

LM1
For ADVANCED
D&D™ GAMES

Dungeon Module LM1

Lost in the Mountain

by Tim Hartin

AN ADVENTURE FOR CHARACTER LEVELS 4-7



THIS IS LEVEL ONE OF AN ONGOING SERIES

You were hired as escorts for a small cloth caravan that was travelling from Ogburg to Womtham. It was suppose to be a simple job through the Raker Mountains Pass until a flash blizzard hit. Suddenly the caravan was gone and you were trapped on a narrow mountain trail looking for shelter from the freezing cold. The snow or the cold will soon be the end of you unless you find some sort of shelter! Are your eyes playing tricks on you? Is that a small crack in the mountain up ahead? Will you find safety or danger? There's only one way to know for sure...

© 2007 PARATIME DESIGN

LOST IN THE MOUNTAIN

A 1st Edition AD&D™ Mini-Adventure

By Tim Hartin © 2007 - 2008

You were hired as escorts for a small cloth caravan that was travelling from Ogburg to Womtham. It was suppose to be a simple job through the Raker Mountains Pass until a flash blizzard hit. Suddenly the caravan was gone and you were trapped on a narrow mountain trail looking for shelter from the freezing cold. The snow or the cold will soon be the end of you unless you find some sort of shelter! Are your eyes playing tricks on you? Is that a small crack in the mountain up ahead? Will you find safety or danger? There's only one way to know for sure...

RAKER MOUNTAIN CAVERNS

General Information: The northern caves (areas 1 – 3) act as a giant wind tunnel. The air currents here are very brisk (10% chance of blowing out torches per turn) and frigid. The roar of the wind is also loud as it gusts through these areas. The air currents in the southern caves (areas 4 –7) aren't as strong (a slight breeze) and warmer.

Wandering Monsters

An encounter takes place 1 chance in 12, checking each turn. For each encounter roll d6 and use the chart below:

Die Roll	Encounter
1 – 2	Bats (AC 8 or 4; HD ½; HP 1 – 2; #AT 1; D 1).
3 – 5	Harpy Patrol (1d3 Harpies) – see Area 7. If slain, subtract these from the total number in Area 7.
6	Grell (see Area 3).

Key to the Caverns:

1. Entrance: This narrow entrance is partially hidden by a steep overcrop of rock. Outdoor light illuminates the first 5 ft into the passage and then there is only darkness. The air is damp and cool as the outside mountain air rushes through the caves. A strange putrid smell permeates the air.

2. Phosphorescent Cavern: The walls in this cavern glow an eerie yellowish colour. The putrid smell is strongest in this cavern. It seems to emanate from the yellowish fungus that is growing all over the cave walls and ceiling. The fungus is concentrated in the centre of the cavern, namely between the two natural pillars. This is some strange but harmless fungus but the PCs will not know that. Perhaps they will mistake it for Yellow Fungus (the DM is encourage to play this idea up) or the DM could treat the smell of this fungus as if it was like a Stinking Cloud spell.

3. The Howling Caverns: The shape of these caverns catches the wind in such a way that it literally howls through these caves. The ceilings of this section of caves stretch upwards disappearing into the darkness overhead. The wind is so strong in this area that the chance of a torch blowing out is raised to 50% per turn. The roar of the wind is equally strong and makes verbal communication difficult (spellcasters may find casting verbal component spells difficult).

Occasionally above the roar of the wind, a shrill chirping/clicking sound can be heard. A grell has made its way through the mountain and now calls these caverns home. It hasn't eaten in a while and will eagerly stalk anything that enters these caverns as potential prey.

Grell										(Fiend Folio PP. 46 – 47)		
AC	MV	HD	HP	#AT	DAM	SA	SD	MR	INT	AL	SIZE	XP
4	12"	5d8	26	11	10x1d4/1d6	See Below	See Below	Standard	Average	NE	M	970

Special Attacks: Paralyzation.

Special Defenses: Immune to lightning.

4. The Mouth of Madness: While everywhere else in this area seems to arch up into the mountain, this small side chamber has a strangely shaped hole that leads deeper into the mountain. The shape of this hole seems to suggest a large open mouth. Strange ridges near the top of the opening could have once resembled teeth. It is hard to tell because they have been smoothed and worn by the passage of time.

The walls of this hole are extremely smooth. Characters must make a DEX check or else lose their footing and tumble uncontrollably down the passage (check each round). The passage continues for about 50 ft. (at a steep 55% slope) until it at a dark chamber (see Level Two).

5. Bat Cave: The floor of this cave is covered with guano. The floor is slippery but not dangerous. The top of the cavern is covered with hundreds of bats. The bats aren't overly dangerous but are easily frightened. Any light source has a 75% chance of setting the bats into a frightened and confused frenzy (flying around people, putting out torches, confusing spell casters, etc) as long as a light source is present. These bats are used to the Harpies and do not react to them.

6. Steep Slope: This cavern's floor has a steep incline. Should a character blunder into this cavern without checking their footing first (ie they are running away from the bats in area 5), then they will fall victim to the steep slope and tumble towards the Stunjelly at the end of the cavern. Cautious characters get a DEX check to see if they lose their step. Any of do fall down the slope take 1d3 damage and are surprised by the Stunjelly.

