belt pouch, large sack, standard rations (1 week), water/wine skin.

Languages Known: Common, neutral good, centaur, elvish.

STIG OLE

Chain mail +1

Long bow +1

Bastard sword

Hand axe

Potion of flying

Other Equipment: leather backpack, wool blanket, quiver (1 score arrows), chalk (2 sticks), small belt pouch, rope (50'), large sack, iron spikes (10), tinderbox, torches (5), iron rations (1 week), water/wine skin.

Spells in Spellbook:

Level 1: *dancing lights*, *detect magic*, *feather fall*, *floating disc*, *friends*, *hold portal*, *message*, *read magic*, *shocking grasp*, *sleep*

Level 2: *ESP*, *ray of enfeeblement*, *rope trick*, *stinking cloud*, *strength*

Languages Known: Common, neutral good, elvish, gnome, groll, goblin, halfling, hobgoblin, orcish.

THALLA

Long sword

Dagger

Sling

Sling bullets, normal (8)

Sling bullets +2 (6)

Boots of elvenkind

Potion of polymorph self

Other Equipment: wool blanket, wooden holy symbol, signaling horn, large sack, large belt pouch, tinderbox, bone scroll tube, grappling hook, rope (50'), hemp string (100'), thieves' tools, iron rations (1 week), water/wine skin.

Languages Known: Common, neutral, elvish, groll, gnome, goblin, halfling, hobgoblin, orcish.



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DD #1: TOWER OF THE BLACK SORCERERS. Rumors in Bal-curz suggest that a secretive cadre of sorcerers is behind recent nefarious activities in the town. All that is needed is a group of inquisitive adventurers to investigate the veracity of these claims. Foul sorcery, evil doings, and horrid beings from the blackest pits stand to thwart the meddlesome heroes. An adventure for characters levels 5-8.

Available now in print or eBook.

DD #2: DUNGEONS OF THE DREAD WYRM. No one has seen the wicked red dragon, Felmurnuzza, ravager of the northlands, for decades. Some believe that she has perished, while others believe that she sleeps away the years ensconced in her fortress-like lair. Rumors suggest that over the centuries she has amassed a vast hoard of treasure that is second to none. Cunning traps, devious tricks, and powerful guardians defend the dragon's dungeons from would-be looters. This challenging adventure is for characters levels 10-15.

Available now in print or eBook.

DD #3: THE MISTY HALLS OF KALÁVORKA. A lost vale located in a high mountain range is home to a clan of mysterious giants. Sages believe the giants have strange powers that no other of their kind possesses. Yet, no one has heard anything from these giants in decades. Do they still dwell in their misty fastness? Do they really possess these reputed powers, and if they do, what are they? Crafty giants, evil gnomes, and a weird guardian await any adventurers who go seeking the lost halls. An adventure for characters levels 5-7.

Available now in print or eBook.

DD #4: SECRET OF THE SILVER SPIRE. Rumors speak of a mysterious silver tower that shines like a polished mirror that has recently appeared out of thin air. Bizarre creatures believed to have emerged from the tower roam the land. The few learned sages that know of it suggest that the tower is really a dimension-hopping fortress. Possibly some adventurers could go to the tower to find out why it has come here? Brave adventurers who gain access to the spire discover a semi-living tower inhabited with weird minions and their enigmatic silver masters. An adventure for characters levels 3-7.

Forthcoming.

DD #5: MYSTERY OF THE WOOD OF DARK BOUGHS. A strange blight has descended on the land turning crops and plant life into ash. Now the village of Alfandi accuses its neighbors of using black magic to destroy their crops. The villagers intend to execute eight men accused of causing this blight in a few days' time. The families of the men implore the adventurers to intervene and search for proof of their innocence before it is too late. The adventurers who investigate will discover a confusing magic forest and a fetid swamp, home to loathsome frogmen. An adventure for characters levels 2-4.

Forthcoming.

DD #6: THE BURNING PITS OF CER-NOTH. Hidden somewhere in the wild, craggy hills lies the lost dwarven stronghold of Cer-Noth. In centuries past, a clan of industrious dwarves mined, smelted ore, and constructed wondrous objects in their labyrinthine dungeons. Their stronghold was said to sit over the 'burning pits', an area of geothermal activity that gave their home its name. The dwarves are long gone now, but the legends of a great treasure hidden in a vault still fire the imagination of treasure-seekers to this day. Does this treasure still exist, or have looters already discovered its secret hiding place? An adventure for characters levels 4-9.

Forthcoming.

