

BENEATH THE BARRIER PEAKS



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ADVANCED DUNGEON MODULE S7

BENEATH THE BARRIER PEAKS

FOR 4-9 CHARACTERS LEVELS 5TH TO 9TH



by RC Pinnell

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High atop a great mountain range a massive lake has served as a reservoir for the multitude of folk residing in the valleys below. It is also believed to be the playground of a race of giants dwelling atop the peaks. When the level of the one wide river flowing out of the mountains and south throughout the land slowly dropped, folks thought it only temporary. But after the rushing waters stopped altogether and the river dried up, panic soon followed. Expeditions were organized to journey up the dried riverbed to its source and find out what was amiss. Many turned back, suffering accidents of nature or attacks by the indigenous creatures along the way. A few of the groups never returned, leading all to speculate they had met some terrible fate atop the peaks. With water being brought in from neighboring lands, quantities are at a minimum. With the cost draining his coffers, the local noble has once more sent fliers of solicitation throughout the realm, hoping to attract adventurers more capable of solving the dilemma.

ADVANCED ADVENTURE MODULE S7

Beneath the Barrier Peaks

For 5 to 8 characters of levels 5th to 9th

FOREWORD

This is not a sequel to any previously published adventure. While it can easily be placed within a DM's existing world and/or extended storyline-adventure, it is not locked into any particular game-edition setting. It is intended for experienced Dungeon Masters and players, and those lacking experience, or who are not knowledgeable in the terms and jargon used, should postpone using the adventure until they have gained such. For this module assumes both to be thoroughly familiar with the general concepts of the fantasy RP game.

BACKGROUND

High atop the tallest mountain range in the known world is rumored to exist a clan of Storm Giants. While most citizens of the realm are unconcerned with the prospect of such a thing being true--needing to spend the bulk of their time on the daily necessities of life--adventuring folk have been many places far beyond the borders of the civilized realms, and have seen things others would not likely believe. But when a great river suddenly runs dry, causing villages, towns and cities depending upon it for their lives to seek answers from their leaders, word reaches the party that an expedition is to be commissioned. Those that accept must travel up the dried gorge to the source which, as it so happens, is also rumored to be a lake atop the highest peaks, and the home of the storm giants. Could these giant beings be responsible for the river going dry? If so, why? Till now the existence of these beings has been known only to a few among the royalty and upper nobles in the land. A peaceful co-existence has been maintained with the benevolent and peaceful giants;

as long as the small folk have left them alone they, in turn, have insured that needed water would flow down from the lake and into the valleys below. What has caused this agreement to change? What will the party discover upon reaching the barrier peaks?

NOTES TO THE DUNGEON MASTER

This adventure was originally intended as a Tournament event. Thus some material is simply "Optional" and will be stated as being such; you need not conduct these parts if you wish the players to get into the adventure quicker. With groups comprised of these levels it is more than likely that players will have clerics capable of casting 5th level spells. You should make sure if such is the case that the characters are following the tenets prescribed by the deity he follows as closely as possible. Asking for a particular spell (via the praying process) does not automatically grant the character his request. You should be firm in ensuring that the character/s have earned the granting of high level spells. Also, with characters this high, you can assume that they have access to or in their possession any normal item that could be easily obtained. And while a small well balanced party might succeed in the adventure, it is the author's belief that the party should consist of 7 or 8, with 5 and 9 being the extremes. Of these, it is critically important to include at least 1 cleric, magic user, and several fighter-types; dwarfs and rangers being the preferred. Thieves and monks might find some use for their skills along the way, but will likely become bored early on. Whether you allow assassins or evil characters to be included is your business. However, if a paladin is among the group, you should not under any circumstances! Non-player characters should only *fill out* the party, never add to it beyond the limit suggested!

START

Having heard the various criers and seen the posters soliciting assistance as they traveled the group has decided to detour from their original plan and find out more about this *commission*. Following the directions provided they have arrived at the large town of **Scarlett**. After some brief inquiries they are directed to the local noble who affirms everything that they heard or read: the great SCARSON river has gone dry, and the farmlands are dying, causing families to pack up and head to neighboring towns and provinces. The land cannot withstand the loss of the precious fluid much longer, and thus groups have been sent up the river to locate its source and find out and correct what the problem might be. But none have managed to do so, as the river remains dry, still. And even worse, none of those having gone have returned, or been heard from since. Thus, the *Duke* has realized it will take a special type of person or group to overcome whatever is responsible, and set things right again. With so many local residents having left, the Duke is offering a land grant and small payment to anyone that returns the flow of the river to his land. Each person that completes the quest will receive 50,000 acres of land, and be given the title of Squire. In addition, he or she will be able to retain as many serfs required to work the land, as well as a payment of 10,000 GP to help construct any buildings and towers needed.

You (the DM) should not need to run any town type encounters unless you choose to. In that event, you will likely need a map of the town and information pertaining to any residents or beings/creatures you wish the adventurers to engage with. This can be done by using already published (perhaps even out of print) aids and supplements. (Judges Guild is a good source) Once the group has decided to take on the quest they can quickly depart, following the river north. At this point you may include the 2 optional encounters before they reach the mountains. These can occur within the dry riverbed, if you wish. You should create the maps necessary to run such encounters. You can also create additional ones if you wish to add more adventure along the way; you can, of course, ignore the optional ones to follow.

The SCARSON river snakes through the lowland hills and into the great mountains for a distance of about 400 miles. Should a party have magical means to fly this would be reduced to about 250 as the crow flies. Somewhere en route you should arrange for the group to encounter some type of creature/s. If they are traveling overland then use listing #1. Should they be flying either via magic means or atop some type of flying creature/s use listing #2.

#1. THE EARTH CRAWLERS

Somewhere along the land route the group will come to a location and notice the ground trembling and shaking. This vibration will increase, causing them or their horses to falter and shift about trying to remain upright. After 3 rounds, the ground all around them will erupt, as if volcanoes had exploded, sending earth and debris into the air as 6 large worm-like shapes emerge in search of food. These are multi-legged creatures with a hard shell like skin, antennae and mandibles, and commonly known as ANHKHEG. AC2 (4 for the underbelly) M12" HD3-8 (HP60/8hd, 52/7hd, 45/6hd, 37/5hd, 30/4hd and 22/3hd) AT1 D3-18 +1-4 SA Squirr acid for 4-32 (4d8) SD Nil, MR standard INT non- AL Neutral SZ L(10' to 20' long) Their digestive juices do not allow for treasure to have survived within them upon eating their victims. More information about them can be found in the Monster Manual.

#2. THE SKY FLYER

While flying along the group will notice a shadow fall upon them. Looking up they will see a large, winged reptile with a long tail. Have each member in the party make a save as the sky is suddenly filled with falling dung! Each must roll his Dexterity or less on a d20, without ability benefits, and at a penalty of +4 on the die roll. Those that fail will be covered with hot, runny, smelly dragon dung. You may also make those that fail roll to see if the assault has ruined any possessions; scrolls are the only magical items susceptible to being destroyed! If they wish to chase their assailant, it will turn upon them and attack. Red Dragon, Ancient/large (88 hp). No spells. Found in the Monster Manual.

When the group reaches the mountains the river will begin to climb in a winding fashion up the grade. It will be impossible for the party to continue following the riverbed at this point, if they have been doing so all along. The river narrows, becomes very rock filled and has many breaks between elevations where the mountain side was a backdrop to waterfalls that once cascaded down the face of sheer cliffs. But a trail exists that can easily be found by an outdoor ranger type character, and this will provide the means for the group to ascend and continue their quest. (Groups that are *flying* will be able to simply continue, directly following the river up the slopes to the lake high above) For those on the ground, you should include the possibility of random encounters appearing. You may create a list of creatures on your own, or use the following table as an aide. You should probably run no more than 3 such events.

