

DUNGEON DELVE ADVENTURE #3

THE MISTY HALLS OF KALÁVORKA

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

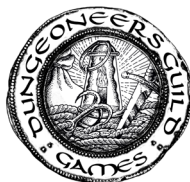


A lost vale in a high mountain range is home to a clan of mysterious giants. Sages believe the giants possess strange powers unlike those of any other giants. Yet no one has heard from them in decades. Do the giants still dwell in their misty fastness? Do they truly possess these reputed powers, and if so, what are they? A party of curious and brave adventurers like yours can find out the truth.

This adventure is designed for characters of levels 5 to 7. The characters will make an overland journey across a desolate mountain range to locate a challenging dungeon that will test even the bravest adventurer. The module includes many aids to assist the Game Master, such as wilderness and player maps, adventure hooks, rumors, terrain descriptions, and pre-generated characters.

DUNGEON DELVE adventures by Dungeoneers Guild Games are classic-style modules designed to fit into any campaign for the Advanced 1st edition game. With little effort they can easily be adapted to most fantasy role-playing games, including the Advanced 2nd edition game, the Original game, the B/X and BECM1 ("Basic") games, and most old-school renaissance (OSR) role-playing systems.

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THE MISTY HALLS OF KALÁVORKA

INTRODUCTION

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

BACKGROUND & NOTES FOR THE GAME MASTER

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

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

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

Nevertheless, the fog giants did not give up so easily. They insisted that Thorogang pass his clan's traditions to one of them and reveal the mountain's secrets. Instead, the cloud giant chose a human as his apprentice and began to instruct him in the mysteries of his people. Outraged by his choice, the fog giants confronted him and implored him to reconsider. However, Thorogang wouldn't listen; he held fast to his decision. This was too much for his servants—the final insult to their pride. In their rage, they struck down the old giant. As Thorogang's remaining lifeblood flowed across the ancient stone floors his ancestors had built centuries earlier, the fog giants proclaimed themselves the new masters of the Fastness.

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



GETTING STARTED

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

Below are a few plot hook suggestions to get you started:

1. The player characters find a book that recounts the legend of Thorogang and his extraordinary abilities. A map found with the book shows an incomplete route to the Fastness. However, it says nothing about what happened to the giant or his fog giant minions. Give the players a copy of the **PLAYER'S MAP HANDOUT** on the inside cover of this module. A cryptic verse on the map offers hints about the vale's location and the source of Thorogang's secret powers.
2. As the player characters travel through a wild mountain range, they encounter and befriend a tribe of centaurs (see "**Wilderness Encounter Area, B. Centaur Glen**" on p. 7 for details). The centaurs tell the party that two tribe members went hunting near the entrance to the vale and are now missing. The centaurs know little specific information about the vale but claim it is haunted and that they sometimes see a white-scaled dragon flying near its vicinity.
3. The player characters learn of the legend of Airar, a legendary hero who possessed a horn that could summon the mythical warriors of Valhalla to his aid when blown (i.e., the *horn of Valhalla* located in AREA 26). Some decades earlier, the hero traveled into the mountains to seek out the wise giant Thorogang to learn hidden knowledge. It is common knowledge that Airar never returned from his expedition. Most likely, the giant slew him and ground his bones into meal. In all likelihood, Thorogang still has his magical horn.



4. A sage who knows of the legend of Thorogang hires the party to locate his Fastness. From the giant, the sage hopes to learn the secrets of immortality, as he suffers from a wasting disease that will most assuredly kill him. The sage knows nothing of Thorogang's fate or of his fog giant minions.
5. The player characters are in dire need of supernatural insight for reasons specific to their ongoing campaign. They learn that the **Vale of Kalávorka** supposedly has a magical grotto that allows one to speak directly to the "gods." They set out on an expedition to locate this lost vale and the fabled "grotto-that-lives" within.

