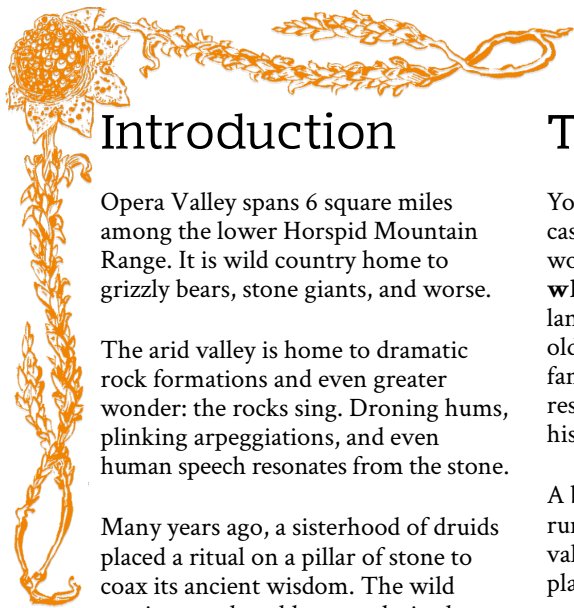




THE SINGING STONES

A wilderness adventure for character levels 3-5



Introduction

Opera Valley spans 6 square miles among the lower Horspid Mountain Range. It is wild country home to grizzly bears, stone giants, and worse.

The arid valley is home to dramatic rock formations and even greater wonder: the rocks sing. Droning hums, plinking arpeggiations, and even human speech resonates from the stone.

Many years ago, a sisterhood of druids placed a ritual on a pillar of stone to coax its ancient wisdom. The wild magic spread; stubborn rocks in the vicinity, suddenly hearing their dulcet, earthen baritones refused thereafter to be silent. Since then, the valley rumbles with the hum of singing stones.

Point-Crawling

The provided map abstracts the size of the valley's landmark and the distance between them. The valley fits within a standard six-mile hex; each labeled locale is approximately 1 mile apart from each other. Moving between each location runs a 1-in-6 risk of a random encounter en route. Moving between locales outside of marked paths (example: C9 to C21) runs a 2-in-6 chance of a random encounter. Additionally, the referee may require a Wisdom check to avoid getting lost and may issue additional rulings to account for navigating difficult terrain.

The Prince

Young Prince Hesper set out from the castle on a secret quest to prove his worth as a warrior: to slay the infamous **white wyvern** which torments his lands. A month passed and the 16 year old prince has still not returned. His family offers 10,000 GP for the prince's rescue (or 2,000 GP for the recovery of his body).

A back-alley fortune teller whispers rumor of the prince vanishing into a valley where "the rocks can talk." The player characters follow this lead to the mystical climes of Opera Valley...

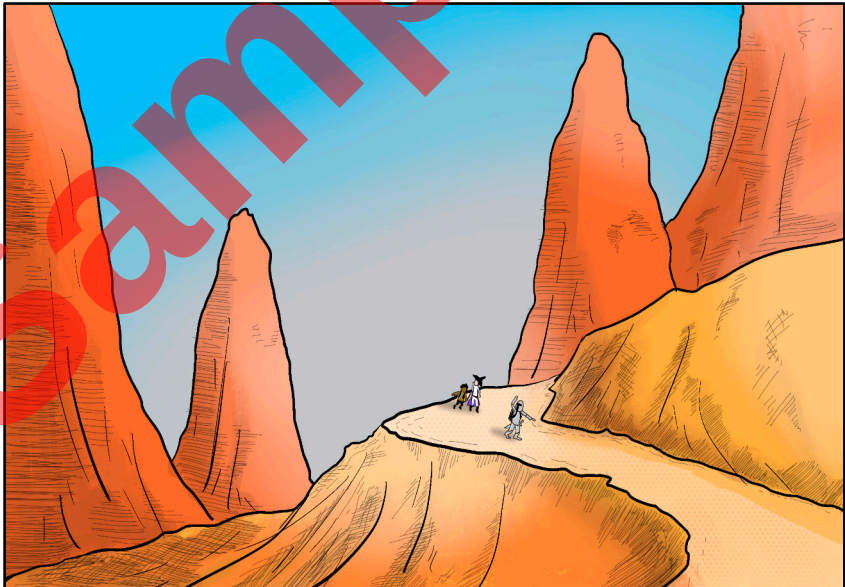
What Happened?

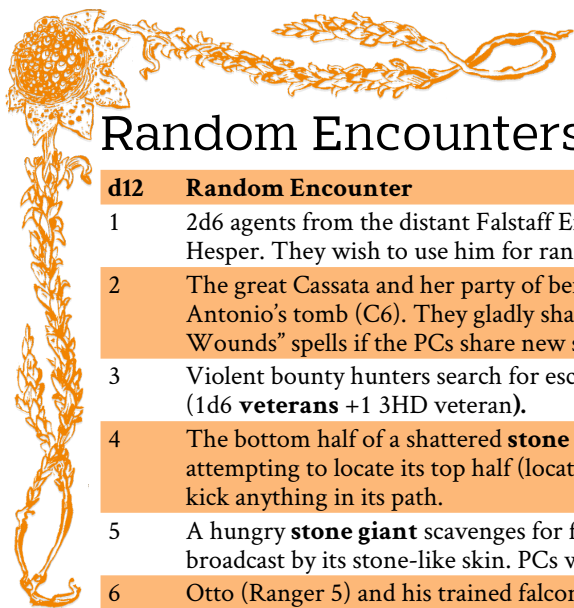
The Prince tracked the white wyvern to its nest in the Pageant Spires. He challenged the beast and lost; the wyvern's sting pierced his side and injected him with deadly venom. The Prince fled and in his desperate, delirious flight, encountered the medusa, Ada. She turned her petrifying gaze on the prince—"saving" him from his injury by transmuting him into stone. The prince now joins the other immortal, lucid, speaking statues of the Medusa's garden, given voice by the valley's magic: safe but hopelessly imprisoned.

Summary

The valley is a sandbox filled with danger and strangeness. Beyond the petrified Prince, PCs may encounter other quests to further entangle them.

- To save the prince, the PCs must find a way to cure his petrification and then quickly treat his poison before he succumbs.
- A rock-eating fiend with an insatiable appetite threatens to forever silence the valley. A benevolent rock spirit wants the beast destroyed.
- The wrathful ghost of a young bride awaits her betrothed who was frozen in stone by the medusa.
- The tomb of a great bard and his treasure lie locked behind a riddle.
- A commune of artist dwarves sculpt amazing art from the terrain. Their leader is secretly possessed by the crystalized blood of an ancient vampire. The dwarves unwittingly near completion of a magical gate to the plane of vampires.
- Missing hikers are imprisoned in a stone giant's cottage.





Random Encounters

d12 Random Encounter

- 1 2d6 agents from the distant Falstaff Empire (**veterans**) search for Prince Hesper. They wish to use him for ransom/political negotiation.
- 2 The great Cassata and her party of benevolent bards come to visit Antonio's tomb (C6). They gladly share supplies and "Cure Light Wounds" spells if the PCs share new songs or poems.
- 3 Violent bounty hunters search for escaped convict "Pig Gristle" (Area C2), (1d6 **veterans** +1 3HD veteran).
- 4 The bottom half of a shattered **stone golem** futilely stomps about, attempting to locate its top half (located in area C12). Will stubbornly kick anything in its path.
- 5 A hungry **stone giant** scavenges for food; its inner thoughts are loudly broadcast by its stone-like skin. PCs will hear it coming. (Area C16)
- 6 Otto (Ranger 5) and his trained falcon "Night Feather" out on patrol. Will not tolerate vandals or litterbugs. (House in C3, stats in C16)
- 7 The white **wyvern** attacks! (Area C8)
- 8 The **HAGFISH** munches on a large and beautiful rock formation. All rocks are silent in the immediate vicinity. (C23)
- 9 3d4 **blood demons** seek hot blood to eat. (Area C9)
- 10 A **grizzly bear**!
- 11 A nest of 1d6 **spitting cobras**.
- 12 A stone issues a **koan**: "There is a big stone. Do you consider it to be inside or outside your mind?" "Your head must feel very heavy if you are carrying around a stone like that in your mind." (+1 WIS for 24 hours, use any other ponderous question as needed e.g. "How many roads...?")