RANDOM MOUNTAIN ENCOUNTERS

DIE ROLL	TYPE OF CREATURE	FOUND IN MANUAL*
1	Bear, Cave (2)	MM/9
2	Bowler (2-12)	MM2/21
3	Dragonne (1)	MM/34
4	Ettin (4)	MM/40
5	Galeb Duhr (4)	MM2/68
6	Owlbear (5)	MM/77
7	Peryton (8)	MM/78
8	Roc (1-2)	MM/82

* /# refers to page the creature will be found on.

When the party reaches the summit of the trail they will find themselves looking up at a large, artificially created object spanning an apparent opening in the side of the slope (A). They should easily recognize it as a large door that appears to be held up and in place by a u-frame made of iron. Obviously closed, there is still a slight amount of water seeping through at the bottom; but hardly enough to reach the lands below. It is a dam, and looks as if it is meant to be raised to allow what is behind it to rush forth and down the mountain side. Groups capable of flying will easily see the large lake behind the device, while those on foot will have to climb up the sides of the mountain to look over and into the reservoir. A large wheel with spoke-handles is attached to the eastern post of the u-frame, apparently it is cranked to open and close the door.

It is beyond the party's strength to achieve this, as it requires a minimum STR of 50 to work the device. The wheel is 20' in diameter, with the handles extending another 10' beyond, one at each major compass direction (N, S, E, W). Raising the dam 5' takes 1 round for the caretaker of the device; assume this becomes 1 turn for the group *if* they are able to figure out how to turn the wheel at all! The dam is never raised more than this, as doing so would upset the natural balance of drainage into the reservoir from the surrounding mountains and outflow down into the valley below. The residents of the mountain lake usually kept it at 3' open just to be safe. Should the party open it fully, the reservoir will empty in 1 week, catastrophically flooding the lands below.

THE ALUSIAN LAKE

This natural reservoir was the playground of the clan of Storm Giants that dwelled in the nearby cave to the west. While it was a small lake in the past, by constructing the dam the giants were able to collect even more rain runoff and expand the breadth and depth of the lake. But being of good nature and peaceful, they did not deny the little folk down in the valleys the precious fluid, and maintained a steady, needed, flow of the water down the mountain and into the plains below. Why the damn has been kept shut and the water denied for these long months is not explained here, for the party can only explore the lake and surrounding mountain side. To learn the fate of the Storm Giants, they must enter the cave to the west.

Should the party decide to explore the lake and surrounding mountain side they will encounter several interesting things. These are detailed as follows.

- A. The dam (already described)
- B. The south ledge
- B2. The north ledge
- C. The fog cloud/lake guardian (CRONO)
- D. The Storm Giants' cave
- E. The Island of the lake queen

The slopes of the surrounding mountains vary from 45 to 90 degrees depending on location. In some cases the peaks of these can be as close as one half linear mile, thus creating inclines quite steep. If the party explores these it will find normal mountain type vegetation and small wildlife. Enough to likely support the group for a week should they for some reason be without rations or magic to assist them. Among the wildlife there are herds of mountain goat that can provide substantial amounts of meat and milk. Though sustenance should be easy to obtain, shelter is another matter. The weather conditions atop the mountains is seldom cordial to the likes of valley dwellers. Snow covers the mountains from late fall to late winter. This is often 6' deep, but is more or less, depending on exact locations. Rains pound the mountain tops from late winter to late fall. During the summer months the skies clear about a quarter of the time and the rain ceases. As there are no natural caves besides the one that was home to the Storm Giants, the group will have to erect its own protection from the elements.

B. THE SOUTH LEDGE

Not quite 500' north to south, and around 600' east to west, this large flat area is approximately 60' above the surface of the lake. It is covered with thick growth as deep as 4' in places, with vines covered with red berries in the spring. Two large **Mantraps** reside on the ledge, having 9hd each (67, 56 hp). See *MM2 p.83* If the group explores the ledge they will encounter at least 1 90% of the time. Since many have attempted to explore the area and complete the Duke's quest, these creatures have accumulated the following treasure: J-Nx100 ea. and 4 gems of a total value of 10,000 GP; you may determine the worth of each gem as you see fit. For some reason, the alluring scent of *this particular species* does not affect females as it does males. In fact, females find it so repugnant that if they fail their Save vs. Poison they will become violently ill, shaking with spasms that disrupt their muscle control causing them to vomit and vacate their bowels and bladder profusely for 2-12 rounds. During this time they lose any dexterity bonuses they may have, cannot cast spells, cannot use a shield, and suffer a -4 penalty to hit if they attack. A *Cure Disease* spell cast during this

time will nullify this affect, but not that inflicted upon the males.

B2. THE NORTH LEDGE

At over 700' north to south and 3000'+ east to west, this ledge is gigantic compared to its associate to the south. The gentle sloping of the mountains to the north of it allow various creatures to easily stroll down onto it, to frolic about in the tall thick grass and soak up the sun when it should happen to appear. Sections of the ledge itself actually reach down to the surface of the lake, while at other points the cliff face reaches as high as 30' above the water. When the group first reaches the lake you can have the ledge occupied-- or not, as you wish--with any of the following animal/being types.

DIE ROLL	TYPE OF BEING/ CREATURE TYPES	FOUND IN MANUAL
1	32 Female deer with 8 calves & 6 stags (2 being giant)	MM/51 MM/92
2	8 Satyr	MM/85
3	4 Korred	MM2/78

You may of course expand this list, or create your own with dozens of possibilities.

C. THE FOG CLOUD

When the party arrives at the dam it is 80% likely that the lake guardian, CRONO is at this location. If it is not here, it will be at (E), clinging to the isle peak. Crono is a small, and old, **Cloud dragon** (72 hp). It alone is responsible for the death of many that came before to investigate the reason for the river going dry. It will always, initially, be first encountered in the form of a fog cloud, and when spotting anyone other than a storm giant meddling about with the dam, will cast a weather summoning spell, followed by a call lightning, that will deliver bolts inflicting 14d6 worth of damage each turn; the storm delivering these bolts will arrive 6 turns after casting. Thus, once the first is cast, Crono might hover above the lake and glide along should the party move at all. If it is somehow detected and attacked, Crono will assume its dragon form and retaliate using its breath first, then its physical means to destroy the invaders. It will also answer to any instructions of the Lake Queen.

D. THE STORM GIANTS' CAVE

A wide tunnel, 120' across and 60' high above the rushing water appears at this location of the lake. A great portion of the lake water is rushing into the tunnel and down a shaft to the cave of the Storm Giants. The water is swift, and anyone attempting to boat or swim into the tunnel will be swept away very quickly and easily. It is impossible for a normal human, dwarf, elf or Halfling to swim against the current and return to the lake once he has been swept into the lower chamber; nor is paddling a water craft possible without the aid of magic. Anyone caught by the current and sent down the tunnel shaft runs a risk of drowning unless some magical means prevents this. Otherwise, for each round spent pushed along there is a cumulative 3% chance the person will drown. Anyone within a water craft, such as a canoe or other type boat, can remain safe from such threat if the vessel does not capsize in the process. Figure a straight 20% chance of this happening. After that, implement the chance of drowning as previously described. Depending on the strength of the current on a given day, it will take a person or vessel thus trapped 5 to 10 rounds (d6+4) to reach the lower chamber.

