

# Off the Beaten Path

Mountain Excursions



Thom Wilson



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Author: Thom Wilson  
Cartography: MonkeyBlood Design  
and Thom Wilson  
Cover Art: Travis Hanson

It's tough being a tabletop game master (GM). You plan and create, building adventuring material from hours of writing or hundreds of dollars of purchases, only to have your players avoid your hooks and go off the planned path. Or maybe, you're unprepared for the next session because of real life interference. These things happen, right?

Well, wouldn't it be nice to have one or more Fantasy Roleplaying Game adventures at your finger tips? A series of unrelated, stand alone adventures that can be played whenever you need a side quest. **Off the Beaten Path: Mountain Excursions** is the perfect supplement for GMs who need that last minute scenario for their wayward group. Inside, you'll find 23 one- to two-page mountain adventures perfect for your low- to mid-level group.

**Mountain Excursions?** Yes, the 23 adventures found within this book *start* in the mountains but may take the characters up into snowy peaks, yeti caves, frozen tombs, deserted lodges and wintry lakes. What they all have in common is their starting point; each short scenario begins in a mountain somewhere, easily inserted into your campaign as needed!

**Off the Beaten Path: Mountain Excursions** has been printed in two versions; a system neutral book was created for any fantasy roleplaying system—empty boxes are provided for the GM to pencil in monster stats and treasures for their system of choice. The *Swords & Wizardry*<sup>TM</sup> (S&W) book was created to support the growing needs of players of the ever-popular *Swords & Wizardry*<sup>TM</sup> system (S&W) by Matt Finch and Frog God Games ©. Either book is easy enough to convert to any fantasy roleplaying system.

**Adventure Difficulty.** Each adventure in this book is rated from Easy to Moderate, with a few Hard scenarios added for good measure. Most Easy adventures are playable by characters of beginning to lower levels. Moderate adventures are about twice as hard as the Easy rated encounters. Although not impossible, the Hard adventures should challenge characters of higher levels. The table below offers suggestions for common systems. Adventures that span difficulties would be good for a mix of characters on the fringe of both categories.

Adventure Ratings	
Difficulty	D20 System Levels
Easy	1-3
Moderate	3-5
Hard	5-7
Very Hard	8-10 or higher

**How to Use This Book.** Each short adventure has several distinct features that help the game master run the encounters. A quick look at any of the adventures that follow and a review of this section will help the GM get ready to run an adventure quickly.

*Adventure Background:* A quick background to get the ball rolling. Most Excursion adventures don't need a detailed story; they are usually brought in to fill time or to handle a change in plans. This section is usually one or two paragraphs.

*Difficulty / Characters / Locale Table:* The three row table provides a simple guideline to help GMs choose their quick, fill-in adventure. The locale is a recommended starting point but can be modified as necessary.

*Adventure Start:* This section provides a starting point for the characters. It is usually followed by a *read-aloud* text block.

*Read-aloud Text Block:* Boxes filled with a grey interior contain text that is meant for the players. GMs should read these sections aloud when necessary or needed.

*Monster Statistics:* Each foe encountered within the adventure will be given a special section for statistics. The system-neutral book provides an open, bordered text box for GMs to pencil in stats for the encountered creatures. The *Swords & Wizardry*<sup>TM</sup> version of the book has detailed statistics found within a lightly shaded text box. Note that creatures found within the Excursions adventures that are not within the S&W rules have been given new statistics.

*Special Encounter Challenges:* Bordered or shaded text boxes are also found for special challenges, saving throws, or other important encounter checks. The system-neutral book again leaves the box empty for the GM to add details from the system they are using.

*Magical and non-Magical Treasure:* Valuable treasure is often **bolded** to stand out amidst the other text; non-magical items with silver or gold piece values are easily spotted in the same manner. Magical items in the system-neutral book are either given loose abilities or left as open text boxes for the GM. The S&W book provides more detailed statistics for magical treasure, created within the constructs of that simple system.

**Special Thanks:** A very special "thank you" goes out to Matt Finch for his work on *Swords & Wizardry*<sup>TM</sup>, and to Frog God Games © for allowing me to use their logos on this book. Additionally, to all of the Kickstarter backers—thank you!!!

## The Tinkerer's Shiny New Toy

*Adventure Background:* While stopping to rest at a mountain village inn, the characters are approached by a merchant eager for assistance. The weather has turned dangerous, the snow and cold too much for the old, frail supplier to deliver his last northbound package. A gnomish tinkerer high up in the mountain range is waiting on a few components for his latest project. The merchant has the parts but cannot get them to the gnome. He wonders if the group could help, by delivering the components and returning with a few mechanical trinkets created by the tinkerer. A bag of gold awaits the characters after successful delivery.

### Adventure Summary

Adventure Difficulty:	Moderate to Hard
Number of Characters:	3-5
Adventure Locale:	Mountains

*Adventure Start:* A storm rages outside the inn. Snow piles up with each passing minute. The trail to the gnome hermit's home is well marked but dangerous in this weather. The merchant tells the group that the tinkerer's home is "unmistakable".

Although deep, the snowy trail is passable. It is difficult work, but you make steady progress up the well marked trail. Minutes turn to hours as you force your limbs through the cold snow.

### Gibble Gwoin, Gnomish Tinkerer

After hours of walking, the characters will find the gnome's home under a magical shield of energy.

Turning a bend in the mountain trail, you catch your first sight of what must be the tinkerer's home. A tall-roofed, octagonal structure sits within a magically protected bubble. It seems the weather cannot penetrate the energy shield, leaving the area around the building free of snow.

The energy bubble prevents precipitation of any kind from entering the protected space. Characters and wildlife may walk freely in and out of the bubble. A ten-foot tall door on the western side of the structure is the only recognizable entry. A rope hangs nearby. Pulling the rope starts a series of ringing, musical bells. It will take at least three, separate pulls on the rope to draw the attention of the gnome tinkerer.

### Welcomed In

The gnomish tinkerer invites the characters in for tea and biscuits, excited that they have brought the last components for his latest project. After serving refreshments to the group, he disappears into Area 2 for a few moments.

### Area 1: Living Quarters

Two chairs, a plush couch, a wooden table, and a fireplace make up this sparse area of the gnome's home. A

layer of thick dust on the table suggests that the gnome has little time for entertaining and cleaning. The southern part of this area is sectioned off with a large, green tapestry. Beyond, his simple sleeping area has but a small bed, side table, and near empty wardrobe. Several books on mechanical apparatuses and magical machines are stacked on the table and floor near the bed. A set of double doors in the east wall lead to Area 2, and are locked at all times.

### Area 2: Laboratory

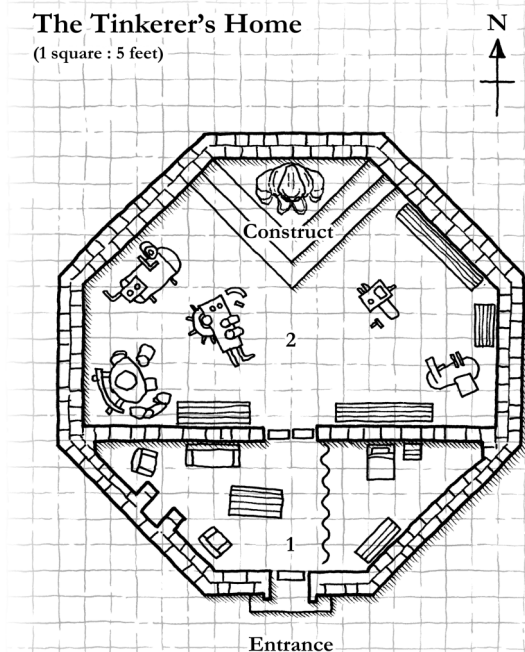
Gibble will enter the living area from the laboratory after twenty minutes, excitedly asking the characters to come see his latest creation.

The gnome hurriedly enters the room, beckoning to you with his hands. "Come in, come in! You must see my latest invention!" He exits through the double doors, leaving them open this time.

The laboratory is filled with parts, failed and forgotten experiments, and numerous bizarre machines. A large steel man stands upon a raised platform on the east wall. When the characters enter, the tinkerer switches the machine on. The construct lights up and slowly begins moving, but within a few seconds, starts jerking about and flailing its limbs uncontrollably! Gibble loses control of the unit as it lunges toward him!

**Giant Mechanism, Stats:** AC 2[17]; HD 15; Atk 2 fists, (1d12); Move 12; Save 3; CL/XP: 15/2,900; Special: Stomp (3d4)

Gibble will be unable to defend himself and will likely be slain immediately unless protected. The construct will turn on the characters next. The room is filled with valuable books, trinkets, gems, and metals. A large sack in the corner holds Gibble's entire monetary savings; **750 sp** and **125 gp**.



# Shrine of the Laughing Dog

*Adventure Background:* Whispers of an abandoned temple in the frigid heights of a nearby mountain are still heard in foothill town inns and ridge trail camps. A shrine to a forgotten dog-god supposedly grants powers to worthy visitors. Those that pass the god's tests are given awesome powers. Those that fail are deemed unworthy and are destroyed.

The shrine of the Laughing Dog-god, "Yarknak-ruk" has been well hidden for centuries. A single acolyte has been responsible for the shrine's preservation, serving the god until his or her death. Each deceased acolyte is replaced by the secret order when needed. It is the acolyte's purpose to make finding the true shrine a difficult task, another test of the seeker's worthiness.

will be answered, especially about granting powers. The acolyte will cut off conversation within a few minutes of the character's arrival. Two secret doors exit the area, leading to different hallways that rejoin at the far end of the tunnels. *Note that all internal secret door checks will use this same difficulty check.*

**Secret Door(s) Check:** difficult, 1 in 6 chance

### Area 3: Statuette Room

Several hundred wood, stone, and metal statuettes have been created by generations of acolytes. In preparation for the eventual return of Yarknak-ruk, the order has been creating small idols for future followers. The room is filled with small statuettes of the Laughing Dog-god of various values. A careful search of the room will uncover a solid gold idol hidden behind dozens of wooden and shoddily carved statuettes. It is worth 250 gp.

### Area 4: Initiation Room

At first this room appears completely empty until you notice nine holes in the floor. Each one is roughly a foot in diameter, separated from the nearest hole by five feet. They appear to have no bottom.

Initiates were once brought here to test their determination and faith. Each initiate was left here for 24 hours. If the initiate did nothing, they were released from the order. If they passed one of the hole tests (details later in this section), they were made full members of the Laughing Dog-god priesthood.

### Adventure Summary

Adventure Difficulty:	Easy to Moderate
Number of Characters:	1-6
Adventure Locale:	Trail or Ledge (mountain)

*Adventure Start:* After hearing rumors about the shrine and finding its secret location, the characters ascend the trail only to find a bare rock ledge.

Ascending the cold, slippery mountain trail for days, you have finally reached the rumored location of the Shrine of the Laughing Dog. Standing upon the narrow ledge, you can see no obvious entrance to a shrine. Perhaps the information you received was false?

### Area 1: Shrine Entrance

Yarknak-ruk's first test is found in the form of a hidden, secret door. The nearly invisible portal is difficult to find.

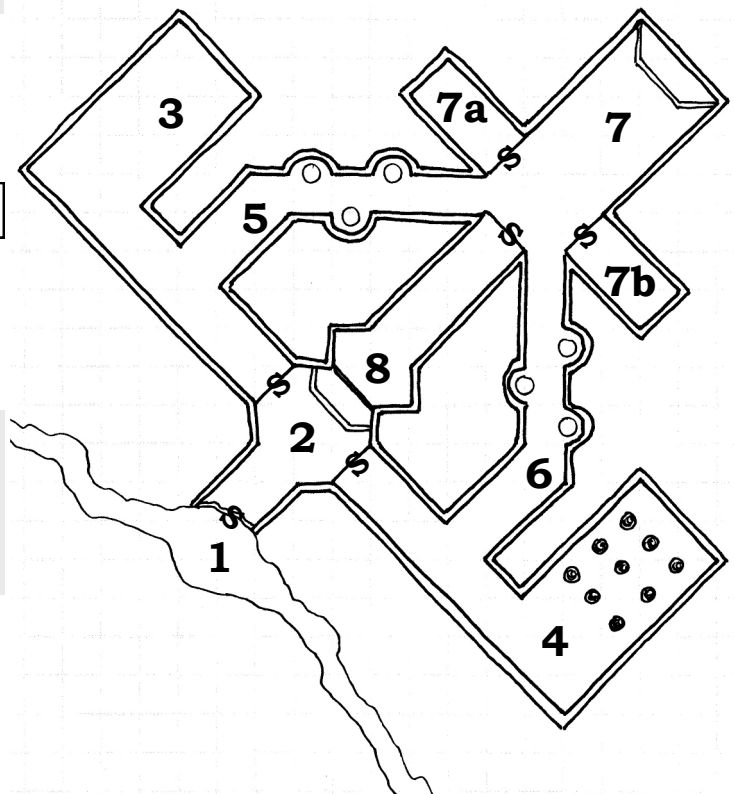
**Secret Door Check:** as normal, 2 in 6 chance

The door opens into a false shrine area, designed to test the faith and intellect of those who seek the Laughing Dog-god. When the door opens, chimes ring in Area 8.

### Area 2: False Shrine Room

As the door slowly swings inward, you get the first glimpse of a shrine room. Two rows of empty stone benches stand before a large wall effigy. Unlit braziers sit beside the idol of an open mouthed, laughing dog face. The area is otherwise empty.

If the acolyte is aware of characters arriving here, he will operate the machinery in Area 8 to manipulate the face of the Laughing Dog-god idol. He will do his best to persuade the characters to leave, indicating their lack of worthiness and insufficient prowess. No questions



The table below indicates the results of what happens when the holes are “probed” or used.

Hole “Results”		
Hole	Item/Thing	Result
1	Hand or Arm	Imagined loss of body part
2	Bladed weapon	Stabbed in back, automatic hit
3	Head	Migraine, activity penalty (24 hrs)
4	Wooden item	Set on fire, shot back out
5	Foot or leg	Imagined loss of body part
6	Metal item	Instant rusting
7	Liquid	Splashes back, acidic / burning
8	Vegetable matter	Induces non-stop vomiting (1 hr)
9	Paper	Blindness (1 hr)

Each character may try three times. Any match between the hole and item indicates a success, passing the test. Passing the test allows a character to ask the Laughing Dog-god for a boon when in Area 7 (after the final test in one of the halls).

#### Area 5: Hall of Priests

Three great priests are enshrined here, their kobold and gnoll faces engraved in marble. A shadowy ghost of one or more priests may materialize here as a final test of Yarknak-ruk (see area 7).

**Bwaknokdal, Kobold Priest, Stats:** AC 6[13]; HD 1+1; Atk weapon; Move 6; Save 17; CL/XP: 2/30; Special: Spells: *Protection from Good, Detect Good*  
**Ghaknashtir, Gnoll Priest, Stats:** AC 5[14]; HD 3; Atk weapon; Move 9; Save 16; CL/XP: 3/60; Special: Spells: *Cause Light Wounds (x2), Hold Person*  
**Gweek, Kobold Priest, Stats:** AC 6[13]; HD 1+1; Atk weapon; Move 6; Save 17; CL/XP: 2/30; Special: Spells: *Cause Light Wounds, Silence 15' Radius*

#### Area 6: Hall of Warriors

Much like the hallway in area 5, three busts of legendary Yarknak-ruk champions are found in wall niches. The Laughing Dog-god may instruct warriors to battle the shadowy visages of his champions as their final test (see area 7).

**Throog, Gnoll Warrior, Stats:** AC 5[14]; HD 3; Atk weapon; Move 9; Save 16; CL/XP: 4/60; Special: +1 attack bonus versus Lawful foes.

**Mrax, Kobold Warrior, Stats:** AC 6[13]; HD 1+1; Atk weapon; Move 6; Save 17; CL/XP: 2/30; Special: none.

**Ghritch, Gnoll Warrior, Stats:** AC 5[14]; HD 3; Atk weapon; Move 9; Save 16; CL/XP: 4/60; Special: none.

#### Area 7: True Shrine of Yarknak-ruk

A similar wall idol as that of area 2 is found here. Only those that have passed the initiation in area 4 may approach the idol and ask a question or for a favor. The Laughing Dog-god will only answer those that have passed initiation. The facial features of the idol will move but its voice will only be in the initiate’s head. The targeted character will be instructed to move to area 5 (priests, mages) or area 6 (warriors, thieves) and await their final test.