Show Me My Rival

Solutions to the prince's dilemma lie within in the valley. If the PCs elect to return to town for a "Remove Poison" scroll or any other reason, reveal a **rival party** as the next random encounter. Intimate that these uncooperative yet non-hostile rogues also search for the prince and could succeed in the PCs' absence.

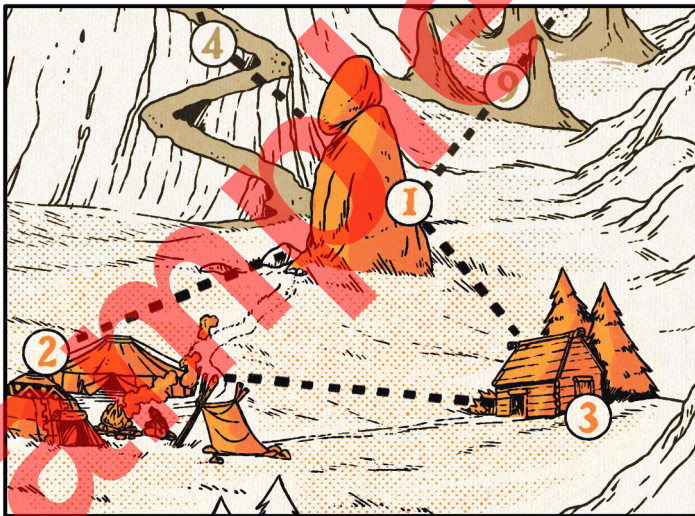
NPC	Class	AC	HP	THAC0	Saves
Michelob	Thief 5	6 [13]	12	16 [+3]	D12 W13 P11 B14 S13
Jolly Roger	Thief 1	7 [12]	3	19 [0]	D13 W14 P13 B16 S15
Kirschwasser	Elf 2	4 [15]	8	18 [+1]	D12 W13 P13 B15 S15
McCann	Dwarf 3	1 [18]	16	19 [0]	D8 W9 P10 B13 S12
Brother Tomen	Cleric 6	1 [17]	18	17 [+2]	D9 W10 P12 B14 S12



Zone 1: The Humming Flats

Grassy lowlands punctuated by an occasional sandstone outcropping. The easiest point of entry to the valley and also the quietest. Low harmonious humming similar to a “Himalayan singing bowl” resonates at all hours.

All landmarks within the Humming Flats are visible upon entering the valley. Player characters may enter the region at area C1, C2, or C3.



C1: The Sleeping Giant

A towering **sandstone monolith** crowned by an affixed lopsided boulder; its silhouette vaguely resembles a heavy-headed giant. At its feet lie **ritual offerings**. It hums an echoing contrabasso melody in a minor key.

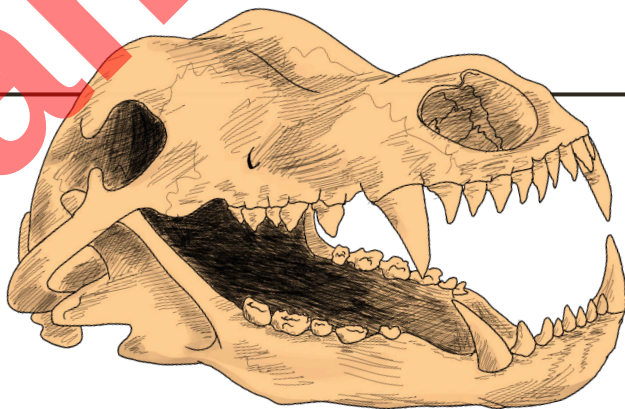
► **Ritual offerings:** lit candles, incense, a freshly sacrificed chicken, a bear skull, various coinage (18 GP, 59 SP, 215 CP)

► **The dwarf:** 2-in-6 chance/day of encountering Zupa (dwarf 3, lawful), a warrior-artist from the Barefoot Dwarves Commune (area C14) here to clean this holy site. Encourages PCs to leave offerings to the stone and invites the PCs to visit the commune. Sings harmonies with nearby rocks.

► **Leaving an offering:** The Sleeping Giant suddenly greets the PCs as “ye eidolons, ye flickering flames. Ephemeral beings, flashing brightly then fading to darkness.” Yammers on in long poetic nothings then drifts off into silence, suddenly gasping in surprise that the PCs are still alive (it doesn’t have a good comprehension of mortal lifespans). Sensing a “certain fire” within the PCs, it offers a **quest**.

► **The quest:** An unnatural rock-eating beast called the “Hagfish” recently came to the valley and already destroyed many ancient rocks. The Sleeping Giant asks the PCs to find and slay the Hagfish before the valley is forever silenced.

It rewards PCs with the location of a secret cave filled with riches (area C20).



C2: The Camp

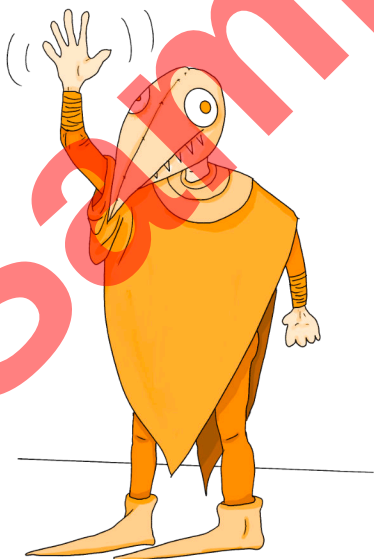
Three parties camp together around a communal campfire.

In the yellow yurts: The bird people.

► **Appearance:** Always wear beak-like masks and ponchos. They hide their true nature. (Neutral, use “Elf” stats.)

► **Disposition:** Long-traveled strangers who joyfully receive guests and offer gifts of linen scarves and horns of piping hot gravy. Only know the common word for “egg.”

► **Wants:** a wyvern egg. Their hunter was injured by blood demons and they await her recovery. They’ll pay 2000 GP (in gold ball bearings) for a wyvern egg.



In the primitive lean-to: Brenntar and his sickly brother Pip.

► **Appearance:** Mean-faced lunks never far from their cudgels. Brenntar (Thief 6, chaotic) is thick, bald, and sullen. Pip (normal human) is worm thin, hairy, and snickering.

► **Their secret:** Brenntar is secretly the famous assassin and master of poisons “Pig Gristle,” recently escaped from prison and lying low from authorities.

► **Wants:** Freedom. They’re having a fine time and wish to be left in peace.

► **What to do with them:** Brenntar is easily capable of crafting wyvern anti-venom if provided with the liver of a freshly dead wyvern. Can be turned in for 4000 GP dead or alive (or bribed into helping slay a monster).



C3: Ranger's Station

In the red circus tent: Belga and Bitszinia, gnome merchants.