RUMORS

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

1d10	Rumor
1	The cloud giants had no real psychic powers to speak of. This was simply a ruse to lure victims to their lair to be robbed and killed. (False)
2	Some say the giants gained their powers of foresight and prophecy from the very stones of the mountain itself. (True)
3	The cloud giants all died off, and their slaves sealed the hall's entrance. Most likely, no one will ever find it again. (False)
4	The giants enslaved a clan of dwarves to mine the rich gems from the mountain's heart. They amassed a great fortune that still lies there. (False)
5	The last master of the vale was a cloud giant named Thorogang. No one has seen him for over forty years. (True)
6	The giants were demonically possessed, which is how they gained their powers. (False)
7	The cloud giants kept many servants to attend to their needs. Some of them were very powerful. (True)
8	Some visitors to the giants' fortress have claimed that the halls are imbued with powerful magic to thwart unwanted visitors. (True)
9	A covetous, ancient dragon attacked the giants' hall, slew them all, and took it over. The old wyrm still lives there, sleeping through the decades and counting the giants' treasure. (False)
10	The giants sealed their greatest treasure behind a great bronze door that only they could open. (True)

ADVENTURE SECTIONS

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

Illumination: Notes the type of illumination in an area when first encountered by the PCs. Generally, the absence of this heading indi-

cates that the area has no source of illumination.

Door(s): This section indicates whether any doors to the area are open, locked, or trapped when first encountered by the PCs. This might change on subsequent visits to the same area, so the GM should note any changes.

GM's Note: Alerts the GM to any special considerations in an area that might affect the PCs, occupants, or the environment.

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

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

Tactics: This section provides general notes on the tactics any monsters or NPCs use in combat when they first encounter the PCs.

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

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

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

ABBREVIATIONS

The following abbreviations appear throughout this module:

AC = Armor Class; **MV** = Move; **MC** = Maneuverability Class; **HD** = Hit Dice; **hp** = Hit Points; **#AT** = Number of Attacks; **Dmg** = Damage; **SA** = Special Attack; **SD** = Special Defense; **MR** = Magic Resistance; **INT** = monster Intelligence rating; **AL** = Alignment; **L** = Large size; **M** = Medium size; **S** = Small size; **xp** = Experience Point value; **THAC0** = the number to hit AC 0; **PsA** = Psionic ability; **C** = Chaotic; **L** = Lawful; **E** = Evil; **G** = Good; **N** = Neutral; **S** = Strength; **I** = Intelligence; **W** = Wisdom; **D** = Dexterity; **C** = Constitution; **CH** = Charisma; **CM** = Comeliness; **d** = type of die; **rd/rds** = round/rounds; **cp** = copper piece; **sp** = silver piece; **ep** = electrum piece; **gp** = gold piece; **pp** = platinum piece

SECTION I: JOURNEY TO THE VALE

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

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



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

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

Travel off-trail or off-track is very difficult. Whenever a party enters a hex of mountainous terrain without a trail or track, roll a d6. On a roll of 1–2, the hex is impassable on foot due to natural barriers. PCs with climbing gear can cross these hexes with great difficulty and at a very slow rate (1 mile/day). Even in passable hexes, the player characters will have to contend with getting lost (50% chance per day of travel) and the threat of natural hazards, such as rockslides, falls from cliffs, fast-moving rivers, blocked paths, and so forth.

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

WEATHER IN THE MOUNTAINS

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

Daily Fog Table

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

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

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

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

** Check once per hour of continuous movement.

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

WILDERNESS ENCOUNTER TABLE

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

1d12	Encounter	# Appearing
1	Galeb duhr	See below
2	Ghoul	2d6+6
3	Death dog	2d8+2
4	Brown bear	1d3+1
5	Giant ram	1d6+2
6	Goblin patrol*	See below
7	Jermlaine	See below
8	Mountain lion	1d4
9	Huge spider	2d4+2
10	Wolf	2d8+2
11	Spriggan*	See below
12	Wyverns*	See below

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

1. GALEB DUHR

This pair of bizarre rock monsters attacks the party only if they perceive the party as out to "*harm the stones*," i.e., mistreat their natural environment. There is a 33% chance (1–2 on a d6) they sense this in the party and attack immediately. If not, the galeb duhr will attack if they witness the party commit wanton damage or show disrespect to the rocks or stones, or if they are attacked first. Precisely what constitutes harm to the stones or environment is left to the GM to determine; galeb duhr thinking is so alien that "normal" creatures might not even be aware of any transgression against the rocks or stones. The mountain dwarves from "**Wilderness Encounter Area, E. Mining Camp**" (see p. 9) are friendly with the galeb duhr. The party receives a +20% modifier to their initial ENCOUNTER