Final Test	
Test	How to Pass Test
1. Bwaknokdal (Priest)	Wisdom (or like ability) - three d20 rolls with WIS modifiers, 2 out of three wins
2. Ghaknashtir (Priest)	Battle, Combat! (mirror of character)
3. Gweek (Priest)	Intelligence (or like ability) - three d20 rolls with INT modifiers, 2 out of 3 wins
1. Throog (Warrior)	Constitution (or like ability) - three d20 rolls with CON modifiers, 2 out of 3 wins
2. Mrax (Warrior)	Battle, Combat! (mirror of character)
3. Ghritch (Warrior)	Battle, Combat! (mirror of character)

If the characters win and returns to the idol, the Laughing Dog-god will grant them one magical boon. Use the random boon table below. Once Yarknak-ruk grants his boon, he’ll expect the character to follow his commands and order practices forever...

Boon—Once per Character	
1D6 Roll	Result
1	A permanent bonus of 1d6 hit points
2	An instant bonus of 1d4x1000 xp
3	An attribute is permanently increased by 1
4	An existing item is granted one special ability
5	Two attributes are permanently increased by 1
6	The character is given a unique artifact...

#### Area 7a: Acolyte’s Private Quarters

The acolyte uses this area to sleep, study, and pray. Beyond a bed and writing desk, there is little of value. Note that the acolyte is a non-combatant and will stay out of the character’s way during “initiation”.

#### Area 7b: Food Storage

Months of food are stored in this small closet. The acolyte is brought food every three months by members of his order.

#### Area 8: Fake Shrine Machine Room

Dozens of levers, buttons, and dials magically control the false idol in area 2. The acolyte spends much of his time here (or area 7a), waiting for new initiates.

## Into the Yeti's Grotto

*Adventure Background:* As the adventurers travel upon a snowy mountain trail, the voices of young children are faintly heard over the howling wind. Up ahead, two small figures are pressed against a rock wall with a growing snow drift covering their lower torsos.

The parents of the two young children were captured by a pair of Yeti. Although the children escaped, they are nearing deadly levels of cold exposure.

Both of the yetis have lost their female mates in a boulder collapse in their den, and have kidnapped the children's mother to assist in raising the yeti offspring.

### Adventure Summary

Adventure Difficulty: Moderate to Hard

Number of Characters: 2-4

Adventure Locale: Snowy mountain trail

*Adventure Start:* Although the strong wind nearly drowns out the children's voices, the adventurers should still hear the lamenting and wailing through the hazardous weather.

As you trudge along the mountain trail, trying your best to stay warm and dry, you catch the faint echoes of a feeble cry for help. The voice sounds young and helpless.

### Gissel and Velna

Both children are a few hours away from lapsing into unconsciousness. They have been hiding in the snow-drift for two days, with nothing to eat nor a fire to keep them warm. If the children spot the adventurers, they will scream for help.

"Help! Help! We are trapped and cannot move! Help us, please!"

Although they aren't frozen or stuck, they cannot feel their lower torsos and think they are trapped in the snow drift. They can be easily lifted from the snow pile by a moderately strong character.

Once pulled from the snow, Gissel (boy) will tell how he and his sister, Velna, were separated from their parents when a pair of "white apes" (Yeti) attacked their camp. They were carried off in the northern direction while the two children hid in the snow drift.

They will plead for the adventurers to save their parents. Their father is a wealthy merchant from a nearby city and will likely reward the adventurers handsomely for their rescue.

### Yeti Grotto

A lesser used northern trail leads upward into the peaks of the mountain range. All signs of footprints are long gone as hours of whipping snow have covered all traces of wildlife or human tracks. Within 30 minutes of wading through the deep snow on the northern trail, a large cave mouth in the rock face appears.

Shielding your eyes from the pelting snow and sharp winds, you nearly miss the cave opening on your right. The opening is over twenty feet high and ten feet wide. This looks as good a place as any for a yeti.

### Main Chamber

A large, round cavern over fifty feet wide slopes up above the entrance. A small hole in the opposite wall leads to a smaller chamber.

A sharp, sloping tunnel leads upward into a large chamber. Icy stalagmites and stalactites can be glimpsed in several places throughout the cavern. Faint shadows in the rear of the cavern shuffle behind boulders and rock formations. Grunts and muffled groans are barely heard over the wind outside.

Two male Yeti are watching over Gissel and Velna's mother who attends to the creatures' offspring. The Yeti have not tried to harm the parents beyond primal mistreatment, and need the human mother to nurture the three motherless babies. Gissel and Velna's father tried to resist the yetis, only to be bound and put in the small chamber beyond.

**(2) Male Yeti, Stats:** AC 6[13]; HD 5; Atk 2 fists (1d6); Move 14; Save 12; CL/XP: 7/600; Special: immune to cold, hug, fear.

The yeti will attack the characters on sight. The human mother may try to convince either the yetis or characters to stop fighting, declaring the situation a "misunderstanding".

A thorough search of the cavern will uncover two slain yeti (females) under a large boulder collapse in the northern end of the chamber. The three infant yeti will not survive without the assistance of another of its kind or a caring individual like the human mother. If the male yetis are slain, Gissel and Velna's mother may try to convince the characters to help her escort the yeti babies back to her town. She will reluctantly leave the young offspring behind if no assistance is given.

A pile of bones are found in the small chamber beyond the main cavern. A pouch with 20 rubies, **25 gp** and **50 sp** is found, along with a **Scroll of Cold Resistance** within a bone tube.

## Gate to the Ice Demon Plane

*Adventure Background:* A poor woman tries to flee from a hidden demon gate, with a trapped ice demon growing in her belly. She has made it just a few steps from the hidden entrance to the inter-dimensional chambers, only to fall victim to the subzero temperatures outside. She has collapsed and is near death.

### Adventure Summary

Adventure Difficulty:	Moderate
Number of Characters:	3-6
Adventure Locale:	Trail (mountains)

*Adventure Start:* Winding through the mountains along a chasm trail, the characters find a lightly dressed woman curled up on the path, near death from the exposure. She appears pregnant.

### Area A: Snowy Path

You see a human form, covered in snow, curled up upon the path. It appears to be a female... and she looks very pregnant.

Unfortunately, nothing short of a Wish, or a Full Healing spell or potion will revive the poor woman; she is but moments away from death. Just before she expires, she'll go into labor. Within a few minutes, she will give "birth" to a hideous creature.

With a final heave and long exhale, the woman dies. As the life drains from her body, a small being is born. At first, you're confused by what you see; the creature is humanoid but is misshapen, lacking color and appropriately sized limbs. As you pause to gather your wits, the creature begins to grow rapidly!

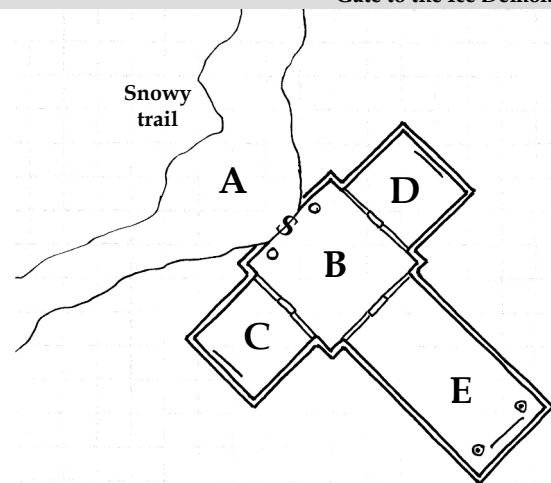
Within a few seconds, the newly born creature will grow five times in size, roughly to the overall size of a human adolescent. It will have immediate use of its limbs and will rush away from the characters, trying to get to Area B as quickly as possible.

**Young Ice Demon, stats:** AC 5[14]; HD 3; Atk 2 claws (1d3+1); Move 12; Save 14; CL/XP: 5/240; Special: spit ice shards (1d6)

### Area B: Icy Antechamber

As the creature nears the cliff face, a secret portal automatically opens, revealing a clandestine chamber within. The portal slowly closes behind the demon, giving the characters enough time to follow if they wish.

A finely made chamber of rock and ice lies behind the closing portal. A plain ice pillar is on either side of the secret entrance. The ice demon flees to one of the three



doors in the square chamber, attempting to escape the characters (*random die roll or GM's choice*). The ice demon can pass through the closed doors with ease, but the characters will have to work to open the frozen doors.

**"Stuck" Door, Open check:** 1 in 6 chance (add STR)

If the characters pause to search the ice pillars, they'll find a hidden **Wand of Ice Blasting**.

**Wand of Ice Blasting:** 2d6 ice damage per expended charge, 1 charge at a time, 10 maximum charges

### Areas C and D: Mirror-Portal Rooms

A freezing ice chamber, roughly twenty-foot square, is on the other side of the frozen door. A single mirror leans against the opposite wall, its surface covered with a thick layer of frost.

If the ice demon is in this room, it's desperately trying to wipe the frost from the mirror to activate its transport functionality (when cleared, it allows transport from the other side, one way only). If the ice demon can clear it before the characters interfere, other ice demons will begin to enter the room at a rate of one per hour or until the mirror is broken.

### Area E: Birthing Room

Several decaying corpses of female humans, dwarves, and goblins lie on the floor in this large room. All look to have died in the last several days. A large mirror stands against the far wall with a small, low-burning brazier on either side. The mirror swirls with a cloudy, unclear visage.

The braziers keep the mirror from frosting over, allowing it to stay active as a transport portal. As the ice demons are born, they move through this mirror to the areas beyond. There is a chance that one or two ice demons may be here, helping with the birthing process or bringing new mothers into the chamber.

*The GM can choose to create an area beyond the mirror or use one of many Excursions adventures found in the set.*



## Lair of the Ice Wyrm

*Adventure Background:* A recent battle with a group of foolhardy adventurers has left a white dragon wounded and weak. Although she prevailed over the intruders, she needs time to heal. Any interruption to her much needed rest will enrage the ancient wyrm.

### Adventure Summary

Adventure Difficulty:	Hard
Number of Characters:	4-6
Adventure Locale:	Mountain Cave

*Adventure Start:* Either lured by the hint of riches within the mountains or happening upon the wyrm's lair by chance, the adventurers near the cave opening to the dragon's home.

### Dragon Lair Opening

The hole in the side of the mountain you saw from a distance is much larger now that you're closer. Broken ice stalactites have fallen to the ground, landing atop pools of frozen water before the entrance. There are massive tracks in the snow, but more recent human-sized tracks parallel the large footprints, entering into the cave.

Examination of the two different sets of tracks will reveal that several humanoids entered recently but did not exit. The larger tracks are that of a dragon.

### Entry Chamber

A large, natural cavern makes up the vast majority of the dragon's lair. She rarely uses this area for anything other than feeding or battling intruders (hearing or smelling their approach). The area is a grim graveyard of fallen heroes and skeletal remains.

You are immediately aware of carnage and death as you enter the large cavern. Several adventurers are lying in various positions of death, their faces twisted into pain and agony, and their bodies ripped and broken. Useless weapons, shattered and spent, lie beside and beneath the fallen heroes. Scanning the area, the skeletal remains of domesticated beasts and wilderland creatures lie amidst the slaughter.

A thorough search of the area will uncover several useful items on the fallen adventurers; a **magical dagger**, **several enchanted arrows**, and nearly **250 gp**. Most of the heroes' equipment was ruined by the ice wyrm during their fateful battle.

**Magical Dagger:** +1 to-hit, water-breathing (10 x CON minutes)

**(6) Enchanted Arrows:** +1 to-hit, +2 to-hit vs. Trolls (double damage vs. Trolls)

### Dragon Lair

Completely exhausted and severely injured from her battle with the adventurers, the dragon now rests in the back chamber of the natural cave. She lies upon a massive pile of treasure, fast asleep. It is likely that the dragon will awaken if the characters aren't careful about their approach.

**Dragon Awakening Chance:** 1 in 4 chance

You cannot believe your eyes! A white, icy-scaled dragon lies curled upon a large mound of coins, gems, jewelry, and other valuable items. Short bursts of frost jettison from its nostrils in semi-regular intervals as its sides rises in unison. Several large gashes in the wyrm's head, neck and sides have dislodged scales, exposing the normally hidden dragonflesh.

**"Thranbelax", Ice Wyrn, Stats:** AC 2[17]; HD 7; Atk 2 claws (1d4), Bite 2d8; Move 9/24 (fly); Save 9; CL/XP: 9/1,100; Special: breath weapon (optional)

*No Breath Weapon Available (GM's discretion)*

If the dragon awakens, she will not be in the mood to play games with the adventurers. She will immediately rise to attack the heroes, using her claws and bite to assault them in the small area.

### Dragon's Treasure

Assuming the characters can defeat the already wounded ice wyrm, it leaves behind a vast treasure pile. Snow and ice are mixed in with the loot - a thorough and lengthy search will reveal: **19,750 sp; 7,250 gp**; 350 assorted gems (225 small at 25gp each, 75 medium at 50gp each, and 50 large at 100gp each); 50 pieces of jewelry, ranging from 25gp to 250gp in value; 100 various silver and gold items (chalices, goblets, etc.), each ranging from 5gp to 50gp; three suits of **magical armor**; six **magical swords**; two **magical maces**; three **magical daggers**; one **magical bow**; a **magical horn**; a **magical ring**; and 12 **magical crossbow bolts**.

**Magical Items, Details:** +1 leather armor (Halfling size), +1 chainmail armor (dwarf size), +1 plate mail armor (human size), (2) +1 long swords, (2) +1 short swords, +2 two-handed sword, +1 bastard sword (+2 versus goblinoids), +1 mace (fiery, +1d4 fire damage), +2 mace (triple damage versus undead), +1 dagger, +2 dagger, +1 dagger (+3 versus dinosaurs), +1 longbow (+3 on first attack only), (12) +1 crossbow bolts, Ring of Poison Resistance.

**Horn of Fear:** Used last in a combat round

*All foes within range (100') must successfully save or flee in fear for 2d6 combat rounds.*

## The Wrath of the Sleeping Snake

*Adventure Background:* Over five centuries earlier, an ancient tribe of Northmen buried the last of a race of giant snakes, hoping to finally end their silent predatory nightmares. Recently, descendants of the lost race of northern men found the burial site and attempted to revive the massive reptile. Although still dead, the snake emerged from its watery burial hole and slew the horrified shamans. It now slumbers in its shallow grave, in a state between life and death, angered at being awakened and unable to sate its appetite.

### Adventure Summary

Adventure Difficulty:	Hard
Number of Characters:	4-6
Adventure Locale:	Mountain Lake

*Adventure Start:* The original Northmen battled the huge serpent on top of a frozen lake, dug through the ice (after it's eventual defeat), and slid the creature's lifeless body into the water. Additionally, they lowered their fallen brethren into the same tomb, honoring their sacrifice by laying them with their foe.

The Northmen shamans mistakenly thought that they could revive the drowned snake but were wrong. The snake easily dispatched the weak humans and returned to its icy grave to rest.

A vast open space lies before you, a wide area lacking vegetation between two forests. The snow is deep here, rising nearly to your waist. Faint tracks in the snow indicate that there have been other humans through this area recently. The tracks lead north, toward the center of the open space.

If any adventurers have exceptional vision, their scan of the tracks should lead them to see the grisly scene at the center of the frozen lake. Read the next section only if one of the characters can see the area or the group nears the scene.

### Area A: Hole in the Lake

Two dozen bloody men, all with fatal wounds, lie upon the snow around a wide opening. Icy water churns within the opening, indicating that you're standing upon a wide, frozen lake!

A combination of warriors and shamans lie near the large opening in the lake, their broken and battered bodies showing signs of massive bite marks and gaping puncture wounds. A careful search may reveal one or two icy scales, reptilian in nature. Most of the northern men's weapons are useless or spent.

Any loud commotion on the ice of the lake or within the water will awaken the undead serpent, bringing it to the surface to hunt for prey.

**Undead Giant Snake, stats:** AC 5[14]; HD 6; Atk Bite (1d6); Move 6; Save 11; CL/XP: 7/600; Special: Ice Venom (lasts 2d4 hours)

*Special:* cannot be turned, **Ice Venom** (turns victim's blood to ice, weakening them (-1 to attack cumulative)).

Three successful strikes by the massive snake will put its prey into a frozen "coma". They will die within four hours unless healed or warmed by fire.

If the serpent loses nine-tenths of its damage-taking (hit points), it will retreat to its shallow burial spot below to rest.

### Area B: Shallow Burial Spot

The bottom of the lake is less than forty feet below the surface. Although other areas of the lake are much deeper, a rise in the lake's bottom in this location makes for a shallow place. The snake has been buried here for centuries, frozen and undamaged by time. A depression in the bottom shows the location of where the snake was laid to rest long ago.