At the bottom of the chamber is a Stunjelly that resembles a smooth cavern wall. A sheathed short sword lies on top of some rotting rags at the base of the cave wall (incentive for the unwary?).

Stunjelly										(Fiend Folio P. 84)		
AC	MV	HD	HP	#AT	DAM	SA	SD	MR	INT	AL	SIZE	XP
8	3"	4d8	15	1	2d4	See Below	Nil	Standard	Animal	N	L	185

Special Attacks: Paralyzation.

Treasure: Shortsword+1, +2 vs magic-using and enchanted creatures, and 55 gp in a small ruptured sack. Inside the Stunjelly is a Topaz (500 gp).

7. Harpy Lair: Nine Harpies call the nook and crannies of this cavern their home. Along the top of the cavern are nine small ledges with individual nests. These nests are crafted from animal hide and fur, leaves and bark, and gnawed bones. The Harpies have collected the phosphorescent fungus (from area 3) and are using it to light their lair.

These Harpies are controlled by the largest and cruellest of their number... Queen Maug. They are only interested in feeding on any who they might encounter.

8 Harpy Crones									(Monster Manual P. 51)			
AC	MV	HD	HP	#AT	DAM	SA	SD	MR	INT	AL	SIZE	XP
7	6"/15"	3d8	12	3	1d3/1d3/1d6	See Below	Nil	Standard	Low	CE	M	181

Special Attacks: Singing and charm.

Treasure (in nests): 2d4x100 sp each.

Queen Maug, Harpy Leader

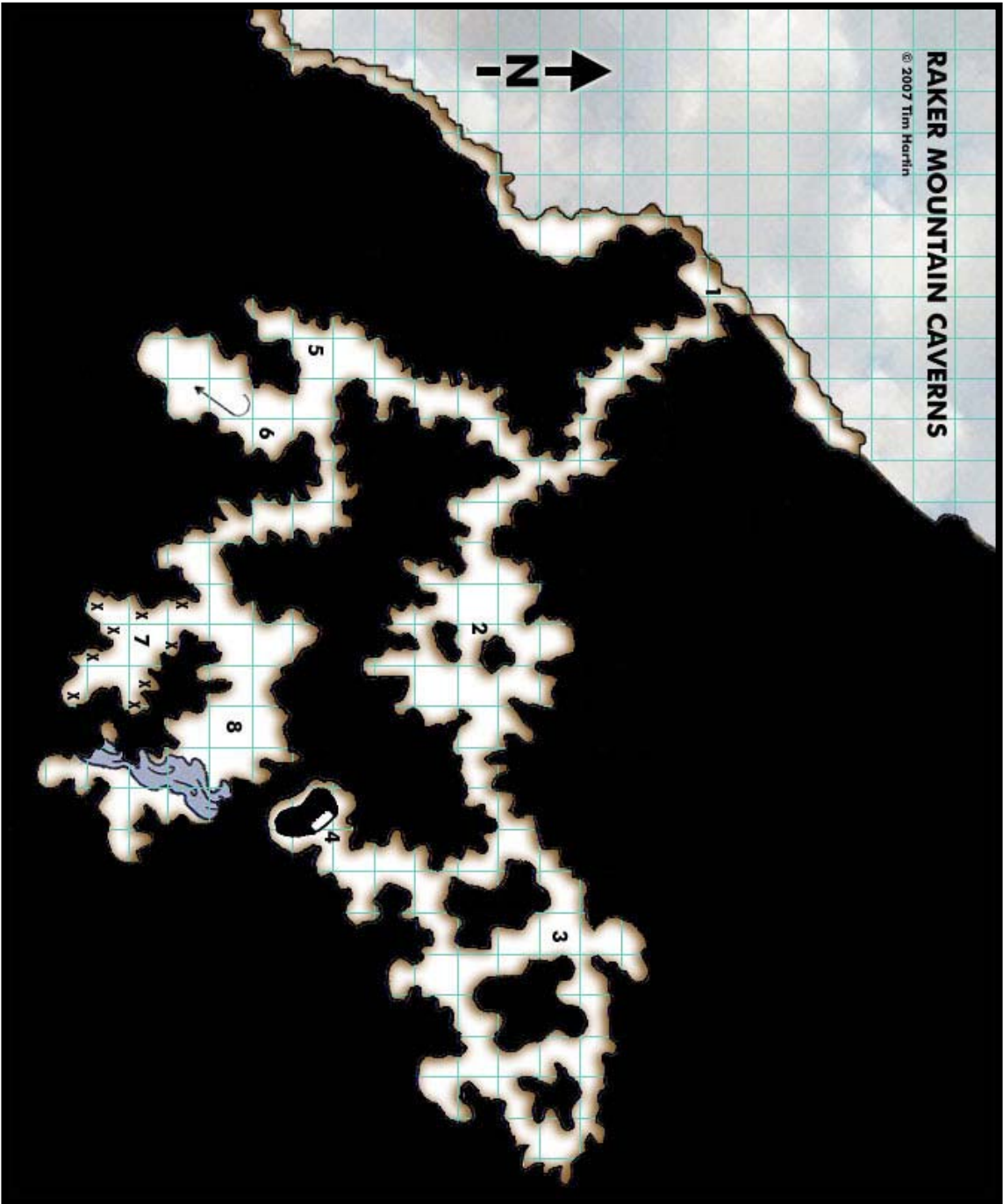
(Monster Manual P. 51)

