



Sjaudvergrhall

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NEW BIG DRAGON
GAMES UNLIMITED

For Characters Levels 4-7

Background

Reginn, son of Hreiðmarr (king of dwarves), was a *dvergr* (dwarf) of not only great size, but of skill and wisdom. Dark in spirit and versed in magic, Reginn created a testament to himself in Sjaudvergrhall (“hall of the seven dwarves”)—a series of trials meant to test the bravest and most heroic of men, while proving the superiority of *dwarvenkind*.

Long did Sjaudvergrhall seem only legend, its location lost when Sigurd wielded Gram (the sword he used to slay the dragon Fafnir) and cut off Reginn’s head. But the roots of Yggdrasil (the world tree) have twisted and turned as they’ve grown over the ages, and passage between Midgard (the world of humans) and Nidavellir (home of the dwarves) now offers access to Reginn’s conceit.

A solitary cavern writhes for miles through the bowels of Myrkrbjarg (the “dark mountain”) until it arrives at Myrkrgrind (the “dark gate”)—the entrance to Sjaudvergrhall.

Sjaudvergrhall

Sjaudvergrhall consists of eight almost identical 35'x35' rooms. The first seven “trial” rooms each include an “entrance” hall from the west, a white marble pedestal in the middle of the room (about 5' in diameter and 1' tall), a portcullis blocking the “exit” on the wall opposite the entrance, and a rune inscribed on the floor directly in front of the portcullis. The treasure room is identical to the trial rooms, minus the “exit” portcullis.

When the first PC (or creature) that enters the room passes through the entrance doorway, an illusion of a dwarf unique to each room will appear on the pedestal, welcome the comers, then disappear. When the illusionary dwarf appears, each character must make a saving throw vs. magic or be unable to see or hear the illusion (that is, failing the saving throw allows that character to see/hear the illusion.) Once a character fails a saving throw, he/she will be able to see all the illusionary dwarves in the successive rooms.

Stepping on the rune in each room will open the “exit” portcullis from the room, but also triggers the traps/effects for that room. The order of effects differs slightly from room to room (e.g., “summons monster then opens portcullis” vs. “opens portcullis then summons monster.”) Each rune can be understood easily through the use of *read magic* or *read languages*.

1. Sællhall (“Happy Hall”)

A dwarf appears atop the pedestal. He wears a two-toned tunic of orange and brown. His white beard flares out from both sides of his face, his

nose and cheeks are remarkably red (even for a dwarf), and his protruding belly casts his feet in near complete shadow. He struggles to force his welcome through almost maniacal giggling, “Welcome to Sællhall.” He disappears.

Rune (“happy/fortunate”): summons 5 tarantellas (hps:27,24,21,18,15) that will appear on the other side of the (closed) portcullis. On the following round, the portcullis will open.

2. Leithrhall (“Hateful Hall”)

A dwarf appears atop the pedestal. He wears a red tunic, his snow white hair wild and unkempt, and his beard stretches nearly to his knees. He grumbles, “Welcome to Leithrhall.” He disappears.

Rune (“hateful”): simultaneously opens the portcullis and summons 2 spectres (hps:26,21), one just beyond the portcullis and one on the pedestal in the middle of the room.

3. Villtrhall (“Foolish Hall”)

A dwarf appears atop the pedestal. He wears a green tunic, his hair is thinning and his stare is blank. He st-st-stutters through his greeting, “Welcome to Villtrhall.” He disappears.

Rune (“foolish”): simultaneously opens the portcullis and triggers a *confusion* spell that affects all creatures within a 100' radius of the pedestal. Saving throws apply per normal as the 4th level MU spell.

4. Hræzlahall (“Hall of Fear”)

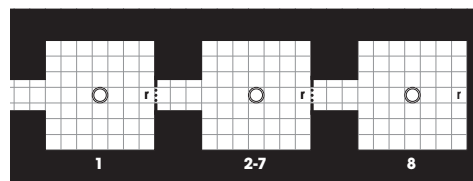
A dwarf appears atop the pedestal. He wears a purple tunic and his beard is knotted and twirled. He stares downward and his words are so soft as to almost be inaudible, “Welcome to Hræzlahall.” He disappears.

Rune (“fear”): causes *fear* to all in 100' radius (on failed saving throw; as 5th level cleric spell), then simultaneously opens the portcullis and summons 4 shadows (hps:25,21,20,19) which each appear in a corner of the room.

5. Sofahall (“Hall of Sleep”)

A dwarf appears atop the pedestal. He wears a brown tunic and seems exhausted to the point of collapse. He speaks so slowly as to resemble a treant talking, “Welcome to Sofahall.” He disappears.

Rune (“sleep”): causes *sleep* to all in 100' radius (on failed saving throw; as MU spell), then summons 4 shadows (hps:23,21,17,13) which each appear in a corner of the room. Only after these 4 shadows are killed will the portcullis open.



6. Meinhall (“Hall of Disease”)

A dwarf appears atop the pedestal. He wears a yellowish-brown tunic and itches incessantly. He pauses for a long moment... then blurts out, “Welcome to Meinhall.” He disappears.

Rune (“disease”): simultaneously opens the portcullis and summons 4 werebears (hps:33,29,29,26) that appear just inside the “entrance” doorway to the room.

7. Heillhall (“Hall of Health”)

A dwarf appears atop the pedestal. He wears an orange-brown tunic and his white beard is trimmed neatly, making his face seem rounder than it really is. He squints as if struggling to see anything at all, and his voice rattles with a life wisdom as he greets you, “Welcome to Heillhall.” He disappears.

Rune (“health”): a number of potions appear on the pedestal equal to the number of living creatures in the 35'x35' room. Each potion will be either a poison potion or a potion of healing (50% chance for either; roll to determine for each potion). All of the potions must be imbibed fully then the portcullis will open.

8. Hringrúm (“Ring Room”)

Rune (“ring”): causes Sjauhringr (see New Magic Item) to appear on the pedestal.

Monster Stats

Shadow: HD:3; AC:7; AT:1 touch (1d4 + special); M:90'(30'); ST:F/2; hit drains 1 pt. of STR (8 turn dur.); sleep/charm immune; harmed only by magical weapons; surprises on a 1-4 (on 1d6).

Spectre: HD:7; AC:2; AT:1 touch (1d8 + drains 2 levels); M:150'(50'); ST:F/6; affected only by magical weapons; sleep/charm/hold/cold immune.

Tarantella: HD:4; AC:5; AT:1 bite (1d8 + poison: save vs. poison or suffer dancing spasms, watchers save vs. spells or suffer dancing spasms); M:120'(40'); ST:F/2; affected only by magical weapons; sleep/charm/hold/cold immune.

Werebear: HD:6+3; AC:2; AT:2 claws(2d4)/1 bite (2d8); M:120'(40'); ST:F/6; silver/magical weapons needed “to hit”; call/control 1-6 bears; 2 claw hits = hug (+2d8).

New Magic Item

Sjauhringr: interlace-engraved gold ring; provides wearer the following: *sleep*, *fear*, and *confusion* immunity, +1 protection from undead, +1 bonus to saves vs. poison, 1 h.p. per melee round regeneration.