- ▶ **Appearance:** Tiny, pointy-hatted spouses. Belga is an overconfident chatterbox. Bitszinia insists on feeding everyone she meets. "You're so thin! Eat, eat!" (lawful **gnomes**, 2 HD)
- ▶ **Their pet panther:** "Michael." Friendly but fiercely loyal.
- ▶ **Wants:** To make some sales, maybe collect some singing crystals, then move on.
- ▶ **For sale:** Bug repellant 500 GP; an alligator suit 1000 GP; magic perfume (+2 Charisma for 1 week) 600 GP; potion of water breathing: 500GP; burp potion (Save vs Poison or do nothing but belch for 1 minute) 600 GP; sleep poison (ingested, Brenntar helped make it): 600 GP.

A **simple wood cottage**, helpfully labeled "RANGER." Unhelpfully, the ranger is rarely home. *Otto, the self-proclaimed warden of the valley lives here but is usually out wandering with his falcon, Night Feather (see page 64).* 1-in-6 chance/day of Otto being present.

▶ **The door:** locked (simple padlock). A sooty chimney and a locked glass window provide alternative access.

▶ **Inside:** very little. Fermentation supplies, mountain berry wine (jugs of it), **falconer** supplies, a valuable hunting knife (30 GP), some recent mail.

▶ **The mail:** a wanted poster for the escaped assassin and poison master "PIG GRISTLE" (4000 GP, includes a sketch). A handbill stating the disappearance of Prince Hesper (10,000 GP reward, includes a sketch).



Zone 2: The Chiming Plateau

The stones on this high-desert plateau plink out syncopated rhythms which dance across the winds. The volume crescendos during full moons as the stones cry out for their wayward sister.



C4: The Stairs

A long series of narrow **stone steps** carved from the cliff-face crisscross up to the plateau, 600' above the valley.

► **Sounds:** Each stone stair chimes with xylophonic timbre.

► **Monsters:** The musical steps have a 4-in-6 chance of attracting 1d6 opportunistic **robber flies**.

C5: Scenic Pergola

A **classical stone pavilion** draped in wild grapevines and fragrant honeysuckle overlooks the magnificent sandstone vistas of the valley.

► **The view:** All numbered locales in zone 3 are visible from here.

► **By day:** the barely audible sound of crying echoes within the pavilion.

► **By night:** the ghost of a young bride appears. Karina was set to wed her beloved Gavrill here; he never came and Karina was eaten by robber flies. She waits still as a vengeful **wraith** who attacks mortals and screams for her betrothed. Gavrill gathered flowers for Karina's bouquet too close to the medusa's cottage (area C7). The petrified knight kneels in Ada's garden still.

C6: Antonio's Tomb

A **cavern, sealed by a massive circular stone**, serves as a tomb to the famous bard Antonio. Faeries flit around the area, mimicking bird songs. Musicians make pilgrimages here to leave flowers, sheet music, and wine at the foot of the tomb.

► The tomb's inscription:

HERE LIES THE GREAT ANTONIO.
MAY THE SOUNDS OF MU MAJOR
ECHO O'ER THE LAND
ANTONIO GAB'D

► The puzzle: Four stone trays

protrude from the lower portion of the stone. The second tray contains a **hand** specimen of singing pink **marble** which intones a pitch perfect "A."

Placing stones which sing the "mu major" chord (a major triad with an added major 2nd) into the trays opens the magically sealed tomb. "Gab'd" refers to the tones required to open the seal (G-A-B-D). Different stone has default resonant tones:

- *Sedimentary rocks default to "G." The most abundant stone in the area and found in any locale.*
- *Igneous rock defaults to "D." 1-in-6 chance of finding an igneous deposit in any area. 5-in-6 chance of finding it at the hoodoos (area C9) or Pageant Spires (area C8).*
- *The purest crystal defaults to "B." Only located on the crystal island in the underground lake (C18).*

C6-A: Inside Antonio's Tomb

Shimmering, iridescent. An **elevated crystal plinth** rises out of a **pool** of rose-scented water. A **corpse** wrapped in funerary bandages lies on the plinth; it clutches a **lute** and wears a **plumed hat**. The tomb itself clamors with a looping triumphant melody at a deafening volume.

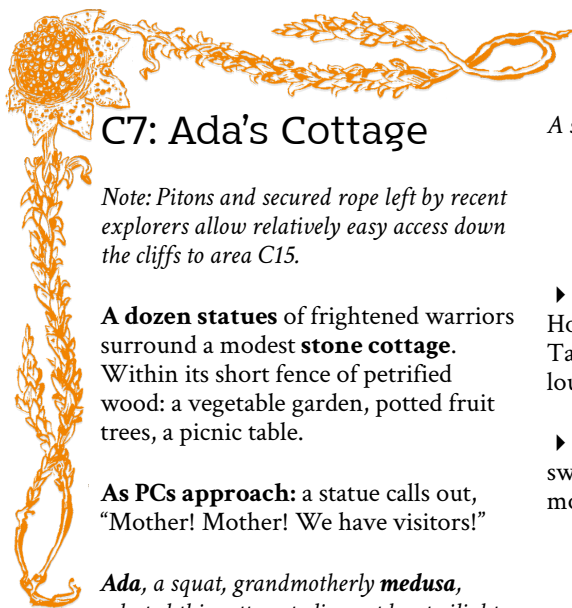
► **The pool:** **Magical.** Always smells nice.

► **The mummy:** Harmless. Antonio's inanimate corpse.

► **The plumed hat:** Stuffed with gems. 3200 GP worth of citrine and fire opals.

► **The lute: Antonio's Lute** (Magic, Cursed). Increases user's Charisma to 18, allows user to cast Charm Person 1x/day (through song). User must perform music to a paying audience 2 nights/week or die (Save vs Death).





C7: Ada's Cottage

Note: Pitons and secured rope left by recent explorers allow relatively easy access down the cliffs to area C15.

A dozen statues of frightened warriors surround a modest **stone cottage**. Within its short fence of petrified wood: a vegetable garden, potted fruit trees, a picnic table.

As PCs approach: a statue calls out, "Mother! Mother! We have visitors!"

Ada, a squat, grandmotherly medusa, selected this cottage to live out her twilight years. The statues in her yard are her former victims whom she now considers her "children." Given voice by the magic of the valley, these poor souls heed every whim of their gaoler: choir practice, "story time," guessing games, etc.

Ada, retired medusa

► **Personality:** Affable, welcomes visitors with a pot of hot tea. Keeps her head covered with a shawl but doesn't disguise her medusa identity. Wields her monstrous nature as a subtle weapon always dancing in the periphery of grandmotherly kindness.

► **Statues:** Her "family." Views their petrification as a great kindness which grants them the gift of immortality.

► **Her magic ring:** negates and stores one spell cast against her.

► **Killing her:** instantly frees her victims from petrification.

A sampling of speaking statues:

Annabelle

► **Personality:** Broken, childlike. Hopelessly devoted to her "mother." Tattles on overheard scheming. Sings loudly during choir practice.

► **If freed:** Fights desperately with sword and gnashing teeth to avenge her mother (Veteran, 3 HD).



Gavrill

► **Personality:** Obsequious to Ada but whispers desperate pleas of freedom to nearby PCs. Begs to see his “dear sweet Karina” (see area C5).

► **If freed:** Weeps for a while then runs to area C5 seeking his betrothed.

► **And then:** The PCs find Gavrill’s smiling corpse at the pergola (C5). The wraith is gone. His hand holds two diamond rings (300 GP each).



Prince Hesper and his horse

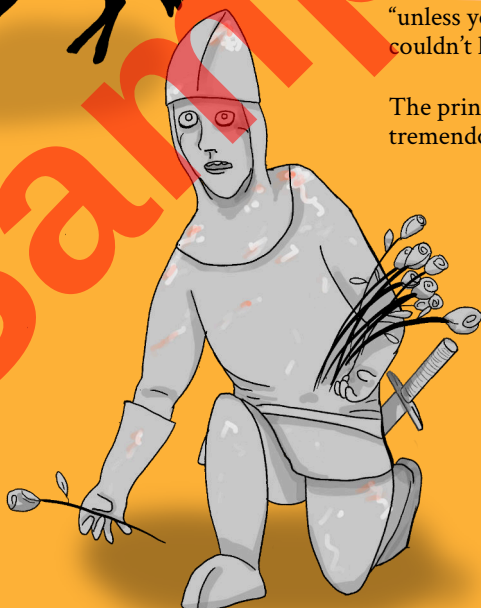
► A young prince slumped atop a mighty steed. He clutches his punctured side in agony.