E. ISLAND OF THE LAKE QUEEN

In the northeast quadrant of the lake rises an island out of the waters. Though not dimensionally large, it has a peak that extends 200' above the water. There is a natural cove on the southern side, and along the south bank of this are 4 crude huts; not for the actual residents who dwell in the bay, but for those men that have been entrapped by the creatures. For the bay is actually a retreat for the NERIED QUEEN, and her devoted pet; *she is often attended by 1-3 normal Neried**. Little is known about the race of Neried, as they are usually only encountered on their home plane--water! But encounters with them in the world of man have been reported, and their appearance has always been said to be that of exotic and beautiful maidens when emerging from the water. Perhaps the solitude found on the island, and in its bay, is responsible for attracting the queen to this location. In any event, she has claimed it as her own, while befriendng the gentle Cloud Dragon,



which acts as her sentry, patrolling the lake and hovering around the island's peak, keeping watch and alerting her should intruders approach. Whether she gets her title (Queen) due to her unusual characteristics, or the reverse, is a matter not known by mortals. But *different*, she is. And should the party get past Crono and approach the island she will be aware of their coming and be prepared. Having the same abilities as the usual Neried men encounter, the Queen's are slightly better, and stronger. With an AC3, and requiring +2 or better weapons to hit, while slashing types do only 1 point of damage (bonuses added), blunt types do full if they can hit her. Having 8+3HD (50hp), she is somewhat tougher than the norm. Her SA ability to "Spit" has a range of 60' and blinds victims for 2-24 rounds, and should she summon a *water serpent* it will have 8hd and do 1-10 damage per attack. She has a MR of 75%, and is immune to all fire-based attacks (including dragon breath). Lightning does not harm her, but will disrupt her form, temporarily sending her back to her natural plane for 1-6 turns. Cold attacks will *slow* her by 1" per each 10 points

of damage delivered. She is Highly intelligent, S-M size and Chaotic Good. Her XP Value is given as 350 +5/hp. Always attending her is her pet, a **Giant Otter** having 3+3HD, doing 1-6 damage. *NOTE: If Crono is hovering about the peak of the island, he will not attack the party until the Queen signals him to.* In the shallow waters along the bank of the bay is 2 items of value to the party. A glass vial half buried in the sand in 8" of water is a *Potion of Treasure Finding!* Should the party search the shoreline of the bay they will find this on a 1 in d6 per Turn spent looking. If discovered and consumed, the imbiber will become aware of the location of the 2nd item. Out in deeper water of about 8' a search will deliver an unusual stone with magical properties. It is, in fact, a *Periapt of Supreme Wound Closure*. Not only does it possess the abilities of lesser versions, but it immediately prevents blood and hp loss from attacks that result in amputations (as in Vorpals or Sharpness swords) by instantly sealing and closing blood vessels upon injury. Obviously, this does not prevent death from decapitation, but does seal the injured areas, regardless.

**This is your option*

CLOSING THOUGHTS ABOUT THE LAKE

If you desire the party to linger about exploring the entire area, then you should convey unto them that the lake is stocked with large fish, ranging in size from 3' to 6' in length, and 50 to 200 pounds. These giant bass, and the endless water available, will provide them with enough sustenance--along with any wild game they snare or kill--for as long as they stay.

F. THE SECRET TUNNEL

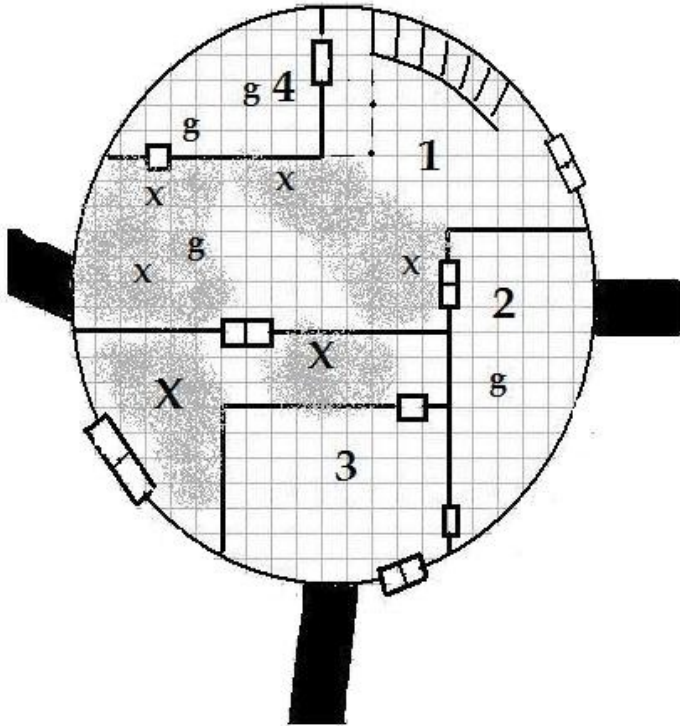
At almost the farthest western point of the southern ledge (B) is a secret entrance (F) that will lead the party to the interior of the Storm Giants' cave. It is listed here rather than earlier to give you the idea that the party should spend some time exploring the area around the lake. But, if you would rather they discover this hidden portal and make their way quickly to the lower chamber then so be it. The benefit of them finding this is that it allows them

and their animals to easily descend through the mountain to the lower chamber. There are no monsters within the tunnel unless you wish to place them there. Otherwise, simply allow them to slowly pass down through it, taking at least 30 turns if the party moves with caution and the animals are walked normally. When they reach the southern end they will come into the southeastern portion of the Storm Giants' cave, and find a great wall and tower blocking their advance. The wall is a good 60' high and 15' thick, while the tower is double that. A massive pair of doors is located on the SE curve that allows entry to the tower. Once the group is inside consult the tower map and run the encounter that follows. Note: the tower and the entire castle is in ruin, with all of the chambers having been ransacked and spoiled. Bodies of dead Storm Giants are indicated by the designation (**g**) inside the tower, and you may place up to 30 more in the palace itself. This will require you to actually design the palace, though such is not necessary to run the adventure. Once the party locates and exits through the doors in the south wall they will be outside the tower again, and see the tunnel entrance to the *Cave of the Oracle*. If they chose to scale the wall they will drop to an inner court and see the same thing.

G. THE TOWER

This tower is 240' across, excluding the 10' wall enclosing it. It is the only tower the party should have to pass through, but is nearly identical to all the others; having more or less the same number of rooms on each of its 5 stories; this amounting to a height of 300'. There are a few *window* openings on the upper floors, roughly 8' wide and 10' in height. What furnishings are still within the towers and the palace itself are mostly intact, though nearly all are upturned, shoved against walls, piled about, etc. All are designed for beings over 20' tall and not likely be of use to the party. If you desire elaborate items such as tapestries, bed linens, fine oak furniture or the like you must decide so and place such as you see fit. Otherwise, what the party finds if and when they explore the place will be common in value. For the purpose of this adventure, it is enough to let the group explore the ruins, and experience the utter devastation that has occurred. For upon doing so

they will encounter approximately 34 storm giant bodies scattered throughout the structures. 27 of these are adults or sub-adults, and 7 are young or pubescent. All are dead, and beginning to exhibit serious signs of decomposing.



When the party enters the southeast tower they will clearly see that it is filled with webs. Hiding within these are 6 **Giant Spiders** (36, 34, 32, 30, 28, 26hp) The party must get through the webs and past these creatures to access the doors leading out of the tower. The floors beneath the webs are littered with the giant bones of former residents, and in chamber 1 lies a somewhat intact body of a storm giant, having been recently dragged over to the webs by the creatures. As the party arrives, the 4 feasting on the corpse will rush to the safety of their webs. The giant is clothed, with a small sack tied to its waist with a rope. If a *Detect Magic* is cast, the rope comes up blank, but something within the bag, does! If searched the party will find the following contents inside the sack: 5 gems (1x150GP, 2x300GP, 1x500GP, 1x1000GP in value) and a *stone of bad luck!* (loadstone) Other than this, there is nothing of value within the tower, or any of the others; nor in the palace itself, unless you deem otherwise.

THE PLOT REVEALED!

Should the party explore the upper levels of the tower they will find a chamber filled with scrolls of parchment; most being written in storm giant and of no particular interest. One, however, appears to be a kind of journal of the last days of the colony. The ruler of the clan had been having trouble with a young Titan that had discovered the colony, and was enamored with his daughter. The ruler refused to allow the titan to visit, sensing something about the being that disturbed him. Then the young suitor seemed to vanish for a while, wandering into the tunnels that descend deep into the mountain. All was fine until, one day not long ago, the fellow returned, with a magic staff, and a look of twisted evil in his face. The titan then proceeded to murder the storm giants, save for the young giantess, whom he took captive and fled back down into the tunnels. It is because of this that the gate to the lake was shut and left so, as the titan thought doing so would flood the storm giants' cave and hide all evidence of his deed. He did not realize that a crack in the western wall of the cavern made it weak enough that when the water roared in it smashed open the wall and proceeded to flow down an old lava flue. Since that time the level of the lake has lowered by 20' and the river to the lowland valleys has dried up. Among the last entries in the journal is the following.