Scattered throughout the area are dozens of fallen warriors, many still strapped into their ancient armor or clinging to wondrous weapons. Any characters who dare to swim down into the area will find several frozen corpses. Although most steel and leather armor and weapons have deteriorated with time, several shiny pieces can be found.

**"Wolfgore", magical long spear:** +1 to-hit, +2 to-hit versus wolves, damage 1d10

**"Battlemask", magical war helm:** +1 to AC, enemies must successfully save or lose -2 to their attack

**"Starblade", magical long sword:** +2 to-hit, damage, deals double damage at night under the stars

**"Halfhewn", magical battle axe:** +1 to-hit, damage, 1% chance per wielder level to sever a foe's limb

**Magical chainmail (2 suits, human sized):** +1 to AC (both), 2nd set heals wearer automatically 1d4 hp once per day (occurs when prone).

Additionally, several rotted pouches have spilt hundreds of silver and gold coins on the floor of the lake. A thorough (time-consuming) search should reveal **375 sp** and **125 gp**, mostly near the fallen warriors or within the snake's belly.

# The Frozen Mountain Lodge

*Adventure Background:* Sitting under the shadow of a large mountain, the Frozen Mountain Lodge was a grand retreat for wealthy merchants and nobility. Operating in all four seasons, the lodge offered legendary comfort and luxury to its patrons, with fantastic food, exotic wines and attendants willing to please their customers any way possible. Vacancies were hard to come by — with most rooms booked months in advance.

Several months ago, a wintry evil stole into the lodge, devouring every living being before the sun rose the next day. Since then, no patron has returned from the deserted hotel.

Adventure Summary	
Adventure Difficulty:	Moderate to Hard
Number of Characters:	4-6
Adventure Locale:	Mountain

*Adventure Start:* The dilapidated sign at the mountain trail crossroads indicates that the Frozen Mountain Lodge is just a few miles ahead.

You've heard of the famous Frozen Mountain Lodge and its exemplary service and food. Few tracks leave the main trail to head in the direction of the lodge but you can see possible markings of horse hooves and what you think may be a sled.

## Trail to the Lodge

The tracks are indeed that of a single horse-drawn sled. A recent patron, unaware of the disaster at the lodge, has made the arduous trip to the retreat. Skilled trackers may be able to determine the size and shape of the sled, and the type of horse that pulled it.

## Frozen Mountain Lodge Exterior (Front)

After one final bend of the trail, the snow-covered path finally ends at the storied retreat. Although not large, the building is three stories tall, with balconies on the second and third levels. An unhitched sled sits in front of the grand stairs that lead up to the entrance of the lodge. The area is quiet.

Several unoccupied rocking chairs line the covered front deck. Close inspection of the sled will reveal several snow covered bags (luggage) and blood on the horse hitch. The horse, panicked by the snowy horror lurking in the lodge, violently ripped itself from the sled and bolted into the wilderness.

The front doors of the lodge are ajar, left open by the last patron that entered the lodge several days earlier.

## Area 1-1: Main Lobby

A long counter stands near the north wall of this reception room. Open doorways on the east and west walls lead to other areas of the lodge. The area seems deserted.

This area is normally busy with activity, with attendants and customers moving from the dining area and lounge or entering and exiting through the lodge front doors. Inspection of the area may reveal an icy film on the floor, made from the **snowy gelatinous cube** or one of its horrific offspring as it searched for more prey.

## Area 1-2: Dining Area

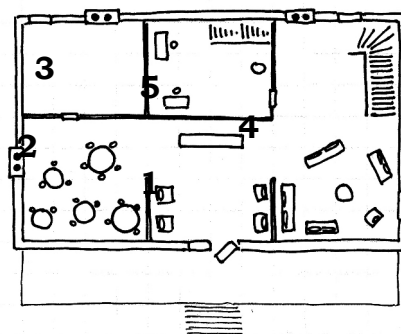
Rotting meals and overturned serving carts fill the area, as attendants and patrons attempted to flee from the horror's presence. A thorough search of the room will reveal the decaying remains of a young serving girl stuck in the disposal chute.

## Area 1-3: Kitchen

Although abandoned, the kitchen is fully stocked with cutlery, pots, pans, and rotting food. A pile of human bones can be found under a serving cart. Some of the bones, including a femur, seem to be dissolved in places or cleanly "cut".

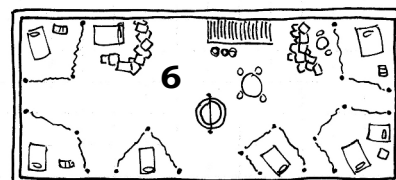
## Area 1-4: Lounge

Plush leather sofas and comfortable chairs are scattered around the large room. An overturned table and several broken plates and cups are found in the midst of the furniture. Half a dozen bags sit at the base of the stairs that lead to the second floor. One of the bags contains several potions (two **Potions of Healing**, one **Potion of Heroism**, and one **Potion of Gaseous Form**), a **scroll of Magic Missile**, and an **Amulet of Cold Resistance** (adds a bonus to cold checks).



**Frozen Mountain Lodge**

**Ground Floor**



**Basement**

**Area 1-5: Main Office**

A locked door separates the lodge’s office from the lounge area. Inside, two small tables and accompanying chairs are found on the western side. A set of stairs leads downward. Several open metal boxes are found on the tables and floor, left behind after attendants stole the lodge’s money as they fled.

**Office Door Open Check:** 2 in 6 chance (add STR)

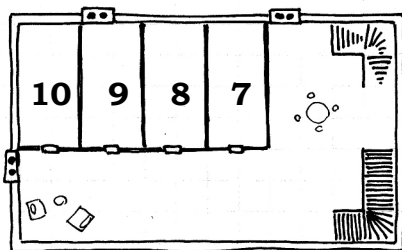
**Area 1-6: Basement**

The rotting, sprawled form of a human lies on the stairs below. The stench of additional corpses is fairly obvious to your natural senses.

Half a dozen attendants fled back to their quarters in the basement after the massive gelatinous cube made its way through the lodge. Too afraid to leave, the servants have perished in the basement, starving to death or dying after receiving wounds from other attendants. A dozen beds are found throughout the area, most separated by makeshift linen walls and stacked wooden crates. The remains of the terrified attendants are found in various locations throughout the basement. A full search of the basement will uncover the money stolen from the office above: **775 sp and 350 gp** are found in several hiding places.

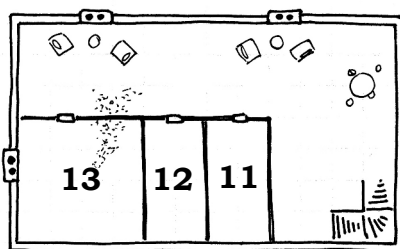
**Second and Third Floors of the Lodge**

**Five snow-covered gelatinous cubes** prowl the hallways of the second and third floor – these are the offshoots of the massive cube in Area 3-13. Each little cube seeks out new prey, either feeding or returning to their “mother” with the slain meal. Use Table A to determine if the adventurers run into them as they explore. Note that the small cubes are one-quarter the larger cubes power (stats). Any rooms not listed are assumed to be empty or have random details found in Table B.



**Second Floor**

**Third Floor**



**Table A – Wandering Small Cubes**

1D6 Roll	Result
1	Two small gelatinous cubes
2	One small gelatinous cube
3-6	Nothing. All quiet...

**Area 2-7: Room #1**

An open door reveals a grisly scene within the room – three humans, burned beyond recognition, are piled together in the center of the room.

Three lodge patrons, insane with fright, thought that if they set the area around them on fire, the icy cube would leave them be. Instead, they caught fire themselves, and died.

**Area 2-9: Room #4**

A small hole, barrel width, is burned through the bottom of the door. An icy film leads from the hallway, through the door, and into the room beyond.

Customers, barricaded in this room, were eventually caught by several of the little snow cubes. No trace of their existence can be found.

**Area 3-13: Room #7**

As you approach this area, the temperature seems to drop even further than the rest of the lodge. Something very cold is near.

The original birthing gelatinous cube lies in wait in this room, either for its minions to bring it prey or for something to walk by. It attacks with surprising speed.

**Snow Gelatinous Cube, Stats:** AC 8[11]; HD 4; Atk touch (2d4); Move 6; Save 13; CL/XP: 5/240; Special: immune to cold and lightning, ice mist (see below)

**Ice Mist:** *weakens (penalty to physical damage) enemies within 20'.*

The large cube has consumed nearly every lodge patron for the last several months. Within its mass, dozens of steel items and hundreds of silver (**975 sp**) and gold coins (**550 gp**) can be found. Getting them out of the cube is a challenge.

**Table B – Random Room Details**

1D6 Roll	Result
1	A partially dissolved human
2	An open bag of gold coins (5d6 gp)
3	Scratches on the inside of the door
4	Door locked, but inside bags haphazardly packed
5	Broken lamp or wash basin, blood stained bed
6	Oh, crap! Roll on Table A.



## Crevice of the Chaos Crawlers

*Adventure Background:* Strange star-born abominations have made their new home in the wintry, cold mountains of the realm. Although they look like common cavern crawlers, this variation of the many-legged creature has an innate and powerful ability; they can emit several types of emotional waves that can cause anger, confusion, and distress.

Four chaos crawlers have made their lair under a suspension bridge across a wide crevice in the mountain trail. The creatures have destroyed the bridge, hoping to slow down travelers.

### Adventure Summary

Adventure Difficulty:	Hard
Number of Characters:	4-6
Adventure Locale:	Mountain Trail

*Adventure Start:* The characters, traveling along a mountain trail, come to a wide crevice in the narrow, rocky path. A suspension bridge that once spanned the fifty-foot crevice has been destroyed, halting the group. There appears to be no way across, except by either going down into the crevice or somehow crossing the open space.

The narrow trail before you ends at a wide crevice in the ground. The broken remnants of a suspension bridge hang on both sides of the crevice edge. You estimate the gap to be over fifty feet.

Further investigation of the area will reveal that the crevice is deep (one hundred feet) but scalable. Most adventurers with average or better dexterity or agility should be able to safely make the climb down and back up again.

When characters approach the ledge, the GM should secretly roll on the tables below to see if any of them are affected by the chaos crawlers' persistent abilities.

### Number of Adventurers Affected – Roll 1d6

Result	Number of Characters
1	All within group
2	Half of the group
3	Two adventurers
4	One adventurer
5-6	None

Each character can make a saving throw or a Wisdom check to resist the effect(s) - GM choice.

### Chaos Crawler Abilities (Effects) - Roll 1d4

Result	Ability	Detail
1	Fear	Character tries to flee in fear for 1d4 rounds
2	Confusion	Character at -1 to all actions for 1d4 rounds
3	Sadness	Character unable to attack or defend for 1d4 rounds
4	Rage	Character attacks nearest creature, including another character, lasting 1d4 rounds

*Characters can be affected by multiple effects at once.*

One or two of the female chaos crawlers will climb the crevice walls to engage the characters, targeting those under their effects first.

Your mind reels as an outside pressure and willful force attacks your thoughts and emotions. As you stagger under the foreign and invisible attack, a many-legged creature emerges from the crevice, its dozen mouth tentacles grasping at your limbs. You are sure that the source of this mental assault comes from this hideous being.

**(3) Female Chaos Crawlers, Stats:** AC 7[12]; HD 2+4; Atk Bite (1d3); Move 12; Save 14; CL/XP: 4/120; Special: Chaos abilities (see Table above)

*Chaos abilities can be used once every 4 rounds.*

If a majority of the characters are affected by the chaos effects, the remaining females and lone male will scurry up the crevice walls to finish off the group.

**(1) Male Chaos Crawler, Stats:** AC 6[13]; HD 3+4; Atk Bite (1d4); Move 12; Save 13; CL/XP: 5/240; Special: Chaos Abilities (see Table above)

*Chaos abilities can be used once every 2 rounds.*

The chaos crawlers will continue to attack the characters mentally and physically until either all the creatures or the characters are dead.

At the bottom of the crevice, two niches in the rock serve as lairs for the four creatures. A search of the niches will reveal several dead merchants and adventurers. A total of **285 sp** and **121 gp** are found within the ragged garments of the deceased. Additionally, a **Scimitar of Speed**, twelve **Arrows of Extreme Pain** and a **Potion of Full Healing** are found amongst the discarded belongings.

**Arrows of Extreme Pain:** deals double damage on a successful strike, or triple damage on a critical hit.

## Trail of Silken Death

*Adventure Background:* The shortest trail between several mountain villages has been “closed” for nearly three years, making travel between the settlements more difficult and laborious. Strange tales of icy silk and painful freezing webs are told at nearby village taverns and inns within the mountain range. All those who travel the trail, whether it be to make for a nearby settlement or to clear it once and for all, have failed to return from their journey.

Eight snow spiders have taken up residence on the narrowest portion of the trail, setting up hidden web traps to capture prey. Nearby, a mummified spider-god’s endless calls has brought the arachnid minions unknowingly to this place.

### Adventure Summary

Adventure Difficulty:	Moderate to Hard
Number of Characters:	3-6
Adventure Locale:	Mountain Trail

*Adventure Start:* The characters can either find the snow spider lair by chance, or have been tasked by locals to clear out the area for a fee.

The trail narrows, dropping into a naturally formed chasm between two high ledges. It winds through the rock as if a river or stream once ran through the area. Up ahead, you see a shimmering object in the trail. What is that?

At either part of the trail (north or south end), the same shimmering effect can be seen where light bounces off one of the icy web traps.

### Areas A-F: Icy Web Trap

All six web traps on the trail are similar in nature. Each trap is extremely difficult to break and is tied to a nearby spider hole where a spider lies in wait. Any vibration of the web strands tied to the traps will arouse the nearest snow spider (or possibly several).

**Web Trap Difficulty (to break):** roll (-4) under Strength score

The strands of the icy webs are impossibly sticky – anything that comes in contact with the webs is instantly stuck, requiring extreme force to remove.

**Remove Stuck Item, check:** 1 in 10 chance (add STR)

Additionally, the webs are incredibly cold, dealing damage to any that touch them. Any flesh that comes in contact with the webs is damaged and remains stuck until removed (see check above).

Each snow spider attacks silently, preferring to catch their victims unawares. Paralyzed victims are dragged back to a spider hole for later consumption.

**(8) Snow Spiders, stats:** AC 4[14]; HD 4+2; Atk Bite (1d6+poison); Move 4/12 (web); Save 13; CL/XP: 7/600; Special: poison leads to temporary paralysis  
*Special:* web-spinning and temporary paralysis

### Area 1: Spider-God Tomb Entrance

A hidden (not secret) door in the narrow trail leads to a forgotten temple-tomb of an undead spider-god. The door is easy to spot when being looked for, hard otherwise.

### Area 2: Spider-God Burial Chamber

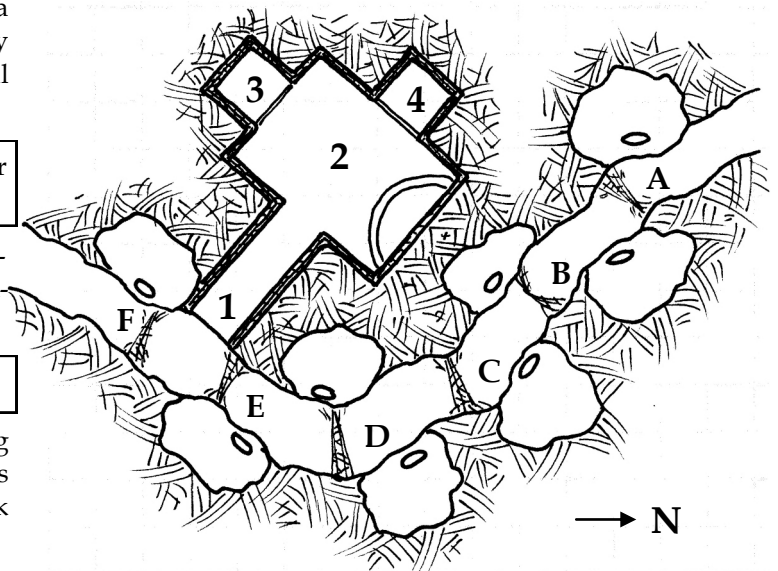
The mummified remains of a spider-god will arise when the tomb entrance is opened. “Uxiknastak”, a once powerful priest-turned-deity has been waiting for his release for centuries, resting in a state of undeath in his burial chamber.

**Uxiknastak, Undead Spider-God stats:** AC 2[17]; HD 8; Atk 4 touch (paralysis) or bite (1d8); Move 4; Save 8; CL/XP: 12/2,000; Special: temporary paralysis  
*Special:* temporary paralysis bite, eight arms

The humanoid creature has eight arms and can attack with four at a time. His bite paralyzes foes for 1d8 combat rounds.