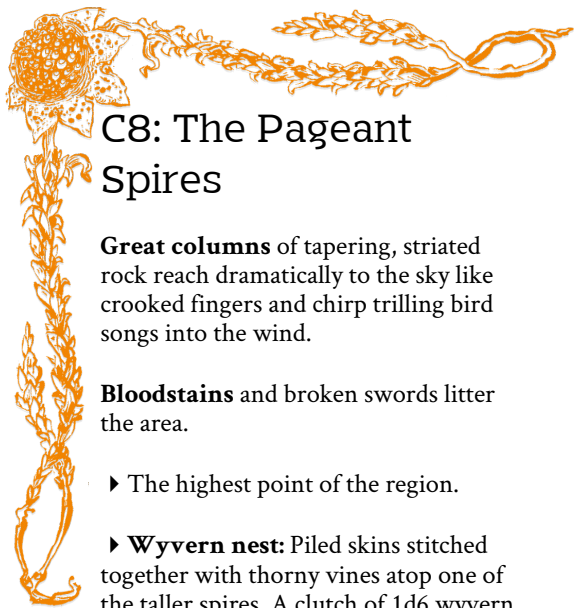
► **Personality:** Privileged, pleading. Begs the PCs for help. “Free me! I don’t belong here! Tell my father I’m here!” The confused horse neighs wildly.

► **If freed:** Dies within 10 minutes unless immediately treated with wyvern anti-venom.

► **Ada’s thoughts:** Ada found and “saved” the dying Prince with her petrifying gaze. She’s convinced he’ll learn to love his new eternal life in the garden but she won’t object if the PCs insist on returning him to the castle. She’s unable to revert him to flesh “unless you kill me of course! But you couldn’t kill me...”

The prince on his horse makes for a tremendously heavy statue.





C8: The Pageant Spires

Great columns of tapering, striated rock reach dramatically to the sky like crooked fingers and chirp trilling bird songs into the wind.

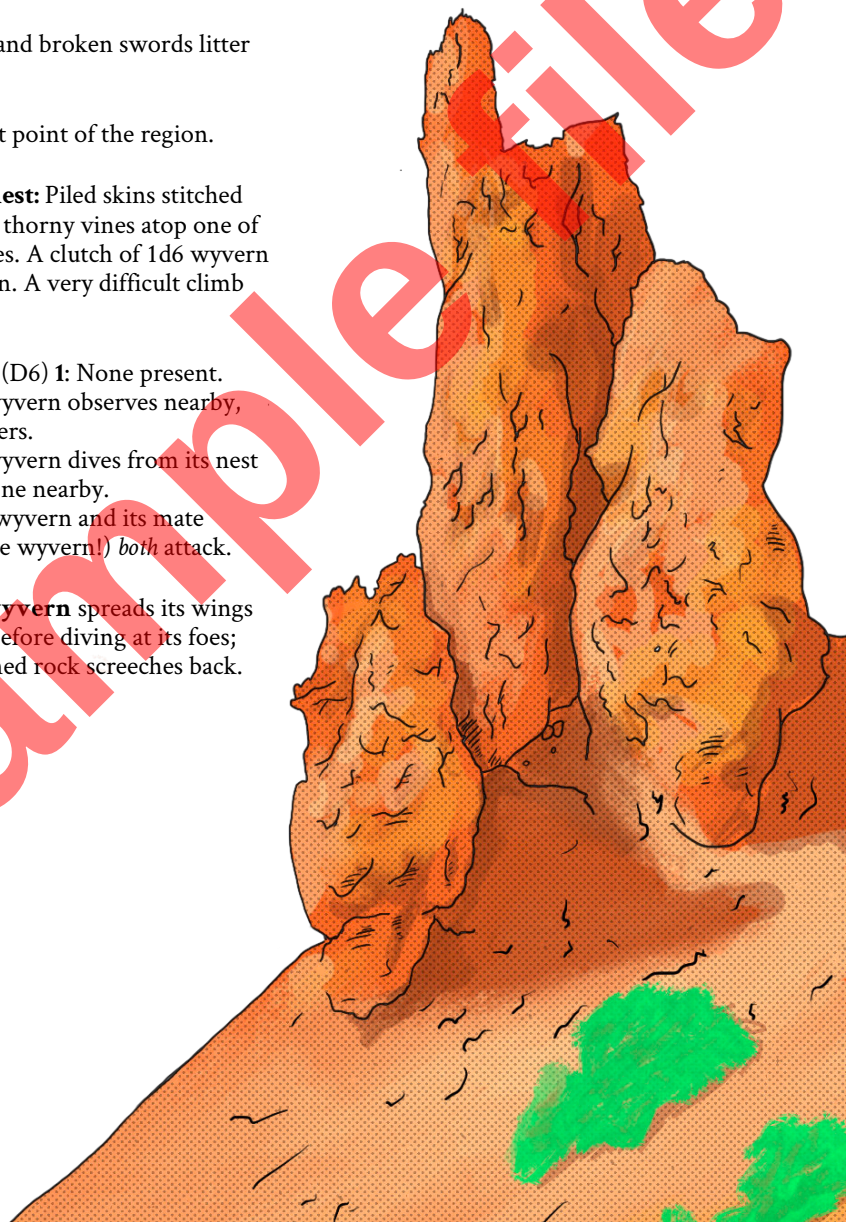
Bloodstains and broken swords litter the area.

► The highest point of the region.

► **Wyvern nest:** Piled skins stitched together with thorny vines atop one of the taller spires. A clutch of 1d6 wyvern eggs lay within. A very difficult climb to reach it.

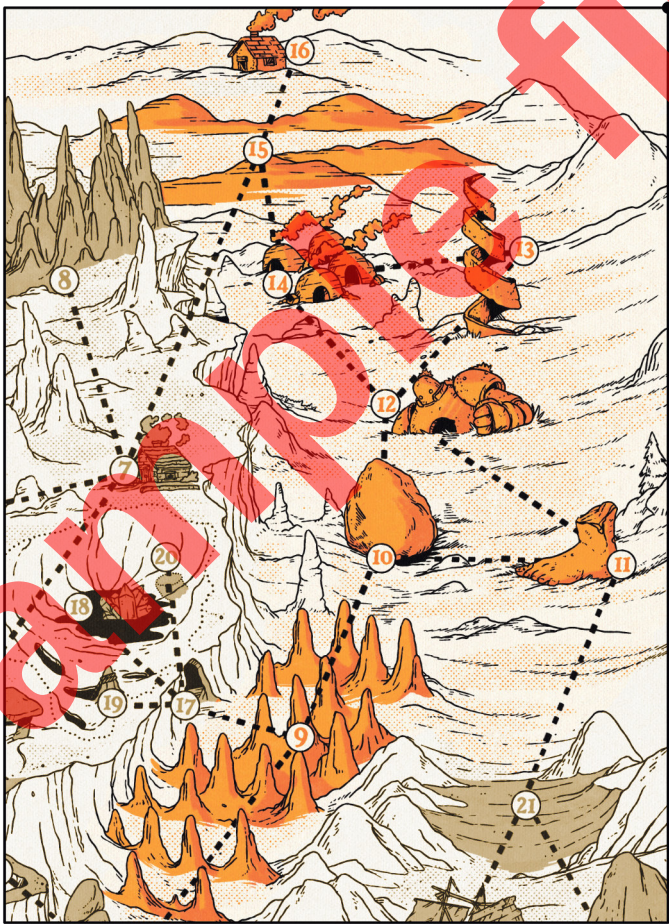
► **Monsters:** (D6) 1: None present.
2-3: a white wyvern observes nearby, attacks meddlers.
4-5: a white wyvern dives from its nest to attack anyone nearby.
6: The white wyvern and its mate (another white wyvern!) *both* attack.