He is coming again! I fear he will not stop until he has stolen my precious daughter and killed us all! All the warriors and guards are dead, but he is not finished with me I suspect. Should he succeed and murder us all, I fear he will abscond with my daughter--ALYSETTE--into the tunnels below, where she will be his prisoner!

Should anyone find this journal, I implore you, please find my daughter and rescue her. I have a wealth of treasure hidden beyond your wildest dreams, and the Oracle in the cave knows of its location. Free my daughter, and avenge my people with the death of this titan-villain, and the Oracle will reveal to you your reward.

He is here!

CAVES OF THE ORACLE

Upon exiting the tower through the south doors of chamber 3 --or should the party have scaled the wall and dropped into it-- they will find themselves within a large open courtyard. The natural cavern wall makes up the eastern and southern boundary of its expanse. A quick look about will reveal a hole in the eastern wall, a tunnel 40' wide by 75' tall, at first, but this quickly narrows down to 10' by 25' tall within 80-90' of the opening. Comprised of 4 large chambers, the storm giant ruler often came here to consult with the wise being that dwelled within; little realizing that the creature was not, in fact, of a good disposition. This being had its own nefarious plans it wanted to execute, and was waiting for the right time. Now in possession of the storm giant chief's treasure, it has attracted several underworld monsters to guard this while it is away. A large **Umber hulk** (64hp) watches the main entrance (**h**) and is usually hiding in the southeastern alcove of this chamber. Four **Margoyles** (48, 46, 44 42hp) have claimed the smaller cavern (**i**) and guard the narrow portal in its southeast corner that leads directly into the great chamber to the south. The largest outer chamber (**j**) is the home of a **Giant Slug** (72hp). None of these creatures possess any treasure of their own, as the Oracle confiscates whatever they might lay their hands/claim on/to. The great chamber of the Oracle (**k**) is little more than a carved out space, full of stalactites and stalagmites ranging from 1' to 8' in length. High above in the jagged ceiling can be heard the sound of fluttering wings and squeaking, as occasional bombardments of guano fall to the floor. With the storm giant chief dead, the Oracle does not visit the cave as much anymore, having tricked the poor giant out of its treasure. But should the party reach this location there is a 10% chance the Dao will sense their presence, and appear. If it does not, and they search the chamber, they will find a brass lamp; if rubbed, it will alert him, and he will automatically arrive in 1-4 rounds. They will then be faced with a **Dao** (51hp), and the encounter will begin.



The Dao will *not* be displeased to see the party. In fact, he will begin the encounter by attempting to appear cordial and cooperative. For he would like to entice the party into going into the tunnels in search of the insane titan. He is hoping that, with some luck, they will come upon the secret nursery of the Queen of the Dragons and, upon doing so, will send her back to her home plane that he might then go into it and steal any new hatchlings or young that she has brought to the prime world; his reasons are kept to himself. To this end, he will substantiate the writings of the storm giant chief. For it was he, the Dao, that stirred up animosity within the young titan, and suggested he go into the tunnels where he

might find a powerful item that would force the chief to let the giantess go with him. Sadly, though he did find this, its affects were more malevolent than the titan was expecting. (More on this later) If a *Detect Evil* spell is cast upon him, or a paladin's ability is used to detect such, the party will then be faced with how to conduct themselves. You will have to play this out as it unfolds, but try to use the Dao's knowledge to its advantage. For he does indeed know the whereabouts of the giant chief's treasure, as he possesses it. And he will certainly attempt to assure them with all his abilities that should they find the giantess and rescue her, that he will tell them its location. If necessary, allow them to *think* that they have entrapped him, and will return to deal with him once they have rescued the giantess, if they decide to undertake this new quest.

At this point the characters know a few pieces of the puzzle, and could likely raise the gate enough to allow some lake water to flow back down into the valleys. If they do, the lake level will drop and no more will pour into the tunnel leading into the storm giant's cavern. Likewise, the hole in the wall of the giants' cavern is such that the lake level will eventually drop in another 3-6 days, causing the giants' cavern to become a small lake. Should they *seal* the hole, it will fill completely, hiding all evidence of the storm giants and making further exploration of the cavern impossible. If they decide to continue, lured by the giant chief's treasure, then the remaining adventure is to be considered *optional*, and stopping at any point beyond this does not counter their previous actions. In this event, the Dao will gladly give to them a very extensive map of the underground, showing all the tunnels that descend into the mountain. (See *Underground Tunnels Map* following the adventure)

BEYOND THE GIANTS' CASTLE

While the following locations within the giants' cavern could conceivably be encountered before /(without) the party explores/(exploring) the storm giants' castle, they are listed here, as they properly belong in the *Optional* material.

L. THE DOCK

Two enormously large boats float moored to the docks at this location. Why the giants would actually possess these and for what purpose it not indicated or explained; let the party wonder. Regardless, both are roughly 240' in length, 180' in breadth at their widest. Each is fitted with a mast and sails, with the former rising 160' above the decks, and the sheets being about 160' x 80' when unrolled. 12 huge wooden oars 60' in length with paddles 9' x 3' lie in the bottom of each, suggesting the amount of rowers needed to drive the ships when lacking wind. The entire party and all its mounts can easily fit within one, without the vessel's keel sinking but a few inches. Clearly these were manned by the storm giants, but how will the party be able to drive such large and heavy water craft if they decide to attempt such? With one vessel half submerged being filled with water and holes appearing in the hull, choice of the 2 is not an issue. A clever party should make use of all its magic in order to utilize the undamaged ship. Allow them to be creative, and come up with any reasonable plan if it will hasten their desire to explore the giants' cavern.

M. THE PORTAL FALLS

The large tunnel leading from the Alusian lake to here is divided into 3 sections, with a severe "fall" separating each. When the lake was kept low by the partially opened gate, the tunnel opening was above the water level, and tunnel dry; the "falls" (steps) were not even obstacles for the tall storm giants, being a mere 8'-10' in height to *their* 21+'. Now, they are dangerous, creating undertows within 30' of them that will force anything caught in the flowing current to the tunnel floor, grinding the victim or object along, and causing 1d12 damage per round. Escape is not possible once dragged under, but after 1d4+1 rounds, the victim or object will be towed away from the fall by the deep current. Air breathing beings caught and trapped by the force can possibly drown in the process. You must adjudicate the likelihood of such happening. If the party has confiscated the useable boat at location L and stays clear of this location, they will not experience any problems. Should they steer/veer too close --within

30'-- the vessel will begin to be drawn nearer to the *fall* and eventually swamped. You will see on the map an area between here and location N, listed as a "*strong current*". Upon entering this zone from either direction, any object above or below the surface of the water will be pulled to the west at a rate of 60' per round. Fighting this current is a matter that will task the party and is left for you to determine the probabilities of success or failure.

N. THE MIST ENSHROUDED TUNNEL

This feature was created when the lake water rose and rushed down the tunnel and into this cavern, smashing into the wall here that was weak and crack-filled. It is now a wide and gaping maw 300' across, but only 60' from the water to the ceiling of the tunnel. A perpetual mist fills the air all about it, probably emanating from beyond the entrance. Regardless, anything swept into it will be dropped a lethal 120' before the tunnel's angle of descent begins to decrease, becoming a torrential flow that eventually seeps down to depths in the earth unknown. There is one place along its length where it passes through an air-filled chamber, and that is described later. The odds of the party surviving at all and reaching this are miniscule, at best.

