



# Prymjahellir (Threemyahetler)

by Richard J. LeBlanc, Jr.



NEW BIG DRAGON  
GAMES UNLIMITED

## For Characters Levels 4-7

### Background for the DM

When the PCs come across the entrance to Prymjahellir, they will find two pairs of half-elves in a stand-off. Each pair will claim the others are doppelgangers, and are preventing them from going inside the cave, where they wish to confront a small tribe of red dwarves and reclaim a stolen magic item (an axe named Tuireann).

If there is a dwarf in the party that hears the axe called by name, he will know of the axe's provenance (see **New Magic Item**), and will think that for elven hands to possess it (even half-elven hands) is simply blasphemy.

One pair of half-elves are not actually half-elves. They are, in fact, doppelgangers. The real half-elves, however, are almost as deceitful as the doppelgangers; the real half-elves have found out the red dwarves possess the axe Tuireann, and the half-elves want it for themselves, though neither of them has ever possessed it.

### Prymjahellir

The name of this cave, Prymjahellir, is Old Norse for both "cave of thunder" and "cave of lies." Every turn, there's a 5% chance a "booming" sound will echo from somewhere inside the caves. This phenomena (the reason the locals have given this place its name) is caused by a nest of bombardier beetles in area **7**. The 2 doppelgangers (that live in areas **5** and **6**) are unknown to the locals, and the presence of the half-elves is only very recent; any double-meaning in the cave's name is simply coincidence.

#### 1. Cave Entrance

In the front of the cave stand two pairs of half-elves, facing off in a sort of "mirror image" of the other pair; these are the half-elves **Trakas Waveharp** and **Petendithas Silverkin** (see **NPCs**) and 2 doppelgangers (hp:21,19) currently in identical forms of the 2 half-elves. If the doppelgangers are asked for names, they will respond "Seaward Droverson" and "Zaneak Dragonsoulouched."

Along the outer wall of the rocky area surrounding the cave is a secret entrance (at **1A**) that accesses the doppelgangers' lair (**6,7**); if this area/surface is searched, even casually, the entrance will be easily found. It is not, however, easily noticed from a distance of more than few feet.

#### 2. Hall of the Fallen

The walls are covered with primitive symbols written in blood. Some of them are old, dark and dry; others are so bright and fresh, they're still dripping. If there is a dwarf in the party,

there is a 50% chance the dwarf will understand the markings as a mix of names and holy symbols in primitive dwarven runes. There is a further 25% chance that if the dwarf does understand the nature of the markings, they will also be understood to be a record of the fallen members of the clan.

#### 3. Howling Hall

A geography/weather phenomena in this passage causes the air to swirl gently upward to a vent in the ceiling of the cavern; as the wind moves up the cavern and through the vent, it seems to "howl" softly (akin to the whimpers of a wolf pup).

Posted on a tall stick near the entrance to this cavern is the head of a troll. This appears to be some kind of warning.

#### 4. Dire Wolf Den

3 dire wolves (hp: 26,23,15) are housed here. There is a 25% chance for each wolf that it will be asleep. The smell of any non-dwarven creature coming within 30' of a wolf will be enough to alert that wolf to the presence of intruders. Once alerted to the presence of intruders, any alert wolf will wake the others, and the wolves will growl and snarl and attack. This will be enough to alert the red dwarves in area **5** to the presence of intruders, and they will enter axes raised.

#### 5. Bladehunter Clan Lair

This large cavern houses the entirety of the Bladehunter Clan of red dwarves, including 12 red dwarves (hp:20,19,17,17,15,15,14,13,11,11,8), 2 red dwarf females (hp: 9,8), 4 red dwarf young (7,5,5,4), 1 red dwarf clan leader (hp:26), and 1 red dwarf chieftain (hp:31). The red dwarves all speak the common dwarven dialect. Only the chieftain speaks common.

If the dire wolves were harmed, the dwarves will attack first and ask questions later.

If the opportunity arises to question the chieftain about the axe, he will explain that the axe passes from chieftain to chieftain of the Bladehunter Clan, and has done so for thirty chieftains, ever since the blade was crafted by Tharmekhûl the Younger.

In addition to the weapons/armor indicated for the various red dwarves (see **Monster Stats**), the clan leader carries 15gp and the chieftain carries 30gp. Buried under the chieftain's bedding (near the edge of the chasm to the south) is an iron box that contains the following 6 gems: blue topaz (750gp), diamond (3,000gp), emerald (7,500gp), golden topaz (250gp), jade (250gp), white opal (500gp).

#### 6. Doppelganger Lair

The two areas here (**6A**, **6B**) are home to the two doppelgangers from the stand-off with the half-elves at the cave entrance.

Area **6A** is moderately furnished with a straw beds, some blankets, and several bookshelves packed with tomes and volumes of various origin (elvish, dwarvish, human, etc.) as well as subject (history, law, philosophy, geography, etc.) The doppelganger that lives here is either very well-read, or a book hoarder. For every round spent searching the pages of the books, there is a 1% chance (cumulative) the searcher will discover a **scroll** (MU: *read magic*) tucked inside one of the volumes.

Area **6B** is decorated slightly more lavishly than **6A**. The bed is well-made and intricately-carved. A red silk blanket trimmed in gold threading (600gp value) adorns the feather mattress. A delicately engraved brass lantern (30gp value) hangs on the wall above the bed. Under the bed, a small wooden chest trapped with poison contains: a **scroll** (MU: *magic mirror*), a **potion of water breathing**, a bag of **dust of disappearance**, and 1,000sp.