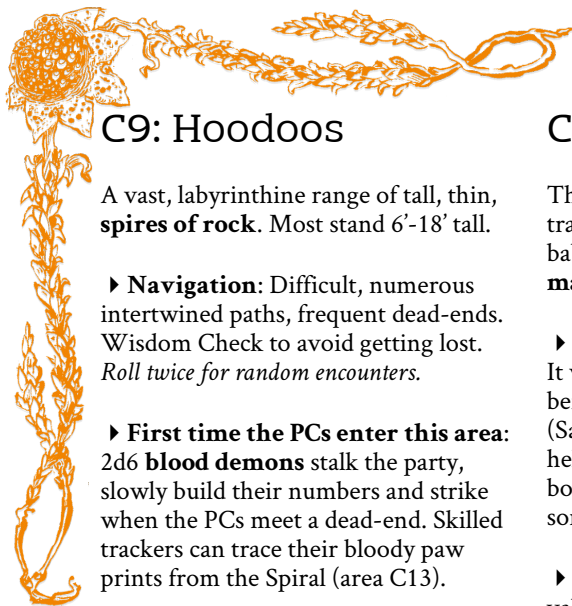
The **white wyvern** spreads its wings and screams before diving at its foes; the bloodstained rock screeches back.



Zone 3: Opera Valley

The loudest and most operatic of the stones echo their voices against the western plateau. The stones bellow out strange counterpoint, endless drone, and the occasional snippet of actual language.





C9: Hoodoos

A vast, labyrinthine range of tall, thin, **spires of rock**. Most stand 6'-18' tall.

► **Navigation:** Difficult, numerous intertwined paths, frequent dead-ends. Wisdom Check to avoid getting lost. *Roll twice for random encounters.*

► **First time the PCs enter this area:** 2d6 **blood demons** stalk the party, slowly build their numbers and strike when the PCs meet a dead-end. Skilled trackers can trace their bloody paw prints from the Spiral (area C13).

Blood Demons

Walking sacks of blood, bred as a food source in the vampire plane.

AC 6 [13], **HD** 1 (4hp), **Att** 1 × Claws (1d6), **THAC0** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 **S16** (1), **ML** 6, **AL** Chaotic, **XP** 10, **NA** 2d6 (2d6)

► **Living Blood:** Leave behind bloody footprints.

► **Blood Geyser:** 2-in-6 chance of exploding when killed. Anyone in melee: Save vs Breath Weapon or knocked back 10' and drop held weapons.

C10: Jolly Rock

The land opens up into more easily traversable sandstone hills. A small babbling stream wraps around a **massive 20' tall boulder**.

► **The boulder:** famously mischievous. It waits until travelers near the stream before sounding a deafening "BOOM." (Save vs Paralysis or fall prone, drop held items, deafened for 1 minute). The boulder echoes a guttural "ho ho ho" for some time thereafter.

► **Treasure:** Many travelers lose valuables in the stream. A turn spent searching reveals a diamond bracelet (600 GP), a wallet (290 GP), and a waterlogged leather fedora.

C11: The Chewed Foot

Once an amazing, towering goddess statue; now a **mangled foot** is all that remains. It intones a mournful song.

► **Statue debris:** trail leads southeast towards the Silent Sands (C21).

The Hagfish ate most of this statue.

C12: The Bisected Golem

A bell shaped clearing emerges from twisting sandstone paths. The upper portion of a **great stone golem** sits in the middle, one hand outstretched.

► **The golem:** Appears inert. A torso like a wood kiln, a disproportionately tiny head, one tightly clenched fist. Plays dead, then suddenly grabs a random party member (THAC0 11 [+8]). Use **Amber Golem** stat block.

► **Wants:** its legs back. They're wandering around the valley somewhere. It will hold its prisoner captive until the other PCs reunite it with its lower half. Willing to swap an imprisoned PC with collateral "of like value." Offers gems (clenched in its fist, 2000 GP) as a reward.

► **The legs:** Unless already met as a random encounter, the legs are gleefully circling the hills in area C15.

► **If reunited:** the golem marches off to complete its original purpose: to destroy the Barefoot Dwarf commune in area C14.

The Barefoot Dwarves refused to sculpt a tower for an evil wizard. The scorned wizard sent forth this golem as revenge; it ran afoul of a stone giant (C16) before reaching its destination.

C13: The Spiral

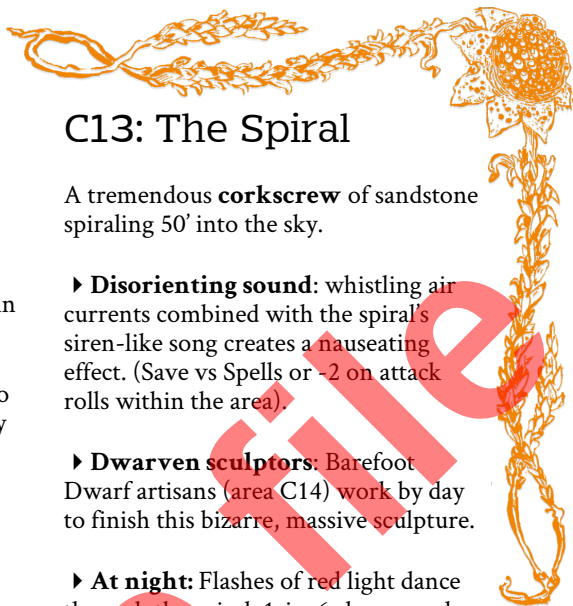
A tremendous **corkscrew** of sandstone spiraling 50' into the sky.

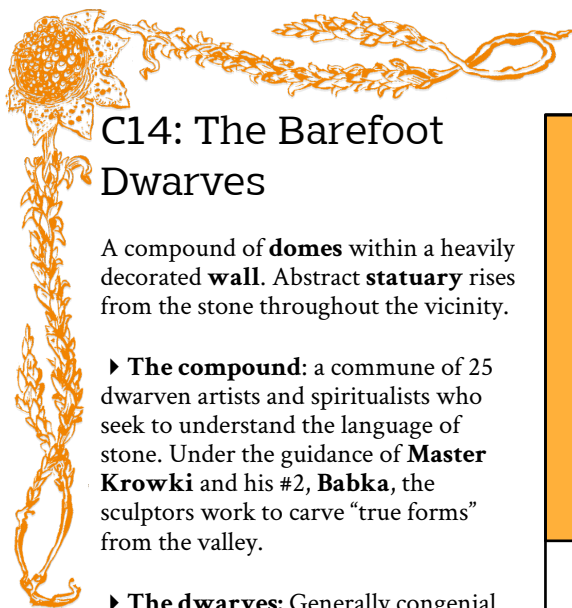
► **Disorienting sound:** whistling air currents combined with the spiral's siren-like song creates a nauseating effect. (Save vs Spells or -2 on attack rolls within the area).

► **Dwarven sculptors:** Barefoot Dwarf artisans (area C14) work by day to finish this bizarre, massive sculpture.

► **At night:** Flashes of red light dance through the spiral. 1-in-6 chance each turn of a **blood demon** emerging through a flickering tear in reality. Dwarves are unaware of this phenomenon.