STALAGMITE ISLANDS

Two large land masses arise out of the waters at these locations (**O** and **P**). Both are essentially made of the dripping sediments from the ceiling of the cavern. The dark band indicates the diameter of the obelisks protruding up above the water line; the thin outer band indicates the circumference where the pylons touch the cavern floor. Violent earth tremors long ago caused the tops of these giant monoliths to crack and fall off, leaving a, more or less, flat and broad surface. The storm giants revered these objects, calling them "The Twins." Now, they appear as if they are natural islands, with their surface again becoming covered with dripping sediments and guano. Though there are no creatures at the present making the tops of these their abode, you are free to populate them with anything you think would pose an interesting challenge, or mystery to be solved.

Q. THE SECRET TUNNEL ENTRANCE/LEDGE

A large hole, about 20' wide by 30' high appears at the back on an enormous ledge looking out over the cavern. At one time this was very high above the cavern floor (and still is) but the current water level makes reaching this now very possible. Grappling hooks and line are well within the abilities of the party to physically scale the wall to the ledge; any magical aid will likely make doing so a certainty. Once upon the ledge they will be able to look out upon the vast cavern and behold a sight no human has seen to date. Turning north the great crack in the wall appears to diminish to little more than the tunnel entrance previously mentioned. While it is possible to take their horses into the tunnel, doing so will not increase the speed of their progress, as the tunnels beyond have severely sloping grades both up and down, and are filled with rocks and obstacles, that will force all 4 legged creatures to walk at all times. Once the party enters the tunnel they have, properly, passed into the underworld.

BENEATH THE BARRIER PEAKS

As the party descends through the tunnels they will be given options as to which routes to take. These begin at Encounter Area 1, where 3 tunnels exit the location; not all areas will have 3 tunnels leading into and out of them--some will have only 1 way in and out. The party should decide which to take on the basis of the tunnel's size. Primary ones are very wide, able to accommodate the party should they walk abreast, easily, and even atop mounts. While Secondary tunnels will allow them to walk abreast, it will be a tight fit for more than 5 horses to do so. In the narrowest/secret tunnels, no more than 3 horses could do so, awkwardly, while 3 to 5 humans and demi-humans might. The ceiling height of the tunnels varies according to width, with Primary ones having ceilings of 50'-60', Secondary tunnels with 30'-45', and Secret tunnels having 18'-30' ceilings. The walls within all are not as jagged and dangerous as one might assume; being old volcanic flues they tend to have a flat and smooth surface; having been

worn with time and winds, their surface is chalky and easy to rub off. The floors will be about the same, and walking across them will grind down whatever small knobs and protrusions arise out of them; the horses will easily flatten them out even more.

As mentioned there is a wind blowing up from below that is not altogether discomforting. As it ascends the friction caused tends to warm it, resulting in the air temperature to not drop below freezing. While this might seem cold, consider that the absence of this phenomenon would cause the temperature to plummet another 40 degrees, easily. Keeping warm will not pose to serious a challenge for the party, though the horses might need aid from time to time. In addition the wind has a bonus and penalty. As it tends to vary in intensity from a mild breeze to a howling screech, their listening ability will suffer, possibly allowing creatures to surprise them unless detect for by other means. The bonus is that any creatures ahead of them, will likely be detected *if* they emit an unusually strong and pungent odor; the horses will be able to react to such within a mile upwind.

Tunnel selection is important for 2 reasons, some routes are more direct, thus cutting travel time, and the chance of encountering wandering creatures varies according to tunnel size. It is also critical because certain routes --such as secret tunnels-- while more direct are actually slower to use, as the steeper grade slows the horses' movement to 1/2 normal. (Do not influence the group to utilize one type over another) Thus, while the party is moving, make a Check Roll for every 3 miles traveled or at the end of 6 turns if they are encamped, with a result of 1 on a d10 indicating a random monster encounter. (It would be a good idea to roll up many of these before the game begins, as doing so will likely save you much time.) Use the following table then to determine what kind of monster it is.

RANDOM MONSTER TUNNEL ENCOUNTERS

DIE ROLL	TYPE OF MONSTER/S
2-3	BLACK PUDDING(50%)/2 CHIMERA(50%)
4	2 ETTIN (50%)/2 STONE GIANTS(50%)
5-7	2 LAMIA(50%)/NEO-OTYUGH(50%)
8	3 FIRE LIZARDS(50%)/2 UMBERHULK(50%)
9-11	DUERGAR CARAVAN, SMALL (7-12)
12	1-4 MINDFLAYER(50%)/LURKER ABOVE(50%)
13-15	DUERGAR CARAVAN, LARGE(13-18)
16-17	1-2 SHAMBLING MOUND(50%)/TRAPPER(50%)
18-20	GIANT SLUG(50%)/RUST MONSTER(50%)
21	ICE DEVIL
22-23	DUERGAR PATROL(5-10)
24	2-5 WILL O WISP

None of the creatures will be carrying treasure of any sort with the exception of the Duergar. (More about the Duergar can be found in Monster Manual 2; specific information regarding the caravans and patrol appears at the end of the adventure)

INTO THE TUNNELS

This section of the adventure was originally part of the Tournament version. Thus, you *could* actually run it as such, rewarding the team that reaches the final encounter hex and rescues the giantess the quickest, with the winning score, and title. If you do, you should not include the Random Wandering Monster encounters, nor the "Set" encounters that are listed as *Optional*, and use the corresponding Map Piece that reveals only the main/Primary tunnels; thus allowing any groups to wander off into Secondary and Tertiary tunnels, possibly becoming lost and losing time.

SET ENCOUNTERS

HEX 1

When the party enters this chamber they will be confronted by 2 **Shambling Mounds**, 10HD (75hp)each, and a **Giant** female **Slug** (90hp). These, unlike most encounters ahead, have no treasure.

HEX 2

When the party enters cavern #2, they will find 4 alcoves in the northwest section wall. These are

roughly 20' x 20' and contain a large coffin. The creatures that normally occupy them are 4 **Tomb Wights**. They are similar to those found in most monster manuals, except that they have more HD and spell casting ability. The 2 larger ones, having 8+3HD (51, 49hp) cast as 8th & 7th level magic-users, while the smaller ones with 7+3HD (45, 43hp) cast as 6th & 5th level ones. Each will have the following spells--

L5: *Burning Hands, Jump, Shield, Spider Climb; Detect Invisibility, Web; Dispel Magic.*

L6: Above, plus *Lightning Bolt*

L7: Above, plus *Stinking Cloud, Ice Storm*

L8: Above, plus *Fireball, Fumble*

You should study these spells before the game begins and be familiar with them, making sure the monsters use them to their most advantage.

In the strongest one's alcove-cave is their combined treasure. This consists of 4000 CP, 2000 SP, 1000 EP, 850 GP, 4 Gems (1x500 GP, 2x1000 GP, 1x5000 GP value), and a Short Sword +2 *Giant Slayer*, and a spell-book containing all their known spells.

HEX 4

This cavern is currently occupied by 4 **Umbrahulk** (72, 70, 68, 66hp) and 2 **Mind Flayers** (64, 62hp). The large hulks are strapped down with backpacks and harnesses, carrying the treasure of their masters. This is divided among the 4, but in total consists of 4000 CP, 2000 SP, 1000EP, 28050 GP, 2000 PP. The Mind Flayers are carrying in their sacks (divided between them), 9 potions of *Extra Healing*, 2 Protection Scrolls (from *Petrification* and *Possession*), a *ring of wizardry*, a box of *Dust of Appearance*, and a *Necklace of Adaptation*. The Mind Flayers will attempt to flee if their servants are easily dispatched.

HEX 6

The cavern appears wide open and its floor littered with the bones and skeletons of strange animals, both bipeds and quadrupeds. The ceiling is very high, perhaps 30' or more above the floor. But clinging to it, among the stalactites, is a small colony of 3 **Ropers**, 1 12HD and 2 10HD (90; 75, 73 hp). Each possesses 3-18 PP in its gizzard, and several gems. The largest one having 5 gems (2x500 GP, 1x1000 GP, 1x5000 GP, 1x10000GP) and the 2 smaller ones each having 3 (1x100 GP, 1x250 GP, 1x500 GP).