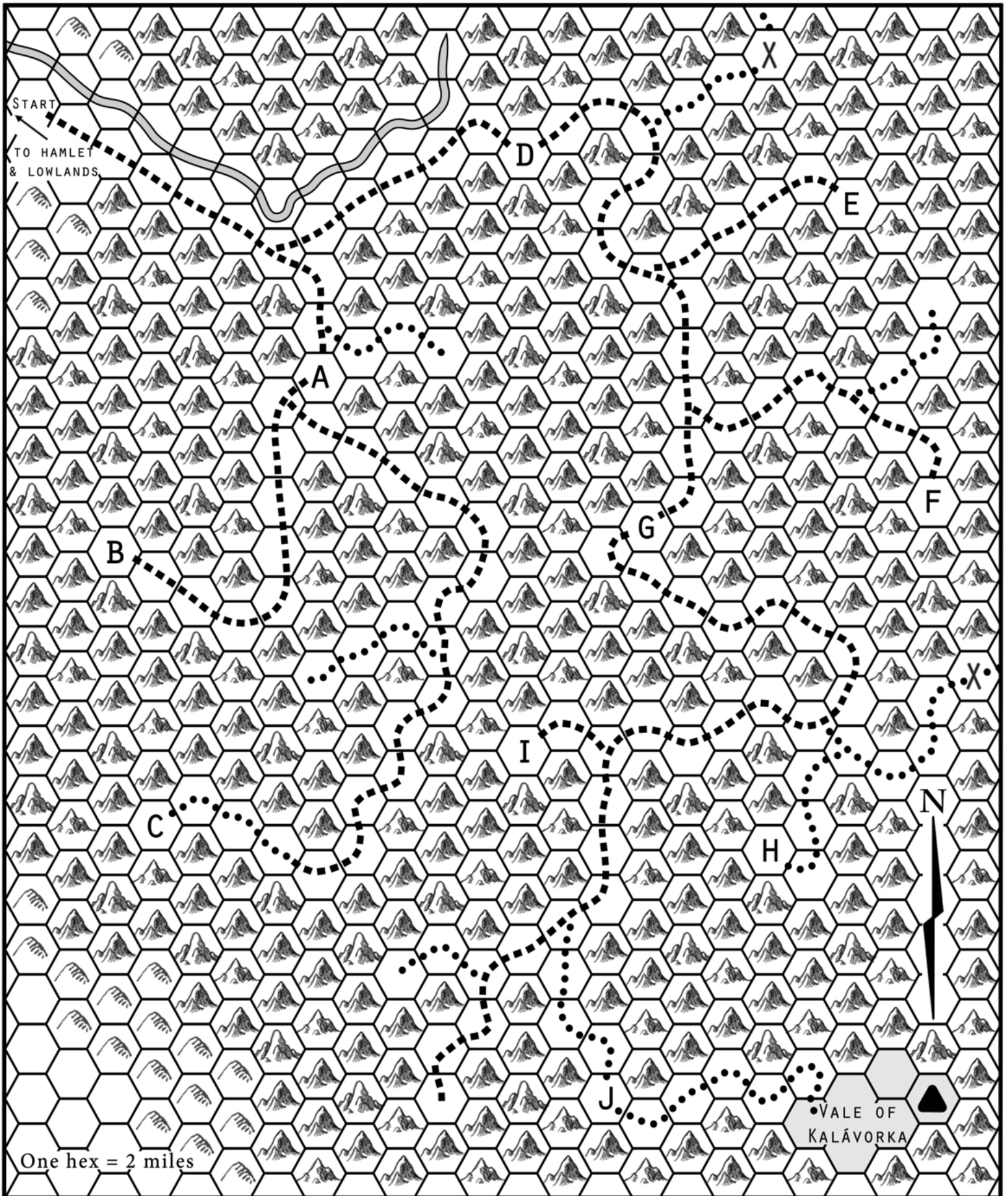
DD #7: THE FORLORN CASTLE. Something stirs within the abandoned keep of Huginn's Nest. Legends tell of the betrayal and rebellion of its former masters who were sealed alive in the crypts below the castle's ramparts as punishment for their crimes. Now, strange men creep like furtive shadows through the mountain valleys around the keep at night, returning to the darkness of the castle at dawn. Travelers and shepherds who wandered too close to Huginn's Nest have disappeared without a trace. The adventurers must investigate to find out what these mysterious beings are up to and put an end to their nefarious deeds. An adventure for characters levels 5-10.

Forthcoming.

DUNGEON DELVE SIDE QUEST #1: SHIPWRECK AT HAR'S POINT. Nothing much usually happens in the sleepy fishing hamlet of Har's Point. Recently, however, a ship has crashed on the rocks outside of town. Now rumors concerning treasure it supposedly carried are running rife amongst the fisherfolk. Some of these rumors hint that dead sailors from the ship are now walking the nearby beaches at night. Even more concerning, a mysterious stranger has been spotted around town. A few inquisitive adventurers might be able to discover what exactly is going on in Har's Point. An adventure for characters levels 1-3.

Available now in print or eBook.