► **The secret plot:** The dwarven artist **Krowki**, secretly possessed by a vampire, leads the work here. When the dwarves complete the sculpture in 7 days, a permanent gate to the Blood Realm will open and vampires and blood demons will flood the valley. (See C14).





C14: The Barefoot Dwarves

A compound of **domes** within a heavily decorated **wall**. Abstract **statuary** rises from the stone throughout the vicinity.

► **The compound:** a commune of 25 dwarven artists and spiritualists who seek to understand the language of stone. Under the guidance of **Master Krowki** and his #2, **Babka**, the sculptors work to carve “true forms” from the valley.

► **The dwarves:** Generally congenial and welcoming of strangers though stressed and weary from recent monster attacks. A guest dome is dedicated for visitors and simple fare (flatbread and broth) is freely offered.

► **Demon attack:** 2-in-6 chance per day of 2d6 **blood demons** attacking the compound. The dwarves don’t understand where they come from.

► **“About the Hagfish...”:** The dwarves hate it. The Hagfish ate a number of statues and several dwarves when they tried to defend them. The current policy is to shoo the Hagfish away with crossbows but do not pursue. Babka wants to organize a hunting party; Krowki forbids it.

► **Dwarf PCs:** may study the language of stone. Two weeks of study grants +1 bonus to detect trap and construction tricks for the next adventure. One year of study makes this bonus permanent.



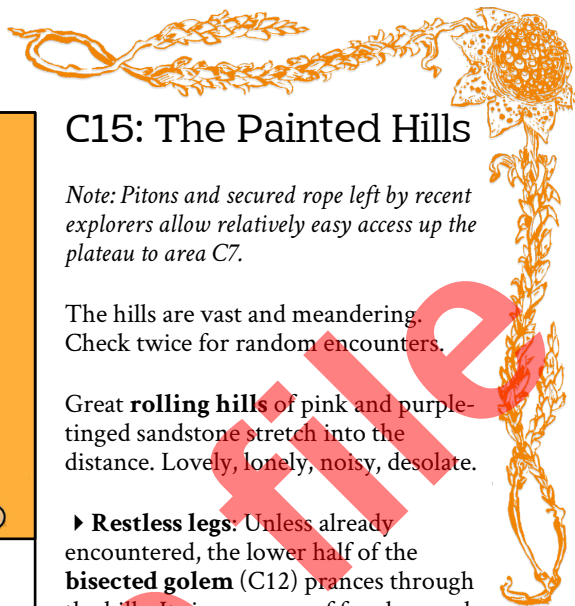
Babka (Dwarf 4, lawful)

Second in command; a fiery spirit, a physical fitness buff.

► **Appearance:** Red hair that sticks straight up. Huge muscles.

► **Disposition:** a natural leader but a terrible artist. Babka struggles to earn the respect of the more stringent aesthetes of the commune. Big “junior sports coach” energy.

► **Sub-quest:** She suspects something is amiss with Master Krowki but can’t risk losing her fellow dwarves’ respect by challenging him publicly. Quietly asks the PCs to investigate on her behalf. As a reward, she’ll gift **magic scrolls** that were donated to the commune (which dwarves aren’t able to read): **Stone to Flesh, Locate Object, Hallucinatory Terrain**.



Master Krowki (Dwarf 5)

Famous sculptor and spiritual leader to the dwarves. Fluent in the language of stone.

► **Appearance:** white hair, little ponytail, long eyebrows, smokes an extremely long pipe.

► **Disposition:** Mumbly, eccentric.

► **His secret:** recently possessed by the crystalized blood of the ancient, fallen vampire Qan who seeks to open a permanent gate to the vampires' home dimension. The maddening curves of the singing spiral (area C13) will soon create a gate to the Blood Plane.

► **His routine:** Observes construction of the spiral by day. Secretly travels to area C19 every night to commune with the Sanguilords of the Blood Plane via Qan's blood-glass coffin.

C15: The Painted Hills

Note: Pitons and secured rope left by recent explorers allow relatively easy access up the plateau to area C7.

The hills are vast and meandering. Check twice for random encounters.

Great **rolling hills** of pink and purple-tinged sandstone stretch into the distance. Lovely, lonely, noisy, desolate.

► **Restless legs:** Unless already encountered, the lower half of the **bisected golem** (C12) prances through the hills. It sings a song of freedom and wishes only to run.

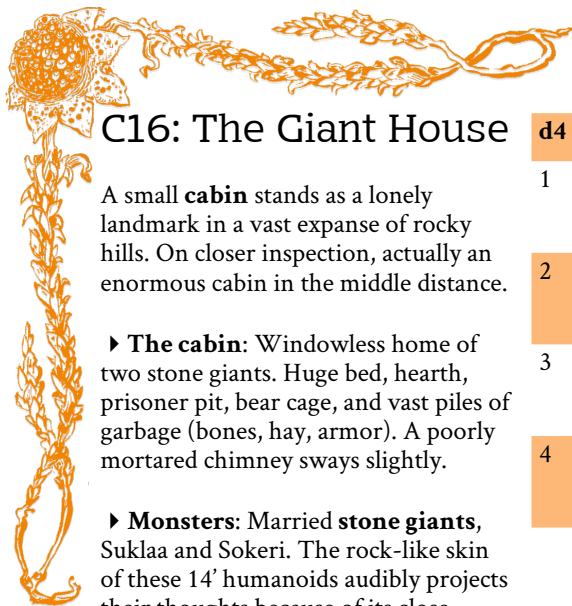
Regarding Krowki...

Note: Krowki's stat block is located in area C19 (page 68).

Every night, Krowki babbles loudly to the blood coffin (C19) about his plans to open the portal within the spiral. He immediately attacks if he catches the PCs spying on him.

The fanatical Barefoot Dwarves will require hard proof before they believe their master is possessed by evil. Krowki will do everything in his power to turn the dwarves against the PCs if his secret is exposed.

Babka believes in the PCs and will ask for their help to (discreetly) defeat her possessed mentor.



C16: The Giant House

A small **cabin** stands as a lonely landmark in a vast expanse of rocky hills. On closer inspection, actually an enormous cabin in the middle distance.

► **The cabin:** Windowless home of two stone giants. Huge bed, hearth, prisoner pit, bear cage, and vast piles of garbage (bones, hay, armor). A poorly mortared chimney sways slightly.

► **Monsters:** Married **stone giants**, Suklaa and Sokeri. The rock-like skin of these 14' humanoids audibly projects their thoughts because of its close relationship to stone. This causes frequent domestic disputes. The **giants** are incapable of surprising their enemies. They keep a pet **grizzly bear**.

► **Prisoners:** A trio of lost hikers held in a muddy 10' pit as future **meals**.

► **Treasure:** Buried among the trash: 1120 GP in coins and gems, a robe of golden thread (500 GP), a canoe.

d4 What's happening here?

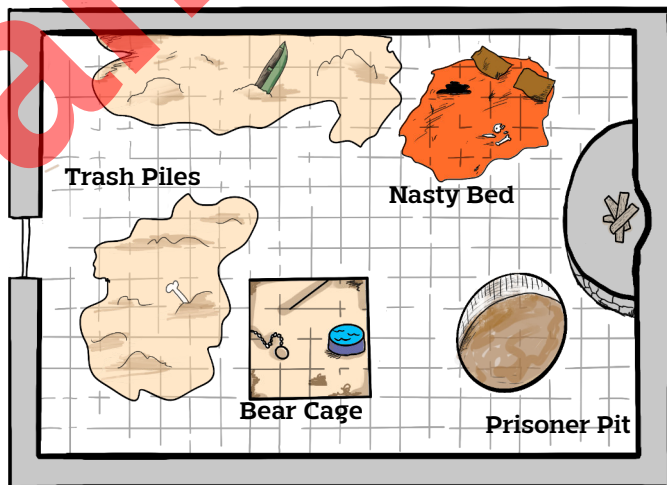
- 1 Ranger Otto is staking out the cabin, wants to rescue the hikers. One giant inside prepares dinner.
- 2 Otto's falcon, Night Feather circles above the cabin. Otto was captured! One giant sleeps.
- 3 Both giants home, argue about Sokeri's attraction for that hill giant strumpet down the way.
- 4 No giants are home; they're taking the bear for a walk (back in 10 minutes).