HEX 7

In this cavern, stretched along the southeast wall is a giant **Purple Worm!** (112hp). It is laying on its treasure-- 4000 GP, 2000 SP, 1000 EP, 850 GP, 3 gems (3x250 GP ea.), 2 pieces of jewelry (tiara x 2000 GP, scepter x 3000 GP), 1 potion (in a metal flask) of *delusion*, and finally a +2 *shield*/+4 vs. cold attack.



HEX 10

This cavern is dissected by a swift running river; caused by the lake water from above. In the western side are four ledges upon which sits an **Ice Toad** (40 hp ea.) Their communal treasure is a large *jade idol* standing atop a natural stone table (see map) in the form of a half-man/half-frog like figure (x25000 GP).

HEX 13

As the party reaches this cavern they will hear the rants and sobs of a being within. Upon entering they will see the **Titan** (128hp) responsible for everything; squatting on the floor, with a large trident staff at his feet. The poor fellow is quite *mad*, appears to be remorseful about something. He is, in fact, upset at having "lost" his prize--the giantess, unaware that a group of benevolent earth creatures came upon him and her while he was unaware, and communicating with her, realized the situation and snuck her off (they are now at hex #15). If confronted he will be belligerent and uncooperative, attacking immediately if the party appears to threaten him in any manner. He will not reveal "why" he murdered the storm giant clan, nor stole the girl. If the party casts a Detect Magic and Detect Evil upon him and/or the staff the results will be positive (this item is described after the adventure). All of the Titan's abilities should be brought to bear in combat to the best of their use. However, he is so mad with lust and evil, that there is a 25% chance each turn that he will forget his intentions, causing him to pause, and allowing any attackers the first move.

AC: -3
M: 12"
HD: 20
ATK: 1
DAM: 7-42
SA: Racial, and Spells
SD: See below
MR: 60%
INT: 17-20
AL: C(G)/E
SZ: Large (18' Tall)

Spells	MU	C
1st	Shield	Bless
1st	Shocking Grasp	Resist Cold
2nd	Mirror Image	Resist Fire
2nd	Web	Silence 15' R
3rd	Fireball(7d6)	Cure Blindness
3rd	Slow	Prayer
4th	Dimension Door	CS Wounds
4th	Polymorph Self	CS Wounds

The Titan is not divine, thus its spell use is not "*at will*". You should consult any Monster Manual that includes a listing for "Titan" and become familiar with the being's abilities (utilizing those you prefer) before you run this encounter. If the Titan is killed, the Staff will attempt to *Magic Jar* a member of the party, allowing the evil being within to become mobile. It will then turn on and attack the party using all the abilities of the person. The staff itself is an evil entity, and does not perform functions other than drive its possessor mad and, ultimately, take possession of him .

HEX 15

A group of 4 **Xorn** (59, 57, 55, 53hp) are currently passing through this hex, escorting the delirious and dehydrated giantess to their domain below. Having come across her and the Titan earlier and surmising the situation, they easily slipped her away using their natural abilities. They do not know she is the daughter of the former chief of the storm giants, but had dealings with the giants on occasion, and always considered the giant beings useful, as they guarded the entrance to the lava flue.

Though they had not intended to ransom the girl back to her clan, it will require of the party clever dialogue and urging to release her to them. You should allow the players to be as creative as they can, and ultimately succeed if their approach seems reasonable and their attitude benign. Should they simply attack the Xorn, the creatures will abandon the girl and retreat into the stone as soon as they can.

If and when this encounter is successfully finished the party will, technically, have fulfilled the request of the dying storm giant chief. What the party does thereafter is left to you and them to decide. Upon her return to the castle she will be stunned and in shock of what the titan did (being unconscious at the time of his rampage). Her world has been torn apart, but that is not the party's problem, at this point. Should they want the chief's treasure, they will have to confront the Dao, who will attack them with all of his abilities; he will flee to his home plane

if his HP drop to below 20. However, if the party decides to search the floor of his cavern, there is a cumulative 2% chance per turn they will find a trap door buried beneath the sand. When opened, a shaft will be revealed, with a ladder descending into the dark depths. At the bottom is a 50' x 50' x 20' room of stone containing the late chief's wealth.

5800 CP, 11400 SP, 4020 EP, 2000 GP, 36 gems*, 8 pieces of jewelry*, 8 potions (*Longevity, Healing, Philter of Love, Polymorph Self, Animal Control, Oil of Etherealness, Flying, Levitation*), Scroll of 5 Spells (*Stone to Flesh, Haste, Feather Fall, Darkness 15' radius, Strength*). A suit of +3 Scale Mail, a Ring of Free Action, and a Sword**

*Either roll the value of each randomly, or assign groups a specific value.

** Sword +1/+2 Vs. Magic using or Enchanted Creatures.
INT14 EGO20 Speaks Human and NG, Primary abilities: Detect precious metals, kind and amount in 2" radius; Detect secret doors in a 1/2" radius.

OPTIONAL SET ENCOUNTERS/HEXES

It is certainly plausible that not all caverns will have monsters within. If you are running the adventure as part of an on-going campaign, and wish the party to gain more XP then you could and should consider stocking *these* caverns as you like. You can consult any DM manual and draw from the "wandering monster" tables a variety of creatures with which to test and challenge the party. When doing so, it is recommended that you use deep level encounters, such as those found on the tougher tables (6, 7, 8, 9) and not populate the caverns with creatures of 3 HD or less, or that would not seriously challenge the party. The following--with the exception of caverns #12 & 14--are suggestions, and you may choose to use them or not as you desire.

HEX 3--9 Subterranean Lizards

HEX 5--1 Trapper (large female) 117hp

HEX 8--4 Lurkers

HEX11--1 Neo-Otyugh(colossal)15HD, 112hp

HEX12--ABANDONED OUTPOST*

HEX14--TIAMAT'S HATCHERY!**

*A detailed map of this community is not included in this adventure, but one can easily drop existing ones into the area with minor modification. Several come

to mind that might serve the circumstances. From the AD&D adventure **D2 Shrine of the Kuo-Toa**, to the Classic **B1** adventure, **In Search of the Unknown**, such dungeons could be placed within the Hex and used. You can then fill them with various Undead creatures, lurking within, awaiting the arrival of living beings, or, stock them with known underworld types such as DUERGAR. These are what are known as "Dark" or "Gray" dwarves and can be found in various Monster Manuals. If you choose this option you should randomly roll up or actually design a population of these beings.

**** TIAMAT**, Queen of all evil dragon-kind, is rumored to visit the world of men on occasion, bringing with her new/young dragons that she wishes to set loose upon them. This is the place! It is a challenge suited only for the most experienced players, and will no doubt task the abilities of everyone in the group. It is not likely that she will be defeated, but the prestige of doing so will be more than enough to make up for the fact that there is absolutely **no** treasure within the cavern! You can, of course, substitute any other creature, divine or diabolic, to have the party confront. Doing such will add a personal touch to the adventure, but is not required; nor is running any of the *Optional* encounters/hexes.

THIS ENDS THE EXPEDITION BEYOND THE BARRIER PEAKS

THE STAVE OF 7 PARTS

This powerful item functions identically in powers and effects as a Rod of Seven Parts, as described in the Dungeon Masters Guide (p.160-61). According to legend there are 3 such staves, each aligned (good, neutral, evil), just as the Crown/Orb/and Scepter of Might. The one possessed by the Titan is of evil origin, and contains only 4 of its parts; thus being a mere 12' in length(including the head). The Dungeon Master should carefully prepare this item, assigning its powers and effects well before running the module. If this is too powerful an item to be included in one's campaign, then simply design an ornate staff that contains an evil entity within that is trying to escape. Assign it whatever powers and abilities you think would be fun to let into your world, and fun for the players to have to deal with.