### Areas 3 and 4: Treasure Rooms

Each room is filled with treasures donated to the spider-god during his lifetime. Thousands of silver and gold coins (20d100 each), hundreds of gems and jewelry (4xd100), and dozens of interesting magical items are found within the two treasure rooms. The most notable item is the **Amulet of Spider Control** (communicate and control spiders within 100 feet).



## Maze of the Misguided

*Adventure Background:* Several merchants and travelers crossing the nearby mountain range have gone missing over the last few weeks. Regular trail travelers, accustomed to using the common path between remote villages, have disappeared before making their bi-weekly deliveries. Those who have successfully made the trip speak of strange noises and unfamiliar wilderness smells in various places along the trail. Villages are running low on supplies—someone has to find out what’s going on along the mountain ridge road!

Grimlocks, once comfortable with their simple life within dark mountain tunnels and underground chambers, have recently been brought together under a new leader, a stunted and evil-seeking medusa. The creature has stirred up the Grimlocks, enticing them with human flesh from the surface. The blind creatures lie in wait in unnaturally darkened trail spots, eagerly seeking hapless travelers.

### Adventure Summary

Adventure Difficulty:	Moderate
Number of Characters:	3-6
Adventure Locale:	Mountain Trail

*Adventure Start:* The characters are either traveling along the trail where the Grimlocks lie in wait, or have been hired to investigate the disappearances.

The trail winds through scrub brush paths and cliff edges, until you reach one of the highest portions of the mountain ridge road. Looking down, you can see several tiny villages dotting the landscape far below, and can spot the trail as it winds in between rocky ledges and mountain peaks.

### Area 1: Vantage Point

From this location, characters may be able to see two interesting features; a shadowed, humanoid creature hiding within the rock crevice (Area 2) or an unnatural dark spot along the trail below (Area 3).

**Hidden Figure Check:** 1 in 6 chance

**Spot Unnatural Darkness Check:** 1 in 8 chance

### Area 2: Hidden Back Entrance

A lone **Grimlock** sentry stands within the shadows of the rocky crevice, listening for travelers along the trail. After confirming movement below, the Grimlock will run to his brethren at Area 3, alerting them to prey approaching. It is possible to sneak up on the creature if characters mask all noise and smells.

**Grimlock Sentry, Stats:** AC 7[12]; HD 2; Atk weapon; Move 9 Save 16; CL/XP: 3/60; Special: blind

**Special:** *Heightened Hearing and Smell; Blind*

Use the stats above for all common Grimlocks in this adventure.

### Area 3: Permanent Darkness Spell

Whether seen from Area 1 or encountered on approach, this area is unnaturally dark from a permanent *Darkness* spell cast upon it by the medusa chieftain. It spans roughly 40 feet across the trail, obscuring area 4.

The area before you is an impenetrable darkness, so thick that it almost appears as if a black rug has fallen upon the trail. Stretching across the entire width of the narrow trail, the blackness reaches up over twenty feet above. The walls of the trail gorge are sloped inward, making the inverted climb extremely difficult. There seems to be no easy way to go around it...

**Ten Grimlocks** wait within the inky darkness, hoping to gain the advantage over victims with their superior hearing and smell. They prefer to subdue the adventurers, tying them up and presenting them as gifts to the medusa within the maze beyond. If half of their number fall, they will retreat into the maze to regroup.

### Area 4: Tunnel Entrance

This area is one of three entrances into the Grimlock’s lair (Area 2 and Area 12). Note that the interior of the tunnel system is completely dark.

### Notes about Areas “A”

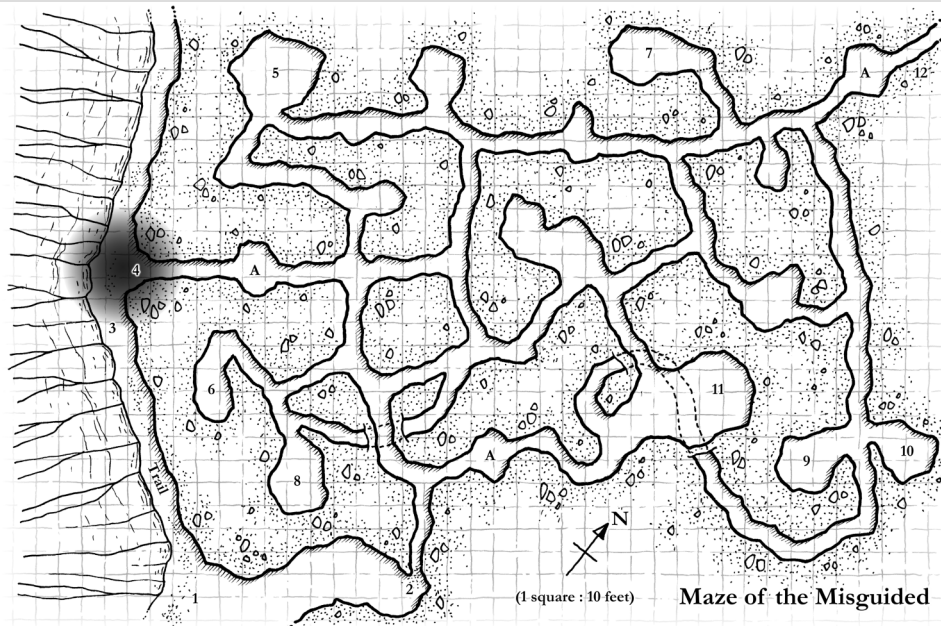
Three separate areas within the Grimlock lair marked “A” on the map are sentry locations where 1-2 Grimlocks listen for unusual footsteps or strange smells. Sentries will engage a small group or seek out help from nearby Grimlocks.

### Area 5: Female and Children Grimlock Chamber

Most of the females and offspring of the Grimlock tribe are found here. Although the children are unable to fight, the **twelve Grimlock** women will fight fiercely to protect their young (treat female stats as the same as the males).

### Area 6: Young Grimlock Warriors

Young males that have reached the age of combat readiness are removed from their mothers and sent to this chamber for training. **Six Grimlock** warriors are being trained by an aging, battle-scarred Grimlock who instructs the group from a seated position. The old veteran can still fight by throwing crude spears from his platform.



### Area 7: Prisoner Cell

Captured humans are first brought to this gated hole before their eventual sacrifice to the medusa in Area 11. A lone **Grimlock** stands guard before the locked gate. Within, three naked human travelers huddle in one corner of the depression. Two merchants and a hunter were captured in the last few days and now await their demise. If rescued, the hunter can provide combat assistance, but the merchants cannot fight. The three victims have witnessed captured prisoners removed, never to be seen again.

### Area 8: Male Grimlock Chamber

**Ten Grimlock** males are found in this chamber, resting while their brethren take their turn hunting humans at Area 3. The room is large enough to house the full complement of males within the tribe.

### Area 9: Storage Room

Gear and equipment stolen from captured travelers are first brought to this area for "sorting". Using touch, taste, and smell, the Grimlocks search their victims' gear and move anything they feel is valuable to Area 10 (across the tunnel). Dozens of cloaks, pants, shirts, socks, hats, and gloves are piled to one side. Empty backpacks, broken tools, and useless weapons are pile separately. A thorough search of the area may reveal a few missed items.

**Search Room Check:** 1 in 6 chance

A small leather bag tucked into a large backpack holds **25 gp**. Additionally, a small ceramic bowl can be found within a jerkin interior pocket. The bowl contains a single sip of a **Potion of Decrease Size** (reduces the adventurer's size to 1" but for only 1d6 minutes). There is a 1 in 6 chance that a pair of **Grimlocks** are here, sorting through recent acquisitions.

### Area 10: Treasure Room

The best items stolen from the Grimlock's victims are put here before they are gifted to their medusa chieftain. Items are sorted by shape; three piles are seen in the room, one for coins, one for weapons, and one for other interesting items. The small pile of coins consists of **156 sp** and **33 gp**. Most of the weapons are in good shape but of average quality. The third pile has finely made clothing, trinkets, and other items the merchants would have been transporting.

### Area 11: Chieftain's Chamber

This area is the largest within the Grimlock tunnels, and is reserved for their current chieftain. A stunted, old **medusa** has recently taken over leadership of the tribe of Grimlocks and rules from her throne in the back part of this well-lit chamber.

A fire burns brightly in the center of the room, as bright red embers in a huge cooking pit are stoked by two blind cave dwellers. In the back of the room, a stunted, snake-haired beast lounges upon a stone seat.

Adventurers make a check against the medusa's petrification ability when they first enter the chamber.

**Stunted, Old Medusa, Stats:** AC 8[11]; HD 3; Atk weapon; Move 9; Save 11; CL/XP: 7/600; Special: petrifying gaze  
**Special:** Petrification

Piles of "treasure" surround the medusa's throne. Although most of it is either finely made clothing or shiny trinkets, **450 sp**, **125 gp**, and a necklace of rubies can be found within the piles. **Ten magical arrows** are found within a finely made quiver at the bottom of one of the piles.

**(10) Magical Arrows:** +1 to-hit, +3 to-hit versus apes



## Fog of Icy Death

*Adventure Background:* An accursed ice fog creeps over the mountainous regions, uncovering the graves of lost warriors and missing travelers from the deep snow and icy rivers. As this mysterious gloom crawls over the landscape, it raises any dead found in its path. Freshly dead creatures are returned to the world of the living as walking zombies or skeletons, while the long dead manifest as ghosts or specters. Groups encountering this ghastly fog should flee before being overrun by hordes of dead...

### Adventure Summary

Adventure Difficulty:	Moderate to Hard
Number of Characters:	4-8
Adventure Locale:	Mountain Encampment

*Adventure Start:* Although this adventure can take place at any time within a mountainous setting, it has been designed to occur when a group of adventurers has made camp for the evening. The fog should begin to slowly infiltrate the characters' campsite, and possibly alert any who are taking watch over the sleeping group. If no watch has been set up, the fog surprises the group (see part 2). Read the following if at least one character is on guard during the late night hours.

A chill in the air snaps you out of your fatigued state. Although no wind stirs, you feel a sudden drop in temperature around you. A few wisps of a thick, cold fog gather about your feet.

The vanguard of the fog horde will be the first thing those on watch will see as the mist fills the camp. As the fog reaches the campsite, use Table A1 to determine turn order and undead creature arrival.

### Fog Turns – Undead Arrival

Turn	Creatures
1	Ghastly Apparitions <sup>1</sup>
2	Distracting Ghosts <sup>1</sup>
3	Haunting Spectres <sup>2</sup>
4	Skeletal Remains <sup>2</sup>
5	Decomposing Zombies <sup>3</sup>
6	Aggressive Ghouls <sup>4</sup>

<sup>1</sup>cannot be attacked, <sup>2</sup>hit by magical items only,  
<sup>3</sup>last in initiative order, <sup>4</sup>fast and plentiful!

**Table A1**

The number of creatures on each turn are determined by a 1d4 die roll, multiplied by the turn number.

**Ghastly Apparitions, Stats:** AC 0[19]; HD 1; Atk none; Move 12 Save 17; CL/XP: 1/15; Special: *Does not attack but causes Fear*

**Distracting Ghosts, Stats:** AC 2[17]; HD 1; Atk cold (1d4); Move 12 Save 17; CL/XP: 2/30; Special: *Distracts characters with movement*

Both the apparitions and ghosts will try to cause alarm and panic, distracting the characters from the next waves of the undead horde.

**Haunting Spectres, Stats:** AC 5[14]; HD 2; Atk strike (1d4); Move 9 Save 16; CL/XP: 3/60; Special: *Chill-touch (drains Will or Wisdom)*

**Skeletal Remains, Stats:** AC 8[11]; HD 1; Atk strike (1d6); Move 12 Save 17; CL/XP: 1/15; Special: *Edged weapons deal half damage*

As the specters sap what little will the characters have left, the skeletal remains of humans, humanoids and creatures emerge from the fog.

**Decomposing Zombies, Stats:** AC 8[11]; HD 2; Atk strike (1d8); Move 6 Save 16; CL/XP: 2/30; Special: *Diseased attacks*

Although slow, the number of zombies should begin to overwhelm the group. They attack with diseased claws and rending teeth.

**Aggressive Ghouls, Stats:** AC 6[13]; HD 2; Atk 2 claws (1d3), 1 bite (1d4); Move 9 Save 16; CL/XP: 3/60; Special: *Murderous Rage, Paralysis Touch*

The ghouls burst into the camp, ripping and shredding everything in their path, living or otherwise.

The fog leaves the camp just as fast as it entered the area. After turn six, the fog moves on, taking the remains of the undead horde and any newly deceased creatures with it. The group is left wondering what has just happened to them.

During a turn, only creatures from that and the previous turns are within the camp. Creatures from the earlier turns remain with the moving fog as it continues on its way out of camp.

### Part 2: Surprised Camp

If the camp is surprised by the fog's arrival, begin undead arrival at Turn 3 (although the undead from the second turn are still present).

## Fire-God of the White Apelings

*Adventure Background:* Mountain apes, stunted from exposure and lack of nourishment, have recently begun to worship an awakened Remorhaz. The small white apelings lure travelers and prey to the magical beast, hoping to appease their newly found god. Enough prey has been brought to the remorhaz, keeping it from turning on the apelings, but the number of travelers have dwindled recently. Knowing that the remorhaz is hungry, the apelings' shamans have ordered their clan to search wider areas, luring more food to the beast.

### Adventure Summary

Adventure Difficulty:	Hard
Number of Characters:	3-6
Adventure Locale:	Mountain Temple

*Adventure Start:* Small white apelings are seen from the character's camp one evening. They aren't threatening but appear to be watching the group from a distance.

While settling into camp tasks, one of your group notices movement in the distance. Several small apes stand in plain sight, looking down on your position. They aren't moving or threatening, but seem to be watching your group.

Any attempt to approach the apelings causes them to move in the direction of their temple. They stay just far enough out of reach at all times. The apelings continue to appear in the distance as long as the characters are moving in the direction of their temple. If the characters start traveling in a different direction, use the following encounter details:

### Camp Harassment

As the group rests (day or night), the apelings will shower the characters on watch with sling stones and small darts. The attacks are intended to frustrate the group, making them want to chase the apelings through the mountains. Their goal is to lure the group to the Remorhaz.

As always, the apelings retreat, hoping to get the characters to chase them back to their temple. This behavior continues until the group follows the apelings or leaves the mountains. If the characters track the apelings and are going in the direction of their temple, the stunted creatures will return to their watchful state each encampment.

### Temple of the Fire-God

Eventually, the group will find a worn trail that leads deep into the mountains. The trail finally ends at the apelings' lair and newly fashioned temple.

The narrow trail twists and bends through rock gorges and sheer cliff walls until it opens into a small ravine. Dozens of small white apes dance around a frozen spire as two absurdly decorated apelings lead a strange chanting song.

Two shamans lead the clan in worship as the characters arrive. Twenty apelings are dancing about the frozen lair of the remorhaz while the creature sleeps. They perform this ritual to wake up the beast, alerting it to another feeding.

**(20) White Apelings, stats:** AC 5[14]; HD 2; Atk weapons or 2 hands (1d3), 1 bite (1d4); Move 12 Save 16; CL/XP: 2/30; Special: Use weapons, slings, darts and clubs

Some number (GM's choice) of apelings are prepared to engage the characters as they arrive, slinging stones and throwing darts from ledges and hidden areas. Once the remorhaz begins to awaken, the rest of the dancing apelings will rush the characters with their clubs.

**(2) White Apeling Shamans, stats:** AC 5[14]; HD 4; Atk 2 hands (1d3), 1 bite (1d4); Move 12 Save 13; CL/XP: 5/240; Special: (cleric spells)

Two shamans will continue to chant to bring forth the remorhaz as the other apelings engage the characters. When the remorhaz awakens and emerges from its icy lair, read the following.

Ice and stone fall away from the frozen spire as a horrifying beast crawls out of its hidden lair. Its many legs grasp the ice easily as it turns its ugly face toward your group. A reddish glow along its head and back suggests intense heat...

**Remorhaz, stats:** AC 0[19]; HD 10; Atk bite (5d6); Move 12 Save 5; CL/XP: 12/2,000; Special: *Swallow Whole, Intense Heat (any within 10' take 1d4 damage automatically each round (save for half damage))*

The apelings will disengage, allowing the remorhaz to attack and feed. If the beast is killed, the apelings will flee into the mountains.

A pile of items from slain travelers sits atop a crude shrine near the remorhaz lair. Along with garments and common items, **275 sp** and **50 gp** are found. A magical wand and a pair of magical bracers are found within the pile.