#### 7. Southwest Chasm

Recent cave-ins (due to the burrowing of the bombardier beetles from area **8**) have created access to this area from both the doppelgangers' lair (via the passage to the west) and the troll lair (via the passage to the south). Neither the trolls nor doppelgangers are currently aware of the accesses, or of the presence of the other creatures.

#### 8. Bombardier Beetle Nest

5 bombardier beetles (hp:18,14,13,12,9) nest in this cave. A hole in the ceiling allows them passage to and from the "outside" world, but the chasm to the north prevents them direct access to other caverns.

#### 9. Bone "Dump"

The first thing the PCs will notice about this cavern is the "smell of death" that emanates from it. The massive cavern is dwarfed by a truly sickening number of towering piles of bones. Examination reveals the bones are of both animal and humanoid origin (everything from rats to ogres), that have been discarded by the trolls living in area **8** after they picked, licked, and gnawed them clean.



## 10. Troll Lair

With all the space in area **9**, its amazing that the 8 trolls (hp: 36,27,26,25,24,23,22) have all taken up residence in this one cavern, creating rather cramped quarters. And judging both by the bones in the adjoining cave and the pot bellies on this lot, it seems these rubbery fellows don't do much besides eat and sleep anyway. There's a 50% chance that they will have just gorged themselves, slowing their movement to 3/4 normal, and causing them to attack at -1 "to hit."

The passage to NW leads out from the trolls' lair directly into the sewer system of nearby settlement. From this advantageously located headquarters, the trolls make easy pickin's of the townfolk (assuming the trolls haven't consumed all of them already).

## NPCs

**Trakas Waveharp** (half-elf; fighter:4): S:17; I:8; W:12; D:13; C:7; CH:10; HP:15; AC:3; #AT:1; D: by weapon, M:12; AL: chaotic neutral (neutral); ST:F/4; MI: **+1 ring of protection**; w/ chain, shield, long sword, longbow.

**Petendithas Silverkin** (half-elf; fighter:3): S:16; I:10; W:11; D:14; C:8; CH:12; HP:13; AC:4; #AT:1; D: by weapon, M:12; AL: chaotic neutral (neutral); ST:F/4; w/ chain, shield, long sword, longbow.

## Monster Stats

**Beetle, Bombardier:** HD:2+2; AC:4; AT:1 bite (2d6) or special; M:9; ST:F/1; rear vapor (8' cube): 3d4, all hearing creatures in 16' radius = stun (2d4 rds.) + deafen (2d4 add. rds.)

**Doppelganger:** HD:4; AC:5; AT:1 weapon (1d12); M:9; ST:F/4.

**Red Dwarf:** HD:2+4; AC:7; AT:1 weapon (1d8+1); M:6; ST:D/2; w/ axe and shield. A full red dwarf description can be found at: <http://savevsdragon.blogspot.com> (search for "red dwarf" using the search box on right), or [click here](#).

**Red Dwarf Clan Leader:** HD:4+6; AC:6; AT:1 weapon (1d8+1); M:6; ST:D/4; w/ axe, leather armor, shield.

**Red Dwarf Chieftain:** HD:6+8; AC:4; AT:1 weapon (1d8+1); M:6; ST:D/6; w/ shield, +1 leather armor, **+1 ring of protection**, **Tuireann** (see **New Magic Item**.)

**Red Dwarf Female:** HD:2+3; AC:8; AT:1 weapon (1d4+1); M:6; ST:D/2; w/ dagger.

**Red Dwarf Young:** HD:1+2; AC:8; AT:1 weapon (1d4+1); M:6; ST:D/1; w/ dagger.

**Troll:** HD:6+4; AC:4; AT:2 claws (1d6 ea.)/1 bite (1d10+1); M:12; ST:F/6; regenerates 3 hits point per round starting 3 rounds after being hit (except from fire and acid).

**Wolf, Dire:** HD:4+4; AC:6; AT:1 bite (2d4); M:18; ST:F/4.

## New Magic Item

**Tuireann:** This battle axe of obviously dwarven origin is engraved on the handle and blade with ancient dwarven runes. Any dwarf will recognize the symbols as being of "holy" origin, but in most circumstances will know nothing more than that. Through the use of the spell *read languages* (by any character able), the runes may be determined as presenting the axe's creation story at the hands of a bastard son to Tharmekhûl, the dwarven god of the forge. The axe's blade is perpetually awash in a golden light that equals a dim lantern, but the light will not pierce the embroidered black velvet cloth that accompanies the axe. Additionally, the axe allows its owner to glow with radiant light at will (when its handle is in hand), creating a strong light that dispels darkness to a diameter of 50', and a dim lighting effect to a 50' distance beyond that. In battle, the axe provides a +1 bonus to non-dwarven wielders, a +2 to dwarven wielders, and an additional +1 bonus vs. goblins, orcs, and hobgoblins. However, the axe is unable to cause harm to dwarves of any sort. Additionally, dwarven owners make all saving throws at 2 levels above their own, and non-dwarven owners make their saving throws as a dwarf of a level equal to their own.

## Adventure Seeds

### Troll Menace

The nearby settlement plagued by the trolls has offered a reward for solving/stopping the problem. But the pot-bellied trolls in this cave are little more than scavengers. More dangerous trolls await further down the tunnels.

### Red Dwarf Clan War

The Bladehunter Clan is at war with the Bloodblade Clan, another clan of red dwarves. The Bloodblade chieftain (the younger brother to the Bladehunter chieftain) claims rights to the axe *Tuireann* and professes to be the "one chieftain" of all red dwarves.

## Beetle Plague

The bombardier beetle nest is only the tip of an iceberg of a massive network of bombardier beetle burrows that covers the countryside in the area surrounding Prymjahellir. The beetles are ruining everything from crops to castle foundations. The sheer number of them seems to be unnatural... and it is!