Written & Designed by RC Pinnell

Cover, art & graphics by Joe Calkins

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This adventure was also play-tested by several members of the **Dragonsfoot** adventure site. I was the DM, running it via Skype and chat rooms and the players were Dave Blackley (Sir Atherton, the paladin), Deodanth (Imam Miryem, the cleric), Eliana Segelski (Nimm, the magic-user/thief), Cory Gelnett (Julius the ranger), John Scott (Ethan, the human dual class cleric/magic-user), Yoshimagic (Arctius, the magic user), and Jesse Rosso (Touchberry, the hobbit thief).

IN CLOSING

This is the 2nd full project I have done in collaboration with Joe Calkins. I am always amazed at the wonderful complexity of his art and graphics. It is my hope that these products--this and the previous adventure (The Ruins of Tenkhuran)--are the foundation of a new approach to Old School adventure creation; the combining of newer and high-tech illustration with simple story writing.

Appendices

DUEGAR, ("Dark Dwarves")

While all dwarves are naturally subterranean, loving to mine and excavate great stone halls and chambers deep within the earth, the Duegar are far more reclusive than their near-surface dwelling kin. And because of their isolationist philosophy, their communities are generally deep beneath the earth, and far from most other races. As they must depend upon themselves to survive, they have tended to develop a very self-centered, Duegar-centric attitude about life, and think of other races as inferior, and tools to be used for their own benefit. Duegar are also quite larger than dwarves dwelling above them, as they have had to depend on their physicality in order to survive. And while there are cases where some have had the opportunity to learn the craft of thieving, and the art of killing by assassination, the vast majority of them are simply warriors. Their strength and bulk has been of much benefit. Not only are they superior miners, even compared to their cousin dwarves, but they have benefited because of such whereas to eliminate certain limits on their fighting ability. All Duergar are capable of reaching 7th level fighter regardless of gender, as long as their strength is 9 or above. (More on this later) Due to the deep depths in which they live and mine, they also have gained access to ores enabling them to create sturdier armor than generally encountered. (More on this too) Generally, the information found in the 1E Monster Manual 2 will apply; other than the differences already mentioned.

Exceptionally strong Duegar have been known to exceed levels that are normally thought of regarding the dwarf race. Those with a strength of 15 can reach 8th level, while those of a 16 strength can reach 9th level. There are rare individuals that have obtained strengths of 17, and those can actually reach 10th level. Only a handful of the race, all male, have ever reached a strength of 18. They were able to reach 11th level, and among those, the few possessing 50+% were said to reach 12th.

With all of the weapons and armor being forged from deep ores harvested, the Duegar have developed tools and protection that are far superior to surface equivalents. While these items are usually heavier than surface types, it does not affect the Duegar. Thus, all weapons are considered to be +1 to damage, though this is not a magical bonus by any means. Likewise, all armor and shields are the same. The table below shows the rating of armors and shield.

Ring Mail=AC5	WGT 35 lb.	M 9"
Scale Mail=AC4	WGT 50 lb.	M 7"
Chain Mail=AC3	WGT 40 lb.	M 8"
Plate Mail=AC1	WGT 55 lb.	M 6"
Shield = +2 bonus to AC	WGT 20 lb.	

All male adult Duegar range in height from 4'6" to 5'3" and weight between 170 and 200 pounds. Females range from 4'4" to 5' and in weight from 130 to 165 pounds.

From time to time caravans and patrols of Duegar have come in contact with races dwelling above them. This is usually caused by surface types traveling into the deeper regions of the earth. Caravans are made up of 11-20 individuals, all normal Duegar (having no class distinction!) and being protected by 2-8 warrior guards of levels 2-5. Patrols are always exclusively warriors ranging from 7-18 in number and levels 4-7. For every 4 warriors encountered there will be an addition Leader type 1 level higher than the highest in the group. For every 9 there will be another in addition. These types will have a %5 per level chance of each having a magical weapon, shield and/or armor. The magical bonus of

such items will be +1 per each 4 levels they have attained. Warriors will not be carrying treasure in the form of coins and gems unless they have completed their assignment and are returning home. In which case they might have treasures of J-N each x5. In addition, they will have in their possession enough normal gear and items required to assist them on their mission. This will include things like bolts for crossbows, small hammers and spikes, foods and water, extra clothing, etc.

Caravans will be made up of merchant Duegar, as mentioned. These will be transporting goods to sell as well as trade with other races within the reaches of their territory. Two-wheeled carts may be encountered but the usual mode of transporting goods is aback large pack animals that the Duegar have domesticated. These are usually reptilian, being giant lizards, though on rare occasion they use young Tunnel Worms they have captured and trained. The cargo of caravans is mainly the raw ore mined and processed (and diluted intentionally as to be inferior to what they use!) to be sold to the surface dwellers, as well as finished and worked metal items. Completed objects and items will amount to at least 5000 GP total combined and no more than 10000 GP, ranging from 70-120 individual items.



CON-TOURNAMENT CHARACTERS

Name	Class/Level	AL	HP	Race	Sex	HGT	WGT	Spells
1. Iman, Miryem	Cleric/10	LG	62	Human	F	5'6"	112	6-6-4-3-2
2. Ethan	(C7)MU/8	NG	45	Human	M	5'9"	160	5-5-3-1
3. Sir Atherton	Paladin/9	LG	81	Human	M	6'3"	210	1
4. Julius	Ranger/8	NG	81	Human	M	6'5"	240	1
5. Arctius	MU/10	N	30	Human	M	5'11"	150	4-4-3-2-2
6. Nimm	MU/8-T/9	CN	32	Elf	F	4'9"	80	4-3-3-2
7 Touchberry	Thief/11	NG	61	Hobbit	M	3'6"	50	None

ABILITIES

	STR	I	W	D	C	CH	MAGIC ARMOR	MAGIC WEAPON/S
1.	14	10	17	15	15	13	+2 shield, +1 PM	+2 Mace, F.
2.	13	17	15	13	14	12	Bracers AC6, +1 RoP	Staff of Striking
3.	17	12	13	11	16	17	+2 shield, +2 PM	+2 Sword*, +1 Flail, F.
4.	16	13	14	17	18	12	+1 shield, +2 SpM	+2 Sword, +2 Bow, L.
5.	10	18	12	15	09	10	Bracers AC4, +2 RoP	+2 Dagger
6.	09	17	09	18	12	15	+2 Cloak, +2 RoP	+1 Sword, S.**
7.	10	14	14	17	16	14	+3 Leather	+2 Sling, +1 Sword, S.***

* = Dragonslayer ** = /+4 vs. Reptiles *** = Luck blade (no wishes)
 RoP = Ring of Protection PM = Plate mail SpM = Splint mail

All characters may begin with 1d6 potions of Healing, or 1-2 potions of Extra-healing

Magic-users' spell books must be determined before the adventure begins. You may do this randomly or by selection.

Assume the characters possess reasonable amounts of gear according to their level.

The above party was play-tested as you see them. Many of the spells the Magic-users possessed created situations of imbalance. It is totally within your authority to reduce the 3 highest level characters 1 or 2 levels each. If you do so, simply deduct hit points by rolling the number and type of hit die you are removing. It is not recommended that you remove the magic items listed, unless you intend to replace these with comparable ones.