**Wand of Healing:** each charge heals the target 4d8 damage. Maximum charges 10, current charges 3.

**Bracers of Shadow:** better armor class by 2 when in darkened areas (e.g. unlit, night, etc.).

## The Unlikely Trio

*Adventure Background:* Three groups of strange creatures have made a pact to work together to catch prey within a small cave. Will-o'-wisps lure travelers along the mountain trail into an ancient cave for piercers and mimics to catch and eat. The creatures use a forgotten burial tomb for the trap, knowing full well that there is powerful magical treasure within.

### Adventure Summary

Adventure Difficulty: Hard to Very Hard

Number of Characters: 3-6

Adventure Locale: Mountain Trail / Tomb

*Adventure Start:* Dancing balls of light should attract characters traveling along a remote mountain trail. The group should see the ancient ladder carved into the rock that leads up to a ledge and cave opening.

Two shimmering lights dance around a small opening in the cliff face above. An ancient ladder carved into the sheer wall leads directly to the opening there.

The ladder is worn and slippery, requiring a climbing check to traverse the 30' upward climb.

**Ladder Climb Check:** roll under Dexterity (-4)

The Will-o'-Wisps will not attack the characters, preferring to lure them into the cave. If attacked, they retreat into the tomb, hoping to draw the characters to the piercers and mimics. After the characters enter the cave and encounter the mimics and/or the piercers, the Will-o'-Wisps will exit and wait outside to attack any retreating characters.

**(2) Will-o'-Wisps, Stats:** AC -8 [27]; HD 9; Atk shock (2d6); Move 18 Save 6; CL/XP: 10/1,400; Special: *electricity, magic immunity (50%)*

### Cave Entrance (Interior)

Upon entering, the characters will notice that the cave is larger than they'd expect, with tall ceilings and smooth walls. Ancient writing covers much of the walls. Observant characters may notice the following (use checks if desired): The entrance is thick with stalactites and the rear of the cave has a sarcophagus and several (six) chests around it.

The cave opens into a forty-foot wide by forty-foot long chamber with smooth walls. Strange writing can be seen on the walls and a one-tiered dais in the supports a large stone sarcophagus. The chamber is filled with stalactites and broken rock.

### Cave of the Unknown Warrior

Piercers hide amongst the many stalactites but wait until the mimics engage the group before dropping on characters. Most of the piercers are close to the entrance, positioned to drop on retreating prey.

**(12) Piercers, Stats:** AC 3[16]; HD 4; Atk drop-pierce (4d6); Move 1 Save 13; CL/XP: 4/120; Special: *surprise attack*

When the characters move into the cave, they will see the six chests near the sarcophagus. Two of these chests are a pair of mated mimics.

Six chests surround the stone sarcophagus; two are in front and two are on each side. The two in the front (nearest you) are much bigger than the rest. They are nearly four feet wide!

**(2) Mimics, Stats:** AC 6[13]; HD 7; Atk smash (2d6); Move 2 Save 9; CL/XP: 8/800; Special: *surprise attack, swallow whole*

The mimics wait until the characters try to examine them before attacking. The GM can choose to drop the piercers at this time or wait until characters retreat to the entrance. The piercers will try to target unarmored or non-melee characters first.

### Lost Tomb

Although the wall writings are faded and in an ancient language, characters should be able to understand enough to discover that this place is the burial tomb of a once powerful warrior. His name and achievements are long forgotten but his burial site was hidden to prevent looters from stealing his prized possessions.

**Chest 1:** Filled with silver coins (2,500 sp).

**Chest 2:** Filled with gold coins (1,750 gp).

**Chest 3:** Filled with assorted gems (100 each of rubies, emeralds, sapphires, topazes, and diamonds. Total value: 5,000 gp).

**Chest 4:** Contains two **Elixirs of Health** (heals to full health), a **potion of Invisibility**, a **potion of Flying**, and a **Necklace of the Wizard** (gives non-wizards the ability to know and cast one first-level spell per day).

If the characters manage to open the lid of the sarcophagus, they will find the skeletal remains of the warrior. He still wears pristine leather armor and holds two short blades.

**"Steel-hide", Magical Leather Armor:** Treat as plate mail armor for armor class. Light as leather.

**"Fang" and "Claw", Long Knives:** +1 to-hit, adds one extra attack per round (each), deals double damage.

## With Witch You Die

*Adventure Background:* Amid the sparse scrub brush and rocky landscape of a barren mountain, a solitary witch makes her home in what appears to be a simple, single-room hut. Kemnarva has spent the last two centuries of her hermit lifestyle wandering the frigid heights in search of rare berries and hidden ingredients for her evil spells. Those that interrupt her work either quickly perish or become one of her mindless experiments trapped below her magical abode.

### Adventure Summary

Adventure Difficulty:	Moderate to Hard
Number of Characters:	4-6
Adventure Locale:	Mountain Hut

*Adventure Start:* The characters come upon the witch's hut while traveling along a mountain trail...

The northern mountain trail has been winding about the mountain ridge for days, with nary a soul to be seen. As the trail plateaus after a long incline, a small hut appears before you, nestled within a niche in the steep mountain face. A thin swirl of smoke slithers out of a broken chimney and the lone window looks to have been shuttered for many months. Where you would expect to find a firm door, closed against the harsh elements of the wintry mountains, instead hangs an old carpet, jerking and swaying with each wind gust.

### The Witch's Hut

Nothing prevents the characters from entering the hut; the carpet is nothing more than an old tapestry relegated to a simple door. Upon entering, the characters will notice two distinct features. First, the interior of the hut is vastly larger than it appears from the outside. Second, a pleasant aroma of cooked beef, spices and vegetables overwhelms the senses.

The large room is well lit by a strong fire in the fireplace opposite the entrance. A wide-cast iron pot hangs over the flames, its contents bubbling and popping with vigor. A small form, its back turned to you, is standing over the pot tasting the pleasant smelling meal with a shallow wooden spoon. The form turns as you enter, revealing the young, pleasant face of a woman. Her thick fur clothes cover all but her hands and face but her shapely form is noticeable through the animal hide. She stands frozen before you, unsure of your intention and unwelcome intrusion.

Although several centuries old, the witch magically masks her appearance to look as a young woman in her late twenties. She will pretend to be the wife of a mountain hunter, who has just recently left to check on

his traps and snares nearby. When asked about the hut's size differential from inside and out, she will claim that it is an architectural illusion with much of the hut hidden within the shadows of the mountain ledge above it.

If the characters appear non-threatening, she will invite them in for a meal. She will scoop hearty stew from the pot into wooden bowls and urge the group to sit at the small table at one side of the room. The food is infused with a rare mountain herb that will make characters sleepy (note: not putting them to sleep, just extra weary and sleepy).

**Resistance:** successful Save or (-1 to all actions for 1 hour)

When her "husband" doesn't arrive as expected, she'll begin to appear worried and mention that he should have returned already. She may ask one or two of the characters to check on him, attempting to thin the group before attacking the remaining adventurers. She will also ask one of the characters to descend the cellar steps to retrieve a small cask of beer.

The area behind the hut where the snares and traps are supposed to exist has an iron box pit trap, well hidden under the snow. Characters will have a hard time detecting the trap and will fall into the self-closing iron box, trapped and unable to escape.

**Pit Trap, detection:** 2 in 6 chance, 3 in 6 for dwarves  
**Pit Trap, escape:** successful roll under half Dexterity

A similar pit trap is found at the bottom of the cellar stairs, trapping the unfortunate character as they descend in search of the beer cask.

Additionally, a mindless creature (former traveler, suffering from Kemnarva's failed experiments) is locked in the pit trap; any character(s) falling into the trap will have to face the ravenous hunger of the poor creature.

**Mindless Creature, stats:** AC 6[13]; HD 4; Atk 2 hands (1d3), 1 bite (1d4); Move 9 Save 13; CL/XP: 5/240; Special: *Treat as a ghoul, can't be turned*

Kemnarva will attack the remaining party members once the cellar pit trap activates, hoping to surprise the characters with her spells and poisonous blade. As she attacks, she will reveal her true form, that of a hideous old witch.

**Kemnarva, Witch, stats:** AC 7[12]; HD 7; Atk 2 claws (1d4); Move 9 Save 9; CL/XP: 9/1,100; Special: *Magic-user Spells (charm person x2, web x2, haste, fear)*

In the part of the large room that looks to be the witch's sleeping area, several interesting items may be found after a thorough search.



## Broken Tower of the Dragon Bat

*Adventure Background:* Dozens of ancient, broken towers litter nearby mountain ranges, where old kingdoms flourished in years gone by. Abandoned centuries ago, these once proud towers have fallen to ruin, their sides crumbling and roofs collapsing. Many of these old dwellings make perfect homes for strange and dangerous denizens of the cold region. Some are even unique creatures, born of alien worlds, never before seen by human eyes.

### Adventure Summary

Adventure Difficulty:	Easy to Moderate
Number of Characters:	3-5
Adventure Locale:	Fallen Tower

*Adventure Start:* One such tower sits atop a solitary crag amidst the rocky outcroppings, ledges, and gorges of a nearby mountain. Seen from the distance, the tower appears as a three-story dwelling completely missing one side. Close up, the tower seems to miraculously stand, although its deterioration and centuries-old damage would suggest that it should have fallen decades previous. A strange whirring sound like that of a small windstorm comes from within.

### The Broken Tower

Most of the damage appears to affect the upper two-thirds of the tower. The roof and two sides have crumbled away—dropping stone, mortar, and debris inside and out of the tower. A wide entrance that likely was once closed by two large doors now stands open to the interior.

Much of the interior has collapsed. The second and third floors have rotted, dropping any remnants of their sections to the ground floor years ago. A stone staircase built into the inside wall of the tower is still passable in several locations, allowing access to what would have been the second and third floors and the roof.

**Climb Stairs, Check:** roll under Dexterity (-4)

A whirlwind of snow-white bats swirl around the tower interior, spinning in a tight circle at an incredible speed. Within the center of the bat cyclone, a single creature floats on the uplifting draft of the whirlwind. A massive white bat suspended on the rushing air rests until feeding time.

**(2) Snow-White Bat Swarms, Stats:** AC 8[11]; HD 1; Atk none; Move 12 (fly) Save 17; CL/XP: 1/15; Special: *distraction* (-1 penalty to character actions)

A portion of the bat swarm will immediately detach from their duty to assault the characters as they enter the tower, leaving enough of their group behind to maintain their support of the massive bat. The change in the swirling swarm will alert the hideous creature to danger. It will emerge from the swarm, searching for prey.

**Large Snow-White Dragon Bat, Stats:** AC 2[17]; HD 6; Atk bite (1d10); Move 4/18 (fly) Save 11; CL/XP: 8/800; Special: *Breathe Cold* (3 times per day, deals its current hit points in damage, characters save for half)

Like the smaller bats, the giant bat is snow-white with shimmering, leathery wings. The similarity ends there however; the foul alien creature has the scales and head of a dragon, and breathes a cone of deadly, freezing cold. While the two smaller swarms hamper and distract the characters, the dragon-bat will swoop over the characters breathing its icy death.

Although the smaller bats fight until dead, the dragon bat will attempt to flee if it is reduced to one-quarter of its health.

### Stairs to the Cellar

A careful search of the tower will reveal a set of stairs to a hidden cellar. Several ancient chests, buried under centuries of debris, contain a vast treasure of wealth. Unfortunately, each round the characters move debris around to clear the area to get to the treasure, there is a cumulative 25% chance that the floor above (and all the debris from the upper levels of the tower) will collapse into the cellar, burying the area with hundreds of tons of impassable materials.

**Find Stairs, Check:** 1 in 6 chance, 2 in 6 (dwarves)

Six chests are found within the pile of debris and clutter. *The GM should adjust the treasure as needed.*

**Chest1:** 1,250 sp

**Chest2:** 750 gp

**Chest3:** Assorted gems of various sizes, types, values

**Chest4:** Pile of magical spell scrolls (1d6+4)

**Chest5:** Magical long sword

**Chest6:** Magical buckler, magical gloves

**“Demonslayer”, Magical Long sword:** +1 to-hit and damage versus demons, critical hit has slay chance equal to the wielder’s level/skill (rolled on a d100).

**Magical Buckler:** Provides +1 bonus to AC versus magical attacks, +2 bonus to AC versus normal attacks.

**Troll Gloves:** Made from troll hide, these gloves give the wearer health regeneration at a rate of 1 point per round up to a maximum of 10 hit points per day.

## A Giant Problem

*Adventure Background:* Mountain giants can no longer tolerate the expansion of a nearby human settlement. Their hunters are stripping the lands of the giants' preferred source of food, reducing large herds of deer and elk to miniscule levels by targeting healthy creatures instead of the old and weak. The giants have always known how to manage the herds while staying fed.

Tired of the humans eradicating their mountain food sources, the giants have descended on the village to destroy the humans once and for all.

### Adventure Summary

Adventure Difficulty:	Hard
Number of Characters:	4-6
Adventure Locale:	Mountain Village

*Adventure Start:* Loud crashing noises and the sound of distant battle should get the character's attention.

The far-off sounds of sword and shield—coupled with screams of anger and pain—can be heard just beyond the mountain ridge. An occasional crashing sound like wood buckling under a falling tree or rock mixes in with the battle sounds.

### Greypeak, Mountain Village

Once the characters ascend the small ridge, they'll see a stockade village under assault from mountain giants. Giants and humans battle in three areas of the village. Depending on where the characters arrive, they may also see a few giants on a hillock nearby, throwing boulders into the small settlement.

Use Table T1 to determine each round result of each location battle where the characters are not assisting.

#### Area A: Breached Wall

With the help of the hurlers from area D, **two mountain giants** have breached the settlement's western wall and are engaged in battle with eight townsfolk.

**(2) Mountain Giants, stats:** AC 4[15]; HD 9; Atk strike (2d8); Move 12 Save 6; CL/XP: 10/1,400; Special: *Hurl Boulders* (range 120', damage 2d8), slightly tougher than Hill Giants – use these statistics for all Mountain Giants

#### Area B: Fallen Wall

A **single giant** has just knocked down this section of the wooden wall and is beginning to enter the village. Five townsfolk are moving to stop the giant's entrance. For these and other giants found in this adventure, use the same statistics as those listed above.

Table T1 – Battle Outcome – Roll 1d6

Roll	Human Injuries	Giant Injuries
1	None	50% HP –1 giant
2	None	25% HP –1 giant
3	25% HP –1 human	25% HP –1 giant
4	50% HP –1 human	None
5	100% HP –1 human	None
6	50% HP –2 humans	None

#### Area C: Destroyed Gate

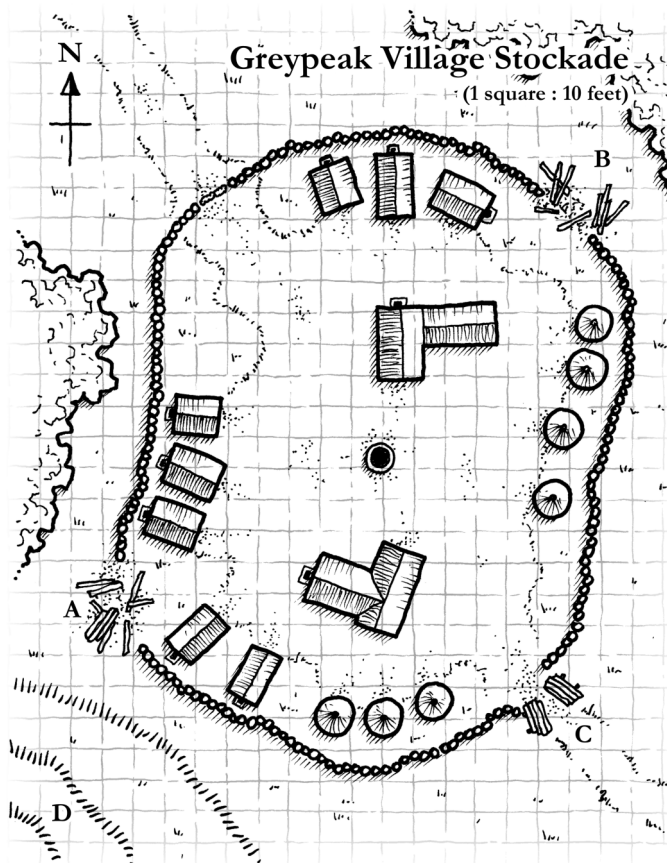
The bulk of the town militia and commoners are battling **three giants** at the destroyed gate. Several townsfolk have already been slain but sixteen remain.

#### Area D: Nearby Hillock

With a perfect view of the human settlement, **two mountain giants** throw boulders into the village, trying to destroy buildings and the stockade fence.

