

DUNGEON DELVE ADVENTURE #3

The Misty Halls of Kalávorka

by R. Nelson Bailey

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



A lost vale located in a high mountain range is home to a clan of mysterious giants. Sages believe the giants have strange powers that no others of their kind possess. Yet, no one has heard anything from these giants in decades. Do they still dwell in their misty fastness? Do they really possess these reputed powers, and if they do, what are they? A party of curious and brave adventurers like yours can find out the truth.

This adventure is ideal for characters level five to seven to explore. Players will make an overland journey across a desolate mountain range to locate a challenging dungeon that will test even the bravest adventurer. The module contains many aids to assist the Game Master, including wilderness and player's maps, adventure hook list, rumor list, terrain descriptions, and pre-generated characters.

DUNGEON DELVES by Dungeoneers Guild Games are classic-style adventures with minimal plot for use with the 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 BECMI ("Basic") game, and most old-school renaissance (OSR) role-playing systems.

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INTRODUCTION

The Misty Halls of Kalávorka is an adventure for 4 to 7 characters of levels 5 to 7 (about 35 levels in total). The player characters (PCs) will explore a mountain fortress inhabited by giants located 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 he or she has a good understanding of the encounter areas and 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 contain 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 located 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 up from the valley floor.

In the years that followed, many clan members gained reputations as seers — giants with the ability of second sight and prophecy. Beings of all sorts seeking knowledge of hidden mysteries flocked to the clan's mountain Fastness for guidance. These beings included not only other giants, but also men, elves, dwarves, giants, centaurs, and stranger creatures with the intelligence and desire for this knowledge. Tales soon surfaced hinting that the source of the giants' supernatural gifts originated from the very rocks of the mountain where they built their Fastness. Despite all of 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 of 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 to the east of the vale for these purposes. This arraignment worked well for both parties for many years, until the fog giants started pressing the old giant to pass his secrets on to 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 should pass on his clan's traditions and reveal the secrets of the mountain to one of them. Instead, the cloud giant chose a human as his apprentice and began to instruct him in the mysteries of his people. Outraged at his choice, the fog giants confronted him and implored him to reconsider. However, Thorogang wouldn't listen; he held resolute in his choice. 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 built centuries ago, the fog giants proclaimed themselves the new masters of the Fastness.

Those events are now many decades in the past. Visitors no longer pilgrimage 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 looking for the source of the power they believe lies hidden somewhere within the misty halls of Kalávorka.



GETTING STARTED

This DUNGEON DELVE adventure contains little or no plot, and has no predetermined adventure hook to get the players involved. 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 fit 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 over the module in its entirety. Look for clues and hints in it to serve as seeds you can use to grow a plot. Think of the text of the adventure as the foundation and frame of a building that you side, shingle, and paint to fit your preferences and needs.

Listed below are a few plot hook suggestions to get you started:

1. The player characters find a book that tells of the legend of Thorogang and his extraordinary abilities. A map found with the books shows an incomplete route to the Fastness. It tells nothing of what happened to the giant or his fog giant minions, however. Give the players a copy of the **PLAYER'S MAP HAND-OUT** located in the inside cover of this module. A cryptic verse found on the map offers hints as to 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, F. Centaur Glen**" on p. 8 for details). They tell the party that two tribe's members recently went hunting near the entrance to the vale and are now missing.



The centaurs know little specific information about the vale but claim that 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 forth the mythical warriors of Valhalla to his aid when blown (i.e. the *horn of Valhalla* located in AREA 26). Some decades previously, the hero traveled into the mountains to seek out the wise giant, Thorogang, to learn hidden knowledge from him. 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 wishes 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 his fog giant minions.
5. The player characters are in dire need of supernatural insight to help them for some reason 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" which lies therein.

RUMORS

Undoubtedly, the players will want more information concerning what to expect in the vale. Since information concerning the giants and their lost vale is not common knowledge, the characters will have to consult with specialized sources. Sages or 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 one source will know more than one or two rumors. The GM can choose or randomly roll 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 that the giants got their powers of foresight and prophecy from the very stones of the mountain itself. (True) |
| 3 | The cloud giants all died off and had the halls entrance sealed by their slaves. Most likely, no one will ever locate 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, that's how they got their powers. (False) |

- 7 The cloud giants kept many servants to take care of 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 magics to thwart unwanted visitors. (True)
- 9 A covetous, ancient dragon attacked the giant's hall, slew them all, and took it over. The old wyrm still lives there sleeping away 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 has one or more section headings detailing its contents and/or occupants. Each type of section heading is described below. Note that numbered areas will only contain those headings that are pertinent to the area. Thus, an area that contains no doors will not have a "Doors" heading.