GAME MASTER'S WILDERNESS MAP



Trail



Mountains



River



Vale peak



Track



Hills

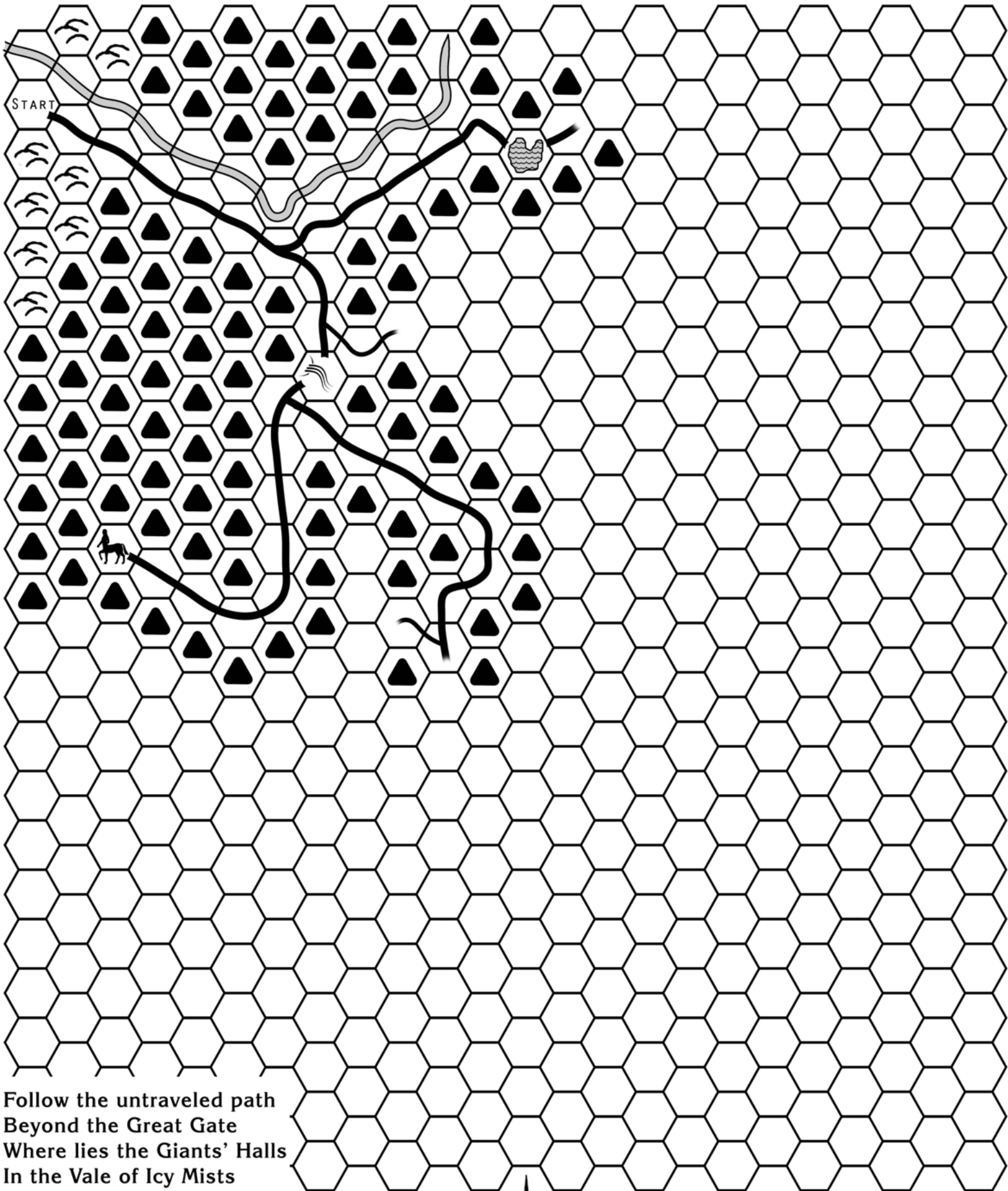


Open terrain



Closed track
(optional)

PLAYER'S WILDERNESS MAP



Follow the untraveled path
Beyond the Great Gate
Where lies the Giants' Halls
In the Vale of Icy Mists

Deep within the Mountain of Secrets
Where great old Thorogang waits
In amaranthine slumber
Nestled in the Unknowable Heart



One hex = 2 miles

DUNGEON DELVE #3

THE MISTY HALLS OF KALÁVORKA

by R. Nelson Bailey

WHAT SECRETS DOES THE FORGOTTEN VALE HOLD?

In ages past, many seekers of truth had sought out the Vale of Kalávorka. They made the long and difficult journey to the hidden, fog-shrouded valley to consult with the clan of wise cloud giant seers that dwelled there. The mystical knowledge and powers of the giants were legendary throughout the lands. Yet, despite their renown, none have heard from or seen any of these remarkable beings for decades.

Do these giants still live in their great fortress, cut from the bones of a solitary mountain that rises up from the vale? Rumors say that their halls still hold many fabulous treasures and hides their greatest secret. Now all that's needed is a few heroes ready to set out to rediscover the lost vale and the misty halls of the cloud giants.

An Adventure For Characters Levels 5-7

DUNGEON DELVES by Dungeoneers Guild Games are classic-style adventures with minimal plot for use with the advanced 1st edition game.

With little effort they can easily be adapted to most fantasy role-playing games including the advanced 2nd edition game, the original game, the BECMI ("Basic") game, and most old-school renaissance (OSR) role-playing systems.

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