The characters will probably assume that the giants are the problem. However, they can choose to assist either side of the battle. Who is to say which culture is at fault for infringing on the other's proclaimed area?

Note that the mountain giants' nearby lair has been emptied of males, leaving only a few females and young behind. The GM can extend the adventure back to the giants' cave as needed.



# The Darkened Lighthouse

*Adventure Background:* An important lighthouse to the coastal village of Bakswah has been mysteriously deactivated after a cold wind descended from the foothills. The once temperate area is now frigid and the fishing bay is frozen. Strange creatures prevent access to the monument, keeping the lighthouse unlit. Many boats have crashed upon nearby rocks while navigating the shoreline. Someone must relight the beacon!

Feddlebiss, an incompetent and evil wizard, has claimed the lighthouse as his new home. He is responsible for the freezing temperatures and charmed creatures who now inhabit the area.

## Adventure Summary

Adventure Difficulty:	Moderate
Number of Characters:	4-6
Adventure Locale:	Sea Coast, Cold Region

*Adventure Start:* Adventurers will be surprised to descend the steep foothills to find the coastal area just as cold as the upper peaks of the mountains. If they are traveling up the shoreline, they will almost immediately encounter the frigid weather at the outer edges of the enchanted locale.

## The Village of Bakswah

A small fishing settlement along the shore of a coastal bay, Bakswah is unable to bear the wintry weather change. Fishermen's boats are stuck in the frozen bay, and their weekly supply merchants, traveling by sea, have stopped coming. The villagers need help!

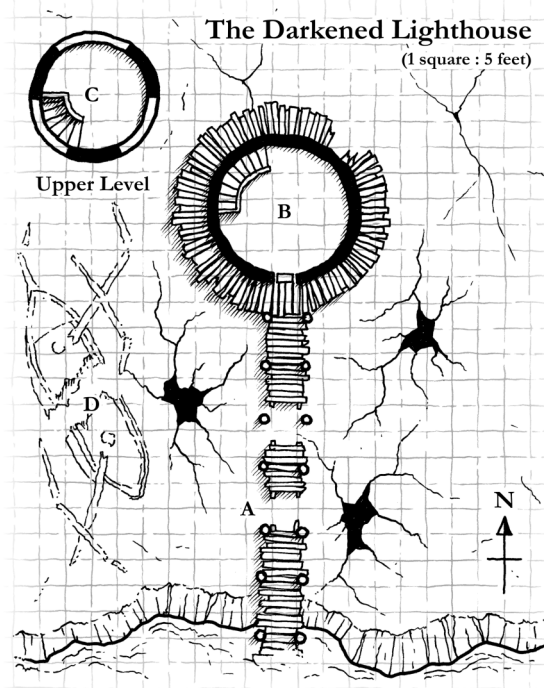
Twenty small homes surround a central building used for a store and meeting place. The store is empty of any wares to sell or trade.

## Area A: Lighthouse Pier

A long pier extends out to the rocky outcropping where the ancient lighthouse stands. The pier is broken in two places, the crushing force of the frozen ice taking its toll on the old wood. Large cracks and holes within the ice in several areas are used by **Tuskals**, a rare breed of walrus mermen. They are under the influence of the evil wizard within the tower.

**(6) Tuskals, Stats:** AC 5[14]; HD 3; Atk bite (2d4); Move 3/12 (swim) Save 14; CL/XP: 3/60; Special: *swim, bite, (note that these creatures are charmed)*

The strange creatures wait for trespassers on the pier before bursting up from under the icy bay to attack. These creatures act aggressively toward any who venture too close to the lighthouse.



## Area B: Lighthouse

Although the ground floor of the lighthouse seems deserted, a **dozen undead sailors** from area D are hiding in the shadows. They reveal themselves when intruders enter the building.

**(12) Skeletal Sailors, Stats:** AC 5[14]; HD 2; Atk strike (1d6); Move 12 Save 17; CL/XP: 1/15; Special: *take half damage from edged weapons, immune to sleep and charm*

## Area C: Lighthouse Top Floor

Confident that his minions have the lighthouse well guarded, Feddlebiss lounges in his new quarters. He will use his spells and magical staff to eliminate threats but if he takes too many injuries, he will beg for mercy.

**Feddlebiss, evil wizard, Stats:** AC 8[11]; HD 5; Atk dagger (1d4); Move 9 Save 12; CL/XP: 7/600; Special: *spells (magic missile x2, charm person x2, invisibility, detect invisibility, fly; Staff of Cold (see below)*

**Staff of Cold:** Use up to three charges per day to 3ch) reduce the temperature within 1/2 mile to freezing, 2ch) cast a Cone of Cold, 1ch) cast Frozen Armor. Has 17 charges.

Feddlebiss has 775 sp, 266 gp, a scroll of Magic Missile, and a bag of 25 rubies in a locked desk drawer.

## Area D: Sunken Ship

A merchant ship sunk off the shore the day after Feddlebiss turned the region cold. Unable to withstand the freezing water, two dozen sailors perished below the surface. Although their ship carried common goods for area villages, the captain had a lockbox with the sailor's travel pay: 2500 sp and 1000 gp. Additionally, the captain had an emerald necklace worth 7500 gp.

## Idol of the Man-eating Demon

*Adventure Background:* A rogue demon once traveled the material plane, wreaking havoc and mayhem on mountain villages and solitary homesteads. Enlisting the help of a demon hunter, the most stalwart of the mountain folk tracked the demon to a deserted, wintry valley, and cornered it between two large boulders. With the help of the hunter, they trapped it within a stone idol. For many centuries, the idol has remained forgotten within the lost valley of a remote mountain. But even the magic of strong sorcerers may fade over time. The demon still tries to break free of his prison...

### Adventure Summary

Adventure Difficulty:	Hard
Number of Characters:	3-5
Adventure Locale:	Mountain Valley

*Adventure Start:* A deserted valley near a mountain trail may interest the characters as they travel. It appears the empty space is eerily devoid of living creatures and plant life. Some characters will sense dread while others may feel the absence of life.

You notice the complete lack of noise while you walk. The normal sounds of wildlife are missing and the area feels especially deficient of life.

Druidic characters (or those attuned to life) will immediately sense the absence of living beings, replaced instead with the feeling of death and hatred. Although repulsed by the feelings, those that can sense these emotions are easily able to pinpoint their source. Two massive boulders within the small valley seem to be the origin of the foul aura.

### Two Boulders

Two massive boulders, each about 20 feet high and doubly wide are in the center of the valley. The boulders nearly touch at one end, creating a sheltered formation (much like a „V shape). Investigating the area will reveal a stone idol set between the boulders.

Each of the boulder's northern ends come together to form a protected pocket within the valley. At the center of the rocky union, a strange and hideous stone idol stands, its face defiantly mocking an unseen adversary.

### Demon Idol

Surprised during a brief respite, the demon was unprepared to battle the large group of hunters. The hired warlock quickly incapacitated the demon, turning his fiery skin to dark stone, and entombing him within the statue for what was hoped to be all of eternity.

The demon, "Bas natok", is a hideously misshapen creature, with short bent legs and a large bloated mid-section. Its mouth is impossibly large, capable of biting a man in half with a single crushing chomp.

If any living creature touches the idol, it will break the spell, slowly returning the demon to its fleshy state within 5 minutes. Until the demon has fully transformed, its skin and defenses are as stone.

**Bas'natok, Man-eating Demon stats:** AC 2[17]; HD 10; Atk strike (1d10), bite (1d12); Move 6 Save 5; CL/XP: 17/3,500; Special: *devastating bite (natural 20 attack rolls require a save versus die roll by the victim)*, *teleportation, summon dead*

Although outnumbered, the demon viciously battled against the group of mountain dwellers. Several stalwart hunters and mountain warriors fell in the battle and are buried near the idol. Bas natok will attempt to raise their skeletal forms to distract the characters.

**(12) Skeletal Warriors, stats:** AC 8[11]; HD 1; Atk strike (1d6); Move 12 Save 17; CL/XP: 1/15; Special: *half damage from edged weapons, immune to sleep and charm*

Bas natok is hungry after centuries of imprisonment. He will eagerly try to bite into the nearest character, preferably an unarmored (or lightly armored) foe. He will willingly trade his combat actions for feasting for 1d4 rounds before returning to the fray.

If Bas natok reaches 10% of his health, he will attempt to teleport away. Note that any successful strikes to the demon during the same round as the attempted teleportation will negate the action.

Upon his death, Bas natok will erupt in a fiery blast dealing damage to all those within 20 feet. 5d100 droplets of blood will scatter in the area, turning to small rubies before landing in the snow. Each ruby will be worth about 10 gp.

**Fiery Blast Damage:** 4d12 damage (save for half)

Most of the items carried by the fallen warriors are rusted and worthless. However one of the more prominent veterans of the hunting party carried a magical shield. Note that the skeletal remains of the former warrior may still be grasping and using this shield once raised by the demon.

**Shield of Missile Deflection:** At the start of any battle, the character may choose **one** of the following options: 1) AC versus missiles is better by two points (+2 or -2), or 2) the first missile that successfully hits the character instead automatically misses.



# Floating Temple of Atha'al

*Adventure Background:* Perpetual blizzard conditions rage around the lofty mountain peak of the Snow Temple of Atha'al. The snowy plateau hides one of four hidden temples of the forgotten and ancient god of the elements. Priests perished in their final task to secret away a powerful artifact within the deep snow and frigid winds. Like the other three temples, a single building safeguards the immortal relic of the old god.

Dangerous creatures await the brave heroes at the top of the mountain. However the weather itself is the most perilous foe of all.

### Adventure Summary

Adventure Difficulty:	Moderate to Hard
Number of Characters:	4-6
Adventure Locale:	Mountain Plateau

*Adventure Start:* The top of the mountain is obscured by relentless blizzard-like conditions. Only rumors of the temple's whereabouts or a coincidental discovery of the iron ladder to the peak will bring the characters to this location. A single iron ladder ascends the sheer and icy wall of the mountain peak.

Several rungs of an iron ladder lead straight up the side of the cliff face, disappearing into the dizzying heights above. Although they look deeply embedded in the rock, several rungs have areas of dark rust and decay.

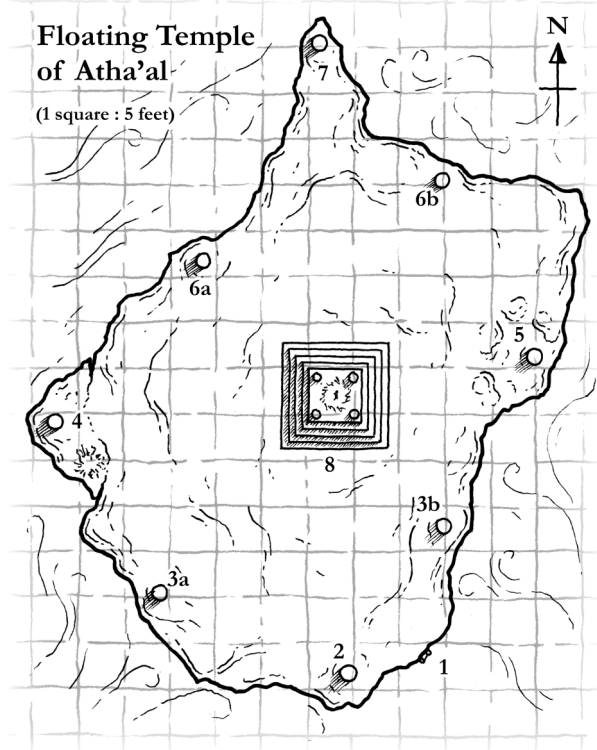
Although the majority of rungs are safe, several dozen have been weakened by years of rain, ice, and damaging cold. Roll on the table below five times for each character that ascends the ladder.

### Ladder Climb

1D20 Roll	Result
1-2	Rung breaks, character slips—make Dexterity/Agility check to grab a different rung; failure = fall!
3-5	Character slips, grabs a nearby rung; 50% chance that he or she drops an item
6-19	No issue, section climbed successfully
20	Next ladder climb roll is automatically successful

Each roll represents a 20% portion of the 500 foot climb. Any character with a Strength (or corresponding attribute) score of less than average may not be able to make the full climb without assistance. The GM may also introduce more Dexterity/climb ability (Thieves) or ladder checks if desired.

When the group reaches the top, read the following:



After what seems to be an endless climb, you reach the top of the ladder. Your vision is obscured by a thick, raging snow storm of unparalleled fury. You are unable to see more than a foot beyond your face.

### Area 1: Ladder

Once the adventurers move beyond the ladder, they will likely lose all sense of direction and most importantly, will not be able to see where the edge of the plateau may be. Their disorientation may be alleviated with extremely bright light through magical means or by the pillars (see below). There is a 25% chance that they'll find the southern pillar nearby after exiting the ladder.

### Area 2: Southern Pillar

The snowy plateau has eight identical pillars, one in each of the primary and secondary compass coordinates. At this area, the pillar representing the most southern position on the plateau is within a few feet of the ladder. Touching the pillar here will illuminate it, providing enough light to see within 20' radius of the stone structure. The southwest (area 3a) and southeast (area 3b) pillars can be barely seen at the outer edge of the illuminated area. Touching the pillar a second time will deactivate the light. The light of any of the pillars may attract the snow elementals or ice drakes nearby.

*Note about the pillars:* All four primary pillars (areas 2, 4, 5, 7) must be illuminated to drop the temple down from the sky to the plateau. The floating island (area 8) above the plateau is nearly impossible to see while the snow storm rages below on the plateau.

**Area 3a and 3b: Southwest and Southeast Pillars**

Although these structures are identical to the four primary pillars, they provide less light when activated (10' radius). Additionally, each touch of these two secondary pillars will cause a lightning strike, electrifying any living being within 10'.

**Lightning Damage:** 2d6 damage (save for half)

**Area 4: Western Pillar**

The ledge has begun to crumble here, dropping the marble pillar a few feet below the plateau edge. An additional 500 pounds or more has a 50% chance of causing the ledge and pillar to break away from the plateau.

The western pillar activates like the pillar at area 2. However, its light will surely disrupt the sleep of the two **Ice Drakes** nested near the structure.

**(2) Ice Drakes, Stats:** AC 3[16]; HD 7; Atk bite (1d10); Move 6/18 (fly) Save 9; CL/XP: 9/1,100; Special: *flight, immune to cold, magic resistance (25%)*

**Area 5: Eastern Pillar**

Snow drifts are piled up around the pillar in this location, but will come to life as four Snow Elementals if the characters come within 20' of the area.

**(4) Snow Elementals, Stats:** AC 2[17]; HD 8; Atk strike (3d8); Move 6 Save 8; CL/XP: 9/1,100; Special: *hit only by magical items, regenerate, throw packed snow (range 40', damage 1d8)*

**Area 6a and 6b: Northwest and Northeast Pillars**

These pillars are much like those found in the south at areas 3a and 3b. However, they erupt with a burst of cold when touched. All within 20' receive cold damage from the burst.

**Cold Burst Damage:** 2d6 damage (save for half)

**Area 7: Northern Pillar**

A narrow ledge of icy stone juts out from the north side of the plateau. Only the most sure-footed characters can make the dangerous trek out to the pillar without falling to their death below.

*When all four primary pillars are activated, lightning erupts from the four secondary pillars, crisscrossing the plateau in repetitive blasts for 60 seconds. Any caught in the arcing lightning bolts will take damage from each bolt. A bolt erupts from each secondary pillar every five seconds.*

**Lightning Bolt Damage:** 4d6 damage (save for half)

**Area 8: Floating Temple of Atha'al**

If all four primary pillars have been activated (all illuminated), read the following to players:

After the lightning storm subsides, an explosion of rock, ice, and snow overhead showers debris across the plateau. A sound like rock grinding on rock is heard above your heads. While the grinding noise continues, you notice that the blizzard seems to be slowing down.

The floating temple island will be noticeable within a few minutes. It will drop slowly, allowing the characters to get out of its way as it makes its descent.

By the time it settles to the top of the plateau, the snow storm will have ceased. The adventurers will be able to see an open temple on the ziggurat-like island. A silver-threaded black sash will be seen floating in the center of the temple, surrounded by a whirlwind of icy daggers. One hundred tiny, jagged icicle knives whip around the sash, protecting it from thieves.

A powerful force field prevents magical attempts to retrieve the sash from within the whirlwind. Only a physical grasp and retrieval of the item may be made. Any who reach into the whirlwind and quickly withdraw their hand will suffer damage from the tiny blades. A sustained reach and grasp of the sash will deal illusionary damage until the sash is pulled free – it will appear that the character grasping the sash will be uninjured or healed from the damage after the artifact is yanked from the whirlwind.