B2

E

ALDSIAN LAKE

C

D

B

A

ATOP THE RIM OF THE BARRIER PEAKS

1 HEX = 240'

Party enters here
1 Hex = 240'

Q

P

O

Alusian
Lake

Mist
Enshrouded
Cave

The Portal
Falls

S

N

STRONG CURRENT

M

L

L2

G

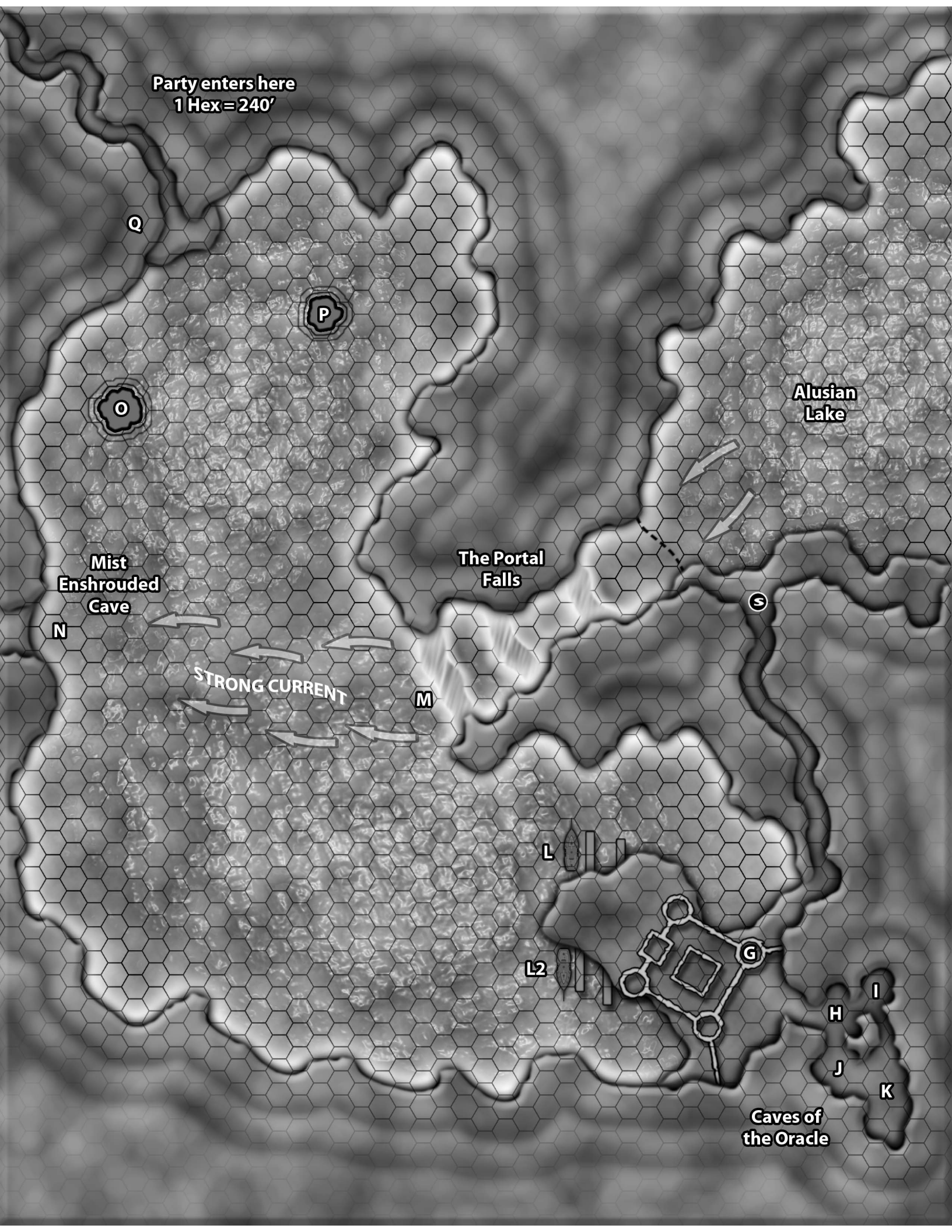
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Caves of
the Oracle

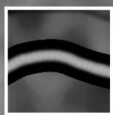


UNDERGROUND TUNNELS

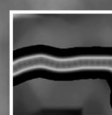
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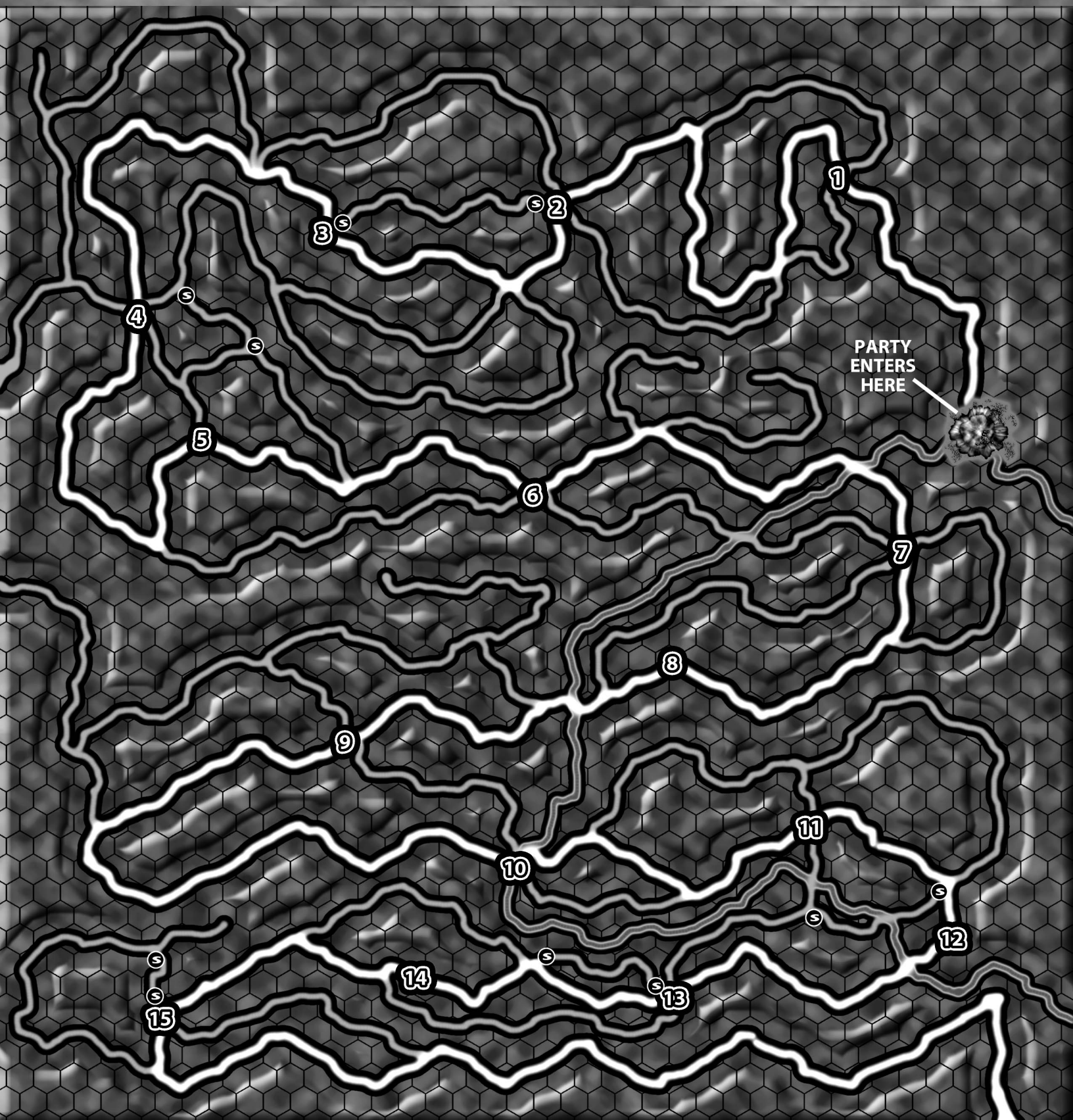
PRIMARY TUNNEL
30-40' WIDE



SECONDARY TUNNEL
20-30' WIDE



RIVERS

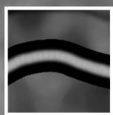


UNDERGROUND TUNNELS

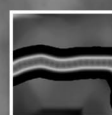
PLAYERS MAP 1 HEX = 1 MILE



PRIMARY TUNNEL
30-40' WIDE



SECONDARY TUNNEL
20-30' WIDE



RIVERS