Otto (Fighter 4, Lawful)

► **Bearded**, leathery loner, stoic.

► **Wants:** To protect the people of the valley, preserve nature, hang out with his falcon "Night Feather," get drunk.

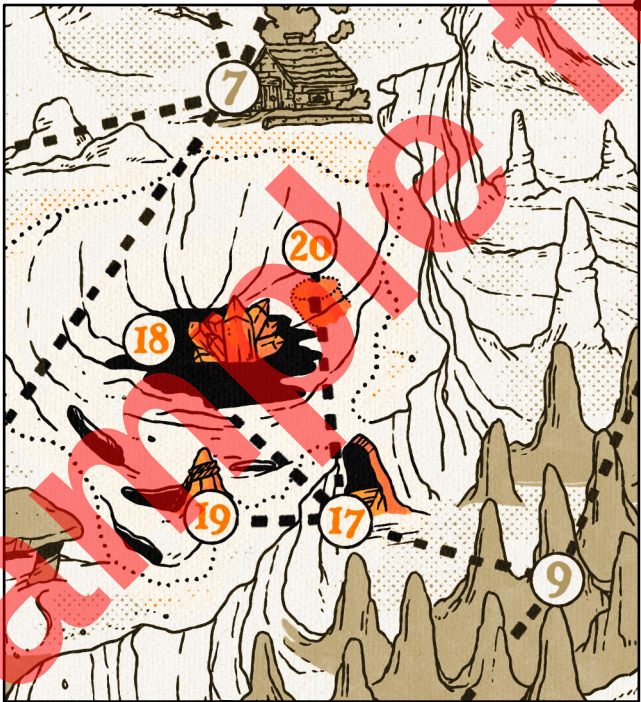
► "Of course I carry wyvern anti-venom. Why do you ask?"

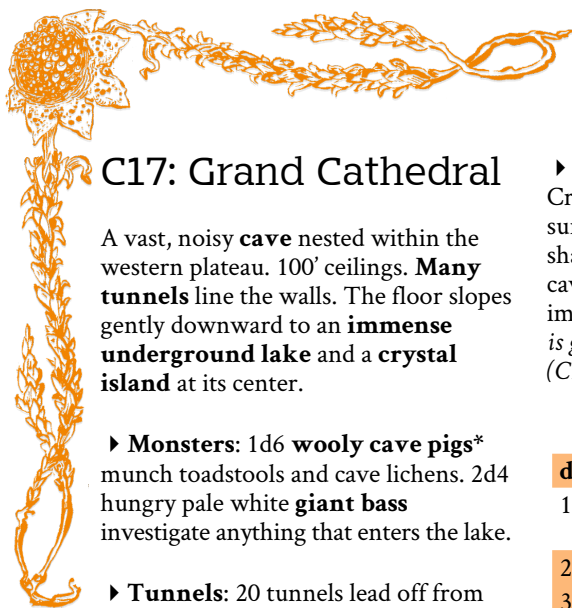




Zone 4: Crystal Caverns

Immense subterranean chambers shimmer with quartz and echo with tinkling crystalline melodies.





C17: Grand Cathedral

A vast, noisy **cave** nested within the western plateau. 100' ceilings. **Many tunnels** line the walls. The floor slopes gently downward to an **immense underground lake** and a **crystal island** at its center.

► **Monsters:** 1d6 **wooly cave pigs*** munch toadstools and cave lichens. 2d4 hungry pale white **giant bass** investigate anything that enters the lake.

► **Tunnels:** 20 tunnels lead off from the Grand Cathedral. The 7th leads to area C19; most lead nowhere. If the PCs explore these passages, use the "Tunnel Contents" table to procedurally generate their findings.

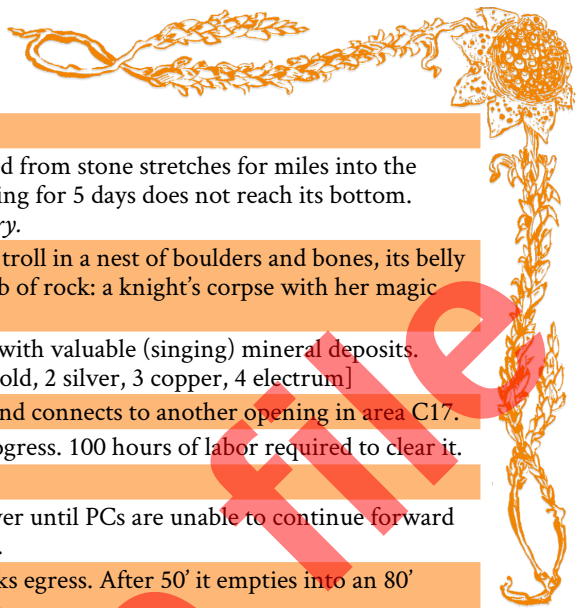
► **Secret cavern:** Due north from the Crystal Island and 3' below the shore's surface is a submerged tunnel. A p-shaped curve brings divers to a dry cavern (C20). The cavern is nigh impossible to stumble across; *its location is given as a reward by the Sleeping Giant (C1) for the successful defeat of the Hagfish.*

d4 Tunnel Contents

- | | |
|---|---|
| 1 | Two Cavern Hazards + one Cavern Termination |
| 2 | One Cavern Hazard + one Cavern Termination |
| 3 | One Cavern Termination |
| 4 | One Cavern Termination |

d12 Cavern Hazard

- | | |
|----|--|
| 1 | Goopy spiderwebs concatenate among the stalactites. 2d6 gelatinous spiders ** drip down on gossamer strands. |
| 2 | Steep vertical incline requires rope. 1d6 turns of tricky technical climbing. |
| 3 | Short-ceilinged cavern full of toxic gasses. Save vs Poison or fall asleep and asphyxiate in 2 turns. A dead cave pig marks the present danger. |
| 4 | A long crawl through claustrophobic tunnels. 4d6 turns pass. |
| 5 | A wooly cave pig * nest. 1d6+1 disgruntled hogs abide. |
| 6 | A bottomless(?) 20' diameter pit stands between the tunnel's continuation. |
| 7 | 1d6+1 dead miners rise as zombies . Their cart contains 2200 GP of quartz. |
| 8 | Long winding crawl through a "thunder tunnel" of extremely loud rock. Constitution check or deafened for 2d6 turns. |
| 9 | Singing cavern of crystal crescendos with every step. Sharpened crystalline stalactites threaten to shatter and impale trespassers (Save vs Death or die). |
| 10 | A steep slope gives way to a cascading (giggling) rockfall. Save vs Paralysis or 2d6 damage and trapped under scree. |
| 11 | A long boring subterranean road. 2d6 x 10 turns pass. |
| 12 | Pendleton, a dehydrated and disoriented explorer (chaotic halfling 2) and his surprisingly intelligent rock "Susan" are lost in a twisting labyrinth. He'll give a quartz crystal worth 500 GP to anyone who leads them out. |



2d6 Cavern Termination

- 2 A downward staircase carved from stone stretches for miles into the yawning darkness. Descending for 5 days does not reach its bottom. *What is it? Expand as necessary.*
- 3 The desiccated remains of a troll in a nest of boulders and bones, its belly split open. Under a huge slab of rock: a knight's corpse with her magic Flaming Sword.
- 4 A terminating cavern filled with valuable (singing) mineral deposits. 2500 coin weight of [d4: 1 gold, 2 silver, 3 copper, 4 electrum]
- 5 Cavern loops back around and connects to another opening in area C17.
- 6 A cave-in blocks further progress. 100 hours of labor required to clear it.
- 7 An abrupt dead end.
- 8 Sloping passage gets narrower until PCs are unable to continue forward or comfortably turn around.
- 9 A swiftly moving river blocks egress. After 50' it empties into an 80' waterfall deep into the earth.
- 10 A circle of runes. At its center is a rowboat and the skeletal remains of four halflings. No further information can be gleaned.
- 11 A large cavern with a little stone house. Aside from the rock tucked into bed, nobody is home. Nothing else of value.
- 12 A secret path to a craggy opening just outside of area C8.