**Whirlwind Blade Damage:** 1d10 damage

After the sash is pulled out, the whirlwind of icicle daggers will explode, sending shards of razor-sharp ice in all directions (20' radius). The sash holder receives no damage from the explosion.

**Ice Blast Damage:** 2d10 damage (save for half)

Once the sash has been obtained, the characters will hear the wind kick up as if another blizzard is beginning. Additionally, the pillars will deactivate, no longer needed to illuminate the plateau (they cannot be reactivated). The group will have 60 seconds to reach the ladder before a full blizzard consumes the plateau, reducing visibility to less than a foot.

**The Sash of Atha'al:**

Grants elemental damage absorption to wearer, up to the same amount of damage points as the wearer currently has; reset every 24 hours (must be worn for the full 24 hours).

Wearer may also cast Lightning Bolt, Cone of Cold and Fly once per day each.

## Curse of the Lava Forge

*Adventure Background:* Several generations of village residents have avoided a nearby dormant volcano, remembering the legends taught to them by their elders: the dwarves and gnomes of Firepit Forge dug too deeply and brought upon themselves a demonic curse, wiping out their entire population. Although the entrance to the volcano valley hamlet has been forgotten to all within the region, a mysterious traveler has uncovered an incomplete map, possibly revealing its location. He has sold the map to a barkeep in a remote mountain village, spurring new chatter about the riches likely left behind by the residents of the old forge. Thus far, none have shown any interest in attempting to access the volcano village, and the map remains for sale.

The characters will find the map for sale at a village tavern, the price reduced several times due to the local residents' fear and worry of the volcano hamlet curse. Details found on the map are incomplete but mostly accurate. Using the local villager's knowledge of the region, they should be able to find the volcano with ease. Finding the secret entrance, even with the map, will be challenging.

### Adventure Summary

Adventure Difficulty:	Hard
Number of Characters:	4-6
Adventure Locale:	Mountain Volcano

*Adventure Start:* Using the incomplete and worn map, the characters should begin this adventure near the base of the dormant volcano. The map provides more details of the volcano valley than the exterior of the mountain.

You find yourself at the base of the dormant volcano, map in hand. The cryptic document is worn, wrinkled and faded in several areas, making details difficult to interpret. Locals mentioned that an entrance to the volcano valley should be close to where you are currently but nothing stands out.

Characters have two obvious options; find the secret entrance or climb the exterior of the volcano. An extensive review of the map may give the characters an idea of where the entrance may be. Use the read-aloud text below if they scrutinize the area on the map near the secret entrance (or pass a dice-roll check).

The area before you appears to have weathered differently than the surrounding rock face. A section roughly fifteen feet high and twenty feet wide seems smoother than the rest of the wall.

Protected by several magical wards and auras, the door can only be opened by a key (currently found within the volcano forge, area 5a), a powerful open portal-type spell, or the command phrase "*We come to trade*", found inscribed on the map in dwarvish. One word of the phrase can be faintly discovered in each corner of the map.

**Map Phrase Check:** roll under half Intelligence

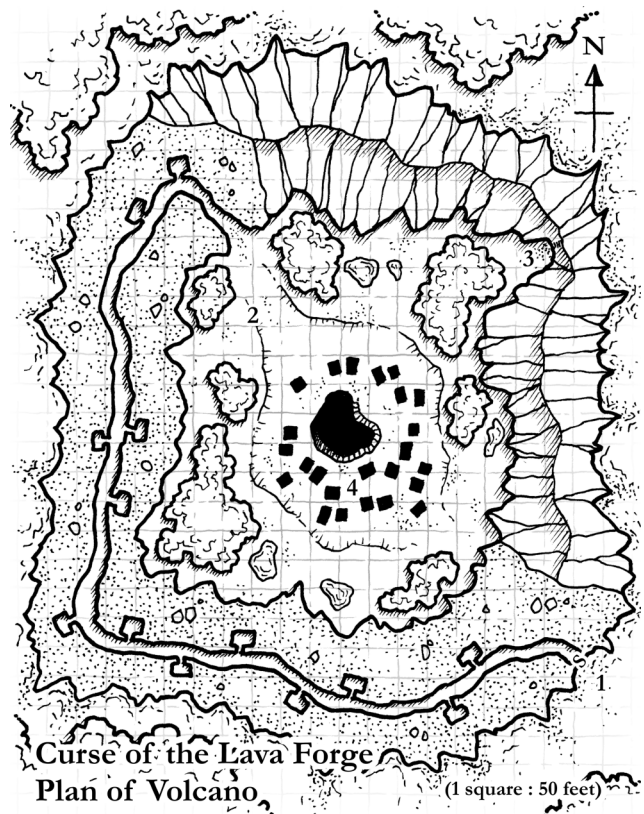
Any flight to the top of the volcano will make access to the valley much easier. However, the descent on the interior volcano wall is extremely difficult; the walls are slightly inverted and near impossible to scale. One area of the volcano's interior (see area 3) has a long set of steel rungs leading down to the valley floor.

**Exterior Climb-Up Check:** roll under Strength

**Interior Climb-Down Check:** roll under Dexterity

### Area 1: Secret Entrance

After the massive door slides into the mountain wall, a long entrance tunnel winds around the inside of the mountain interior, descending down into the valley within the dormant volcano. Smooth but cluttered with fallen debris, the sloping tunnel floor curves toward the open archway leading to the floor of the valley. There is a 25% chance that a few lava elementals may hear the character's approach, ambushing them in the dark tunnel. Additionally, several doors in the tunnel open into old merchant shops, now deserted and empty of any valuables.



### Area 2: Volcano Valley Floor

Although the volcano is dormant, not having erupted in several centuries, the lava deep below the mountain still flows, providing warmth through the central fire pit in the valley. The valley floor is lush with warm-loving vegetation, with several fruit- and vegetable-bearing plants overflowing with uneaten treasure. Warm pools of water are found throughout the valley, heated to steamy temperatures by the lava far below.

Carnivorous, flightless birds stalk the valley floor, seeking smaller and weaker prey. Adult birds are nearly seven feet tall and are strong enough to easily take down a human. Hundreds of these birds are found throughout the valley.

**Terror Birds, Stats:** AC 6[13]; HD 2; Atk bite (1d4); Move 16 Save 16; CL/XP: 3/60; Special: +2 bonus to initiative and attack due to speed

### Area 3: Emergency Escape Ladder

Over a thousand steel rungs firmly embedded in the interior wall of the volcano lead up to the top-most rim. Only the strongest and surest of foot may make the arduous climb upward.

### Area 4: Firepit Village

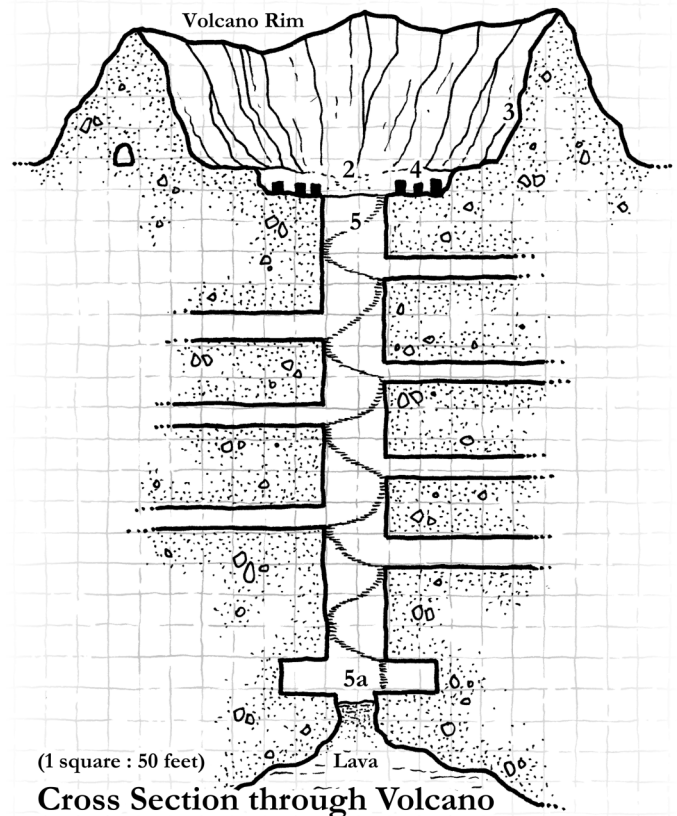
Two dozen small buildings surround the center gorge of the valley. Each structure is abandoned and in various stages of ruination. Once used as homes for the dwarves and gnomes of the village, they are empty of valuables.

Village Foes – Check every 30 minutes	
1D6 Roll	Result
1	1d4+1 Lava Elementals
2	1d6+2 Terror Birds
3-6	Empty Village

### Area 5: Forge Stairs

A single set of wide stairs leads to the forge within the fire gorge in the center of the village. After a dozen floors, the stairs end at the primary forge of the former residents of Firepit. During the descent, characters will see several offshoot passages leading to other chambers; many of these lead to work and storage chambers, and new exploration tunnels. The GM can add more detail here if needed. There is a 50% chance to encounter 1d4 lava elementals on each level descended.

**Lava Elementals, Stats:** AC 2[17]; HD 8; Atk fiery strike (3d8); Move 12 Save 8; CL/XP: 9/1,100; Special: fire attacks "heal", susceptible to cold (saving throws are made at 16), throw lava (range 40', damage 2d8)



### Area 5a: Forge

A lava demon (elemental) was freed from its endless sleep when the dwarves and gnomes uncovered its eternal prison. Upon its awakening, it lured all of the village residents to the forge, each carrying all of their wealth, and murdered every last mortal being. Their bones can still be found littered upon the forge floor. The lava demon still guards its treasure day and night.

In addition to its burning fire ability, the demon can charm characters in to turning over their items.

**Lava Demon, Stats:** AC -1 [20]; HD 12; Atk 2 strikes (2d8); Move 12 Save 3; CL/XP: 15/2,800; Special: fire attacks "heal", burning fire 20' radius (any noon-demon, non-elemental automatically takes 1d6 damage, no save)

Additionally, several (2d6) lava elementals are usually moving about the area, attending their lord.

Much of the treasure has melted down into unmanageable chunks; large piles of coins, jewelry and gems have melted and are comingled in a hardened state. Each treasure "chunk" weighs between 50 and 75 pounds, making them difficult to carry. However, the characters may use the forge to melt down piles into bricks or separate chunks into more manageable pieces (up to 100 ten pound pieces). Several magical items have not been affected by the heat. There are 3d4 magical items found amongst the treasure piles.

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## Valley of the Headless Men

*Adventure Background:* Although numerous groups of brave adventurers have made the dangerous trip to the remote valley between the two vertical mountain ranges, few have been known to return. A few scouts and hunters have claimed to have found caves with gems and veins of gold, but no one has been able to find them a second time. Many who tempt fate and return to the accursed valley are never seen again.

Hundreds of caves litter the foothills of the valley, but only a few contain pockets of raw gems and precious metals. These caves are guarded by a strange and mysterious tribe of creatures who appear as humanoids without heads! They are a bizarre race of secretive beings who want nothing more than to live without being bothered by other races. Often violent and lacking mercy, they kill any who invade their valley.

### Adventure Summary

Adventure Difficulty:	Moderate to Hard
Number of Characters:	3-6
Adventure Locale:	Valley (between ranges)

*Adventure Start:* Adventurers are likely to hear of the vast riches ripe for the taking in the shunned valley. Queries into the region will be met with stern warnings and fearful responses. From the answers received, characters should glean how dangerous the trip is.

Most locals avoid your questions about the strange valley or nervously laugh when asked about the riches within. You get the idea from those questioned that the valley is avoided by all.

### Area 1: Valley Entrance

Surrounded on three sides by steep mountain ranges, the fertile valley can be entered from the eastern side. A narrow gap in the mountain, where a winding river flows, allows for entrance into the forested valley floor.

Headless Men will be watching the entrance but will not engage adventurers here. They will stalk the group until they reach one of the encounter areas in the valley. As native residents of the quiet valley, they are nearly impossible to detect.

**Detect Headless Men, Sight Check:**  
**Detect Headless Men, Noise Check:**  
**Detect Headless Men, Smell Check:**

Any successful checks will likely only result in a brief glimpse of movement, a small noise or the sense that the group is being followed at a distance.

### Forest Within the Valley

Mixed vegetation of trees, shrubs, and vines thickly cover the majority of the floor of valley floor, making travel through the entire area difficult. Speed is one-quarter of normal and the chance of getting lost is doubled. Only a few trails are found throughout the valley (indicated on the map). Travel upon the river or along its banks is possible. Only the Headless Men can travel at normal speed within the forest.

### Areas A: Ambush Points

Three locations in the valley are excellent ambush points. Headless men have set up blinds and camouflaged areas to surprise unsuspecting trespassers.

**(4) Headless Men, Stats:** AC 6[13]; HD 3+1; Atk weapon (mostly spears, clubs and blowguns); Move 9 Save 14; CL/XP: 3/60; Special: *Surprise* (+2 to initiative), *Fear* (one time only)

The Headless Men have all the appearances of a normal human except that their facial features are set into their upper chest near the neck. A small, thick neck emerges from their torso but ends in a stump. Their horrific appearance often scares first-time onlookers.

### Area 2: Valley Lake

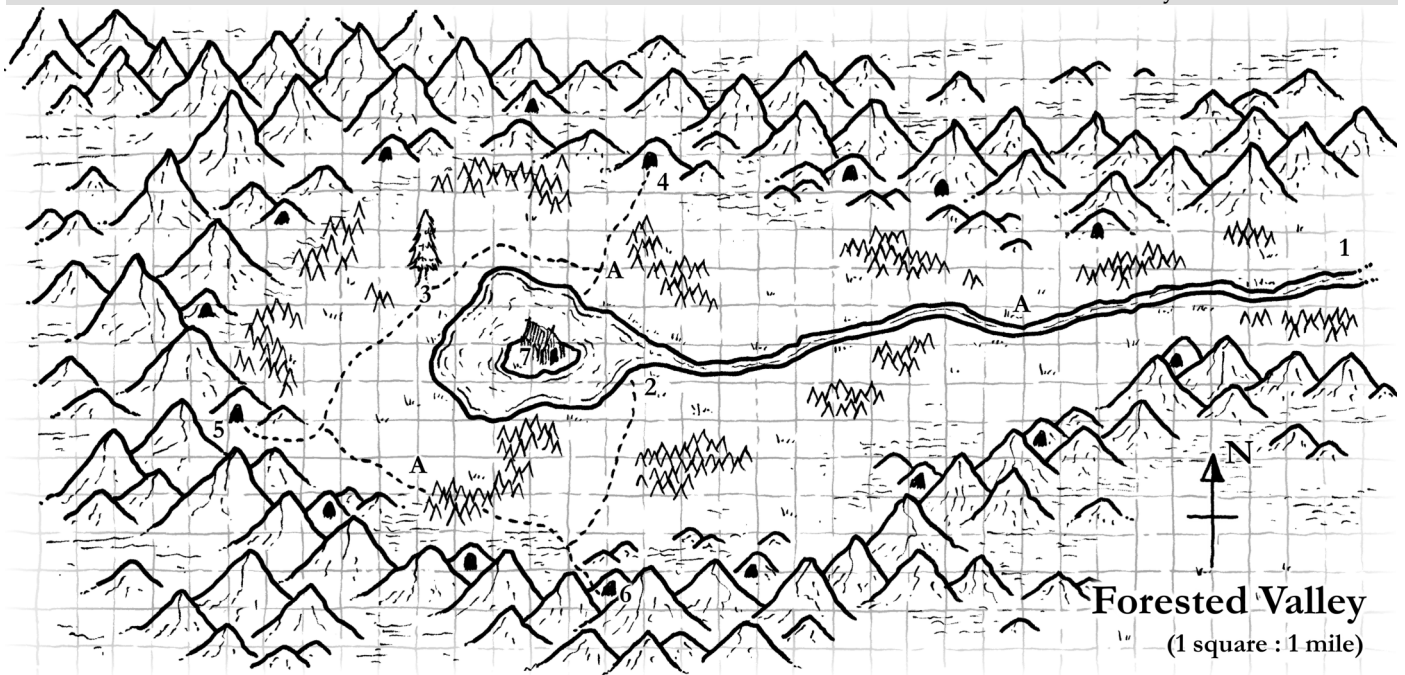
Adventurers traveling westward along the river from the mountain gap will eventually reach the valley lake. The water is clear and clean, filled with large fish suitable for eating. Headless Men spear fish along its edges and at the river mouth. There is a 50% chance that adventurers will encounter 1d4+1 Headless men fishing here. Use the statistics found in Area A.