AC	MV	HD	HP	#AT	DAM	SA	SD	MR	INT	AL	SIZE	XP
5	6"/15"	3d8	21	3	1d3/1d3/1d6	See Below	Nil	Standard	Low	CE	M	208

Special Attacks: Singing and charm.**Treasure (in nest):** 1000 sp, 2 Rock Crystals [50 gp each] and a red Garnet [200 gp], and a Scroll of Protection (Undead). Queen Maug wears a Ring of Protection+2 on one of her talons.

8. Mushroom Cavern: Large six foot tall mushrooms grow in abundance in this cavern. The mushroom field ends at a natural stream in the southern area of this cavern. The stream is a few feet deep and is icy cold. Surprisingly, a strange species of blind albino crayfish call this water home.

To Be Continued on Level Two...



CHARACTER	Berendo	Bryr	Tana Alamar	Kaz	Ummalin	Mad Zarvyn		
SEX	M	M	F	M	M	M		
RACE	H	H	E	D	H	H		
Lvl/Cls	5th/Ftr	5th/Clr	4th/M-U 5th/Thf	4th/Ftr 5th/Thf	5th/M-U	5th/Ftr		
HEIGHT	6'	5' 8"	4' 9"	4' 4"	6' 1"	6' 10"		
WEIGHT	209 lbs	164 lbs	84 lbs	156 lbs	166 lbs	211 lbs		
ALIGNMENT	CG	LN	NG	N	N	LN		
AC	2	3	4	4	5	3		
HP	29	21	14	31	14	33		
MV	9"	9"	12"	9"	12"	9"		
STR	18/43	14	11	17	13	18/62		
INT	13	11	17	12	18	9		
WIS	9	18	9	8	13	15		
DEX	14	11	18	17	16	12		
CON	15	12	13	16	14	13		
CHA	14	15	14	11	12	11		
SAVING THROWS								
PARALYSIS	11	8	12	12	14	11		
PETRIFY	12	11	11	11	13	12		
RODS	13	12	11	12	11	13		
BREATH	13	14	15	15	15	13		
SPELLS	14	15	12	13	12	14		
ARMOR	Banded & Shield	Chain & Shield	Leather	Studded Leather	None	Chain		
ATTACK ADJ	+1	0	0	+1	0	+2		
DAMAGE ADJ	+3	0	0	+1	0	+3		
MISSILE ADJ	0	0	+3	+2	+1	0		
OPEN DOORS	1-3	1-2	1-2	1-3	1-2	1-4		
BEND BARS	20%	7%	2%	13%	4%	25%		
THIEVING ABILITIES	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Read Languages
Tana Alamar	65%	52%	45%	55%	51%	25%	90%	25%
Kaz	55%	62%	55%	45%	36%	20%	80%	20%

	Weapons	Magic Items	Other Items	Spells
Berendo	Long sword, Hand axe	+2 Spear, +1 Shield, Potion of Speed	Backpack, waterskin, 2 flasks of oil, blanket, 2 large sacks, 2 torches, tinderbox	
Bryr	Footman's mace, Hammer	+1 Ring of Protection, Scroll of Cure Serious Wounds (x2)	Backpack, flask of oil, silver holy symbol, wineskin, vial of holy water, hooded lantern	Cure Light Wounds (x3), Detect Magic, Light; Augury, Find Traps, Hold Person (x2), Slow Poison; Cure Disease, Remove Curse
Tana Alamar	Short sword, Dagger	+1 Long sword, Ring of Fire Resistance, Scroll of Continual Light & Pyrotechnics	Backpack, waterskin, flask of oil, blanket, Thieves' Picks	Comprehend Languages, Feather Fall, Sleep; ESP, Invisibility
Kaz	Short sword, Dagger	+2 Battle Axe, Heavy Crossbow of Distance, Potion of Extra-Healing	Pouch belt (lg), 12 iron spikes, chisel, large sack, Thieves' Picks, quiver and 20 crossbow bolts, wineskin, 50' rope	
Ummalin	2 Daggers, 1 Dagger (silver)	Bracers of Defense (AC 7), Wand of Frost (6 charges)	Pouch belt (lg), 2 oil flasks, material spell components, 3 tallow candles, 2 torches, 1 tinderbox	Dancing Lights, Magic Missile, Spider Climb, Unseen Servant; Detect Evil, Web; Dispel Magic
Mad Zarvyn	Long sword, 3 Javelins, Hand axe	+2 Chain Mail, Ring of Free Action, Potion of Flying	Pouch belt, bullseye lantern, oil flask, metal mirror, wineskin	