Illumination: Notes the type of illumination in an area when first encountered by the PCs. Generally, the absence of this heading indicates that the area has no source of illumination.

Door(s): This section indicates whether or not any doors to the area are open, locked, and/or trapped when first encountered by the PCs. This might change with subsequent visits to the same area, so the GM should note any changes.

GMs Note: Alerts the GM of any special considerations of an area that might affect the PCs, occupants, or 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 to the players verbatim, but should instead paraphrase as they deem necessary. The area's description should be amended if its occupants or contents are destroyed, removed, or altered during the course of play.

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

Tactics: This section provides general notes on the tactics used by any monsters or NPCs in combat upon encountering the PCs for the first time.

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

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

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



ABBREVIATIONS

The following abbreviations appear throughout this module: **AC** = Armor Class; **MV** = Move; **HD** = Hit Dice; **hp** = hit points; **#AT** = Number of Attacks; **Dmg** = Damage; **SA** = special attack; **SD** = special defense; **MR** = magic resistance; **INT** = monster's intelligence rating; **AL** = alignment; **L** = large size; **M** = medium size; **S** = small size; **xp** = experience point value; **THACO** = the number to hit AC 0; **C** = chaotic; **L** = lawful; **E** = evil; **G** = good; **N** = neutral; **F** = Fighter; **MU** = Magic-User; **C** = Cleric; **T** = Thief; **S** = Strength, **I** = Intelligence, **W** = Wisdom, **D** = Dexterity, **C** = Constitution, **Ch** = Charisma; **d** = type of die; **rd/rds** = round/rounds; **cp** = copper piece; **sp** = silver piece; **gp** = gold piece; **ep** = electrum piece; **pp** = platinum piece.

SECTION I: JOURNEY TO THE VALE

The first section of this adventure involves the PCs traveling through a mountainous wilderness searching for the lost Vale of Kálavorka. These rugged mountains offer many opportunities for the party to adventure, and obtain treasure and 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 game play. 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 have a base of operations for making multiple forays into the mountains. A small hamlet (pop. 110) lies in the lowlands west of the mountains 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, albeit in limited quantities.

Rates of Travel: Player characters will most likely travel on foot through the mountains. They travel as fast as the movement rate of their slowest member. The table below lists the movement rates for the party. The number to the left of the slash indicates the number of 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 the number of hours it takes to travel one hex. Note that each hex on the **GAME MASTER'S WILDERNESS MAP** equals two miles of distance.

<u>Base Move Rate</u>	<u>Trail</u>	<u>Track</u>	<u>No Trail</u>
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 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 impassible on foot due to natural barriers. PCs with climbing gear can cross these hexes with much difficulty and at a very slow rate (1 mile/day). Even in passable hexes, the player char-

acters will have to contend with getting lost (50% chance per day of travel) and the threat of natural hazards, such as rock slides, falling off of 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 have 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 further, or lead them into another adventure altogether. Feel free to use the inspirational suggestions and hints found throughout the module to construct these areas, or just make up your own. If you wish for a more self-contained adventure, you can simply have these tracks dead-end in cul-de-sac valleys. The "Xs" situated along these trails indicate where the trails 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 "Results" column on the table below to determine whether or not cold fogs descend into the mountain valleys. The roll also indicates the density of the fog, as indicated in the second column.

DAILY FOG TABLE

<u>2d6</u>	<u>Result</u>	<u>Density</u>
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 on the table below. Creatures with exceptional senses other than vision (e.g. hearing, smell, etc.) might negate some or all effects listed below at the GMs discretion.

<u>Condition</u>	<u>Moderate Fog</u>	<u>Heavy Fog</u>
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 chance listed above per turn of movement in fog/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 fractions up) as a result of striking an unyielding surface.

** Check once per hour of continuous movement.

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