### Area 3: Great Tree

The Headless Men believe their spirit guide and goddess live within the great tree found here. The tree towers above all others in the forest and can be seen from the river, lake, and most trails in the valley. The tribe of Headless Men make their permanent camp around the great tree. **3d6+3 Headless Men** are always here. No females or children will be found.

Additionally, the tribe's high priest is here 50% of the time (the other half of the time, he is on the island in the lake, Area 7). The high priest's statistics are found in the Area 7 description.

Raw gold and gems removed by trespassing miners have been stockpiled around the great tree. 1d6 pounds of gold and 1d100+20 gems of several types and sizes are neatly piled around the wide trunk of the tree.



#### Area 4: Cave of Gems

This northern cave is filled with gems of all types and sizes. Adventurers who exert 12 hours of searching and labor will have a 25% chance of finding 1d12+1 raw gems of great value and 1d100 tiny gems of varying value. There is a 50% chance that 1-2 Headless Men will be guarding the cave.

#### Area 5: Tunnels of Gold

Several long veins of gold are found throughout the many short tunnels in this area. Experienced miners will be able to remove several ounces of gold each day. Headless men often pray here, believing that the gold is the lifeblood of their goddess. The removal of gold is forbidden. Each day, **1d4 Headless Men** will arrive and enter the tunnels to pray.

#### Area 6: Cave of Silver

A tall, singular cave at the southern edge of the valley is filled with hundreds of veins of silver. Mining will produce several ounces of silver each day. Although **1d4 Headless Men** will check on the cave a few times per week to ensure trespassers aren't present, they avoid the interior of the cave—believing that the silver is a disease that may hurt them or their goddess.

#### Area 7: Sacrificial Temple

When trespassers are captured alive (a rare occurrence), they are brought to this small island temple for sacrifice to the goddess of the Headless Men. The temple is made from the fallen branches, bark and cones of the great tree (Area 3). **1d4+2 Headless Men** are always here, protecting the temple. The high priest, when not with his tribe at the great tree, is found here in prayer.

**High Priest, Stats:** AC 6[13]; HD 5; Atk staff (1d6); Move 9 Save 12; CL/XP: 6/400; Special: *Surprise +2 initiative*, *Fear (one time only)*, *Divine Spells (locate animals x2, detect magic, cure light wounds, produce flame, hold animal)*, carries *Staff of the Tree Goddess*

The high priest carries a Staff of the Tree Goddess, made from a straight branch of the great tree. His goddess has imbued the staff with the power to heal, disintegrate a non-magical item, and create a magical, anti-fire bubble (each once per day).

**Staff of the Tree Goddess:** *Once per day, the wielder may cast one simple healing spell, disintegrate one small, non-magical item (non-living), and create a magical anti-fire shell around a 20'x20'x20' area, granting immunity to fire to all within it.*

The abilities of the staff can only be used once per day each, regardless of the number of wielders. The staff is rendered inert if a tree is not within 1 mile of the wielder's location.

The high priest wears many bark ornaments, each covered in raw gems and gold. At least 2d20+5 raw gems of various sizes and types and several pieces of thin gold are affixed to the simple, wooden jewelry.

#### Mystery of the Headless Men

No one is quite sure where these creatures come from. Some say they are from the stars, deposited here by a fallen comet or meteor. Others believe them to be part demons, sent here for some evil purpose. They age slowly and do not reproduce.



## The Lost Caravan

*Adventure Background:* A caravan of much-needed medical herbs and potions is overdue. The sick waiting for the shipment are beginning to succumb to their illnesses. Without payment for the lost supplies, merchants are unable to prepare another shipment for the sickened village. The lost caravan must be found!

The three wagons and twenty men of the caravan fell victim to a trap set by a tribe of **snow kobolds**. The remaining caravan guards have been pinned down by the small creatures and are unable to escape. Anticipating rescuers, the kobolds have reset their traps...

### Adventure Summary

Adventure Difficulty: Easy to Moderate

Number of Characters: 2-4

Adventure Locale: Snowy Mountain Pass

*Adventure Start:* The village whence the caravan originated from has posted a reward for the wagons' retrieval. If the adventurers can find the wagons and escort them to their destination, the group will receive a bag of gold coins and several healing potions.

Although ill-advised, the caravan leader chose to take a dangerous shortcut through the mountains to save two to three days in travel. The narrow trail in the Knife's Edge Pass is tricky on foot, and nearly impossible for wagons and horses.

If the characters take the Knife's Edge Pass to find the caravan, they'll find that the way is blocked by an avalanche of snow. The hill of snow can be climbed over or shoveled through (12 hours of digging).

### Climb Check(s):

Once on the other side, the adventurers will see three wagons—two overturned—and a few soldiers hiding behind boxes, casks and crates. At least a dozen men lie in the snow, their bodies filled with spears and arrows. **Twenty snow kobolds** are hidden in the snow surrounding the wrecked caravan, their white skin and clothing camouflaging their exact locations.

**(20) Snow Kobolds, Stats:** AC 7[12]; HD 1d4hp; Atk weapons (spears or bows); Move 6 Save 18; CL/XP: 1/15; Special: *hide (partial invisibility), cover (bonus to AC), immune to cold*

Two avalanche traps have been reset on either side of the pass, triggered by three trip lines (for each trap) set under the surface of the snow. If triggered, the trap dumps several tons of snow on unsuspecting characters.

**Detect Trap(s) Check:** 1 in 6 chance (or Thieves)

**Trap Damage:** tons of crushing snow (4d12 damage)

The kobolds will rush out to stab trapped characters, spearing exposed limbs and body parts of struggling adventurers. If any characters avoided the trap, the kobolds will be less likely to expose themselves to attacks by leaving their hidden locations.

If the caravan guards see a potential rescue, they will rally one last time to help. 1d4+1 soldiers will be able to fight with swords and spears.

**(1d4+1) Caravan Guards, Stats:** AC 7[12]; HD 1; Atk weapons (swords and spears); Move 3 (in snow or injuries) Save 17; CL/XP: 1/15; Special: *none*

The chieftain of the snow kobolds will wait until the battle seems to go his way before engaging characters. However, if the kobolds lose half their number, he'll call for a retreat back to their lair nearby (see areas 3 and 6 on map).

**Snow Kobold Chieftain, Stats:** AC 6[13]; HD 1+1; Atk spear (1d6); Move 6 (jump 40') Save 17; CL/XP: 2/30; Special: *immune to cold, wears magical boots (see below)*

The kobold chieftain is an especially evil and twisted creature, preferring to torture victims slowly and consume portions of their bodies while they watch.

**Boots of the Mountain Goat:** *Gives the wearer the ability to leap 40', move through snow without penalty, and immunity to non-magical cold. The boots fit any size foot between kobold- and ogre-sized creatures.*

The contents of the wagons are spilled out in the snowy pass with many of the crates and barrels broken or smashed. Nearly 50% of the crucial medical ingredients have been destroyed in the avalanche and subsequent kobold attack. There is just enough undamaged to help the sickened village if the characters can get the remaining unbroken wagon through the snow-covered pass and down to the mountain village.

### Kobold Lair

A small cave system in the pass is the home to the snow kobolds. Its well-hidden entrance is small, requiring human-sized characters to crawl through the opening. However, the caves are tall enough for most to stand upright and move freely.

**Find Lair Check(s):** 1 in 6 chance (2 in 6 chance for elves and dwarves)

**Area 1: Lair Entrance**

Rubble, snow, and ice cover within the entrance may give the appearance of a dead-end. However, those with a good eye will see that the tunnel continues past the piles of debris. There is a 50% chance that a lone kobold sentry maintains watch in this location.

**Area 2: Refuse Chamber**

The kobolds discard waste, bones, and other useless items into this small chamber. Years of waste fill the far end of the chamber and are now the home of **six carrion beetles**, insects that enjoy dead and decaying flesh. They will only attack injured (bleeding) characters unless otherwise provoked.

**(6) Carrion Beetles, Stats:** AC 4[15]; HD 1+1; Atk bite (1d4+1); Move 12 Save 17; CL/XP: 1/15; Special: *none*

**Area 3: Tunnel Trap**

To protect the tribe from unwanted visitors, the kobolds have placed a simple yet effective trap in this area of the cave system. A wooden branch set with iron spikes is bent back around the corner of the tunnel, sprung when a trip line is activated.

**Detect Trap Check:** 1 in 6 (or Thieves ability), failure causes 1d4+1 spikes to impact victim  
**Trap Damage:** 1d4 per spike

If kobolds retreated from the pass, the remaining, uninjured warriors will be waiting in both hallways beyond the trap, ready to attack characters exiting the main tunnel. Injured kobolds and the chieftain will have fled to area 6 of the cave system instead.

**Area 4: Family Chamber**

Non-combative females and young live in this area of the tunnel system. Fifteen females and three dozen young kobolds eat, sleep, and play in the cave. 1d6 of the females wear crude jewelry made from raw gems and unrefined silver.

**Jewelry Value:** 75 gp per jewelry piece

**Area 5: Warrior Cave**

When not on duty or waiting in the pass to surprise victims, male kobolds sleep and practice with their weapons in this cave. The majority of the male warriors ambushed the wagons in the pass—only six young males will be here after the attack.

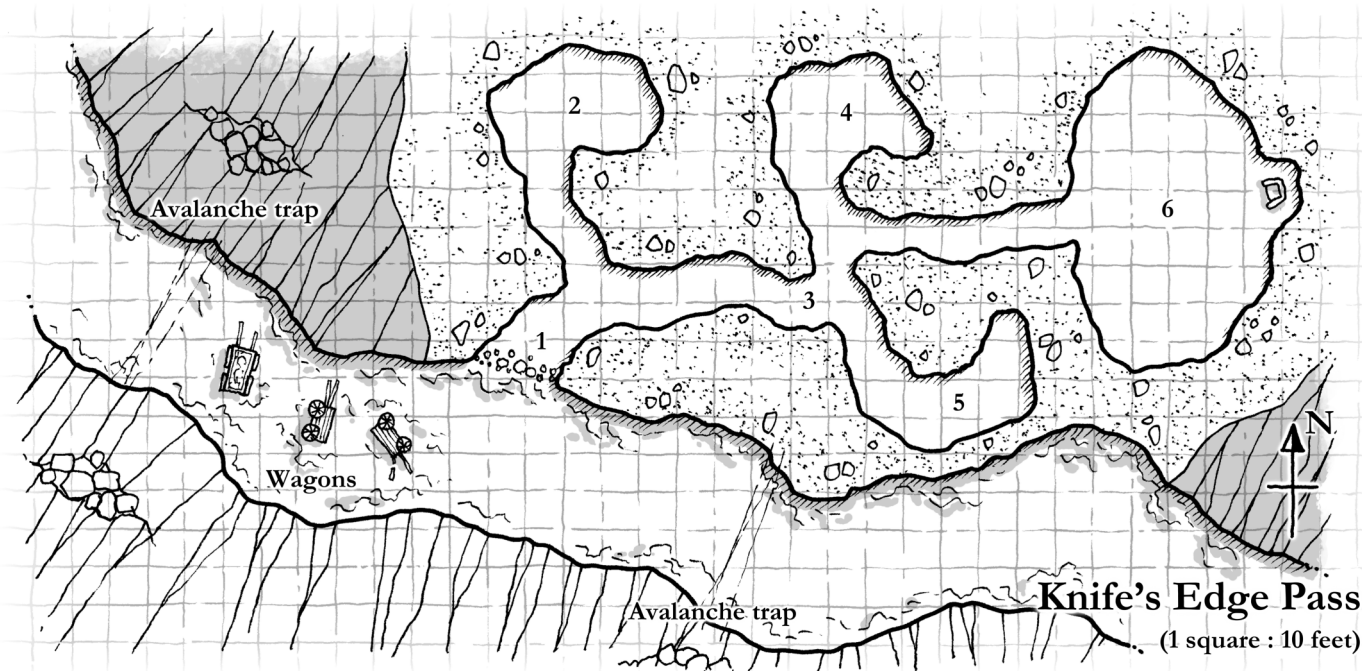
**(6) Young Snow Kobolds, Stats:** AC 8[11]; HD 1d4hp; Atk small spears (1d4); Move 6 Save 18; CL/XP: A/5; Special: *immune to cold*

**Area 6: Throne Room**

If the chieftain of the snow kobold tribe retreated from the characters within the pass, he will be found here along with any injured kobolds. The remaining kobolds will fight to the death.

The kobold chieftain stores all valuables from ambushed victims in a wooden chest behind his crude throne.

**Chest Contents:** 123 cp, 77 ep, 49 sp, 13 gp, 1pp; 3 rusty daggers, 1 broken long sword, 4 spears, 17 arrows, a leather shirt, a fur-lined cape, 2 oxen horns, 14 empty wineskins, 9 empty sacks, 12 pairs of winter boots, and a **spell book** with 5 first-level MU spells.



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## Altar of the Wolf-God

*Adventure Background:* Farmers and hunters in the remote foothills have been disappearing at an alarming rate. In the last three months, nearly two dozen men and women have gone missing, leaving no trace of their bodies or remains. Magistrates and town leaders have banded together to hire competent adventurers to solve the mystery of disappearing townfolk.

An ancient temple in the mountain forest has been recently reactivated by a lycanthe priestess. After a decade of searching, priestess Galashta found the abandoned altar site. Needing dedicated acolytes for her new temple, the priestess has kidnapped locals within a few miles of her new home. Many were found unworthy and sacrificed to her wolf-god. Two men and one woman were found worthy and were given the blessing of lycanthropy.

### Adventure Summary

Adventure Difficulty:	Moderate to Hard
Number of Characters:	4-6
Adventure Locale:	Forested Foothills

*Adventure Start:* Characters have been hired by town leaders to find the missing locals. The townfolk have no idea where their lost friends and family are, but an old hermit in the wood has seen flitting shadows and dark shapes running through the trees.

“It was under the full moon when I saw shapes, half running on all fours, half loping along bent over,” says the old hermit. “They paid me no mind as they ran up there, that yonder hill.” The old hermit’s crooked finger points to a bald-topped foothill to the north.

The indicated foothill is just a mile from the hermit’s old home. The surrounding forest is thin, with great separation between trees and shrubbery throughout. Game trails crisscross throughout the forest but a careful search should reveal a worn path of canine and human feet.

**Find Path Check:** 1 in 6 chance

The tree line ends thirty feet from the top of the hill, the upper portion scorched by numerous lightning strikes and intense fires. The blackened altar is in plain view once the characters exit the thinning tree line.

Nine wooden stakes set firmly in the ground surround a blackened, stained altar at the top of the hill. Decaying corpses of bound naked men and women droop forward on their stakes.

The priestess Galashta and her three new acolytes will either be waiting for the adventurers at the edge of the woods opposite the characters (having seen their approach), or preparing to sacrifice their current kidnapped victim at the altar.

**Priestess Galashta (Werewolf), Stats:** AC 4[15]; HD 6; Atk sacrificial dagger (see below) or bite (2d4+1); Move 12 Save 11; CL/XP: 7/600; Special: *lycanthropy, spell casting* (see table below)

Galashta will quickly instruct her acolytes to attack the group while she prepares her first spell.

Note that Galashta would rather flee and fight another day than perish.

**(3) Werewolf Acolytes, Stats:** AC 5[14]; HD 4+4; Atk bite (2d4); Move 12 Save 13; CL/XP: 5/240; Special: *lycanthropy immune to fear*

The acolytes are unable to cast any spells, instead attacking with their claws and powerful jaws.

Galashta can cast the following spells:

### Priestess Galashta’s Spells

Spell Name	Per Day	Spell Details
Heal Werewolf	3x	Heals target for 3d8 hit points.
Inflict Fear	3x	Target is afraid, flees for 1-4 combat rounds (save allowed)
Stop Foe	1x	Target is frozen in time, unable to move for 1-4 combat rounds (save allowed)
Wolf-god Fire	1x	1-4 targets are struck by lightning. Each target receives damage equal to 25% of their starting damage (save for half damage)

The priestess carries a sacrificial dagger that deals damage and also heals her half the inflicted damage.

**Sacrificial Dagger of the Wolf-God:** Deals double normal dagger damage. Any damage inflicted by the dagger heals the wielder’s injuries by half the damage inflicted.

A secret stash of amassed treasure is hidden in the altar, found behind a closed panel on the north side of the stone device.

**Find Panel Check:** 1 in 6 chance (or Thieves ability)

**Hidden Stash Contents:** 750 sp, 555 gp, 43 pp; 1 **poison of Lycanthropy Reversal**; several jars of human organs preserved in a mulberry wine, and a note written to Galashta that reads, “I await your response before sending the other acolytes.” Signed “Z”.





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