*Wooly Cave Pig

Nearly blind, omnivorous troglodyte swines.

AC 7 [12], **HD** 2 (9hp), **Att** 1 × tusk (1d8), **THAC0** 18 [+1], **MV** 150' (50'), **SV** D12 **W**13 **P**14 **B**15 **S**16 (2), **ML** 7, **AL** Neutral, **XP** 20, **NA** 1d6 (1d6)

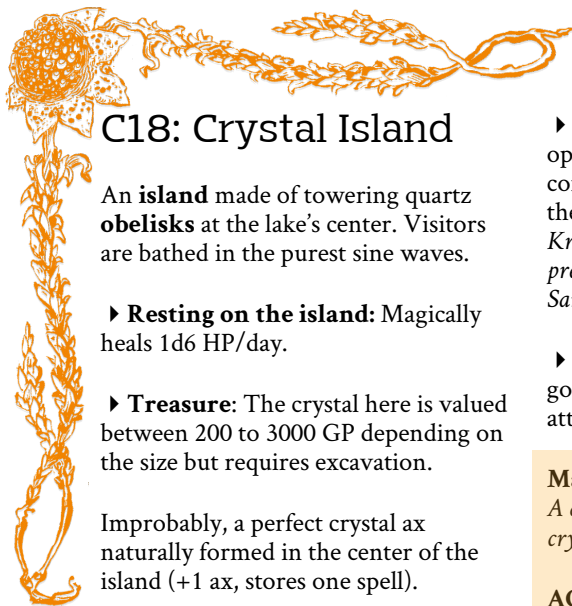
► **Olfactory Sonar:** Smells in 3D.

**Gelatinous Spider

Wobbly ooze-like arachnids which merge together when threatened.

AC 7 [12], **HD** 1/2 (2hp), **Att** 1 × bite (1d3), **THAC0** 19 [0], **MV** 120' (40'), **SV** D12 **W**13 **P**14 **B**15 **S**16 (1), **ML** 8, **AL** Neutral, **XP** 5, **NA** 3d6 (0)

► **Combine!:** 4-in-6 chance that a threatened spider merges with another. Increase HD and damage output incrementally. 2-in-6 chance that merged meta-spider has an additional mouth/bite attack.



C18: Crystal Island

An **island** made of towering quartz **obelisks** at the lake's center. Visitors are bathed in the purest sine waves.

► **Resting on the island:** Magically heals 1d6 HP/day.

► **Treasure:** The crystal here is valued between 200 to 3000 GP depending on the size but requires excavation.

Improbably, a perfect crystal ax naturally formed in the center of the island (+1 ax, stores one spell).

C19: The Hidden Tomb

A **burial chamber** hiding in anonymity within the Grand Cathedral (*it's the seventh tunnel on the left*).

Stone stairs lead down into a cave carved to resemble a **demon's mouth**.

► **Inside:** a blood-glass **coffin** and a desiccated **corpse**, older than old. Four golden **statues** of winged gorillas (1000 GP, 50 lbs.)

► **The corpse:** the ancient vampire *Qan*, long dead. His blood crystallized over 2000 years and was given a voice thanks to the magic of the valley. The blood, now itself a psychic vampire, possessed Master Krowki of the Barefoot Dwarves, fusing to his spinal column at the nape of his neck.

► **The coffin:** Priceless. Touching it opens a direct line of psychic communication with the Blood Plane, the birthplace of vampires. *Master Krowki visits this chamber every night to prepare the arrival of the Elder Sanguilords through the Spiral (C13).*

► **Monsters:** The **shadows** of the golden gorilla statues animate and attack. Disappear if light is extinguished.

Master Krowki (Bloodbeast)

A dwarven artist possessed by the sentient crystalized blood of an ancient vampire.

AC 7 [12], HD 5+1 (27hp), Att 2 x crystal blood pseudopod (1d8) or Tongue Spike (see below), THACO 14[+5], MV 120' (40), SV D10 W11 P12 B13 S14, ML 11, AL Chaotic, XP 450

► **Tongue Spike:** Lashes with a parasitic crystal tongue. 1d8 damage + heals 1d8 hp.

► **Blood Spikes:** Reactively extends spikes of crystalized blood if attacked with a melee weapon, 1d4 damage.

C20: The Secret Cave

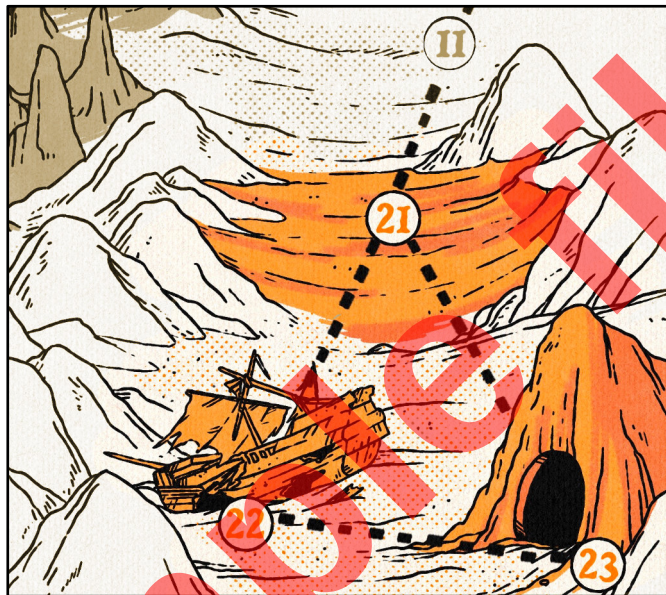
Only reachable via the secret submerged tunnel in C17. A damp cavern glittering with **ruby**. It hums a soothing drone.

► **Treasure:** 4000 GP worth of loose ruby. Another 10,000 GP worth of raw material mineable as a long term project (1 to 3 months).

*The ruby helm of the **Pale Ship** (area C22) leans against a large crystal.*

Zone 5: Silent Sands

A vast plain of silent desert. Hoodoos and other natural rock formations once filled this landscape—all eaten by the Hagfish.



C21: The Quiet Field

Silence, red sand, spiraling winds.

► **Sand storms:** The valley's bowl shape makes sand storms frequent. Roll a **Wisdom check** or get lost and travel in a random direction.

C22: The Shipwreck

A sun-bleached, single mast **sailing ship** sits beached in a dune. Its sail hangs in tatters. No waterways are remotely visible.

► **The ship:** seems to be in fine working order with the exception of a missing helm. The ship radiates an aura of enchantment magic. *This is the fabled Pale Ship, capable of sailing over land and sea. Its helm sits hidden in area C20. Once restored, grass, rocks, and waves alike all part for the slow but steady crawl of this magical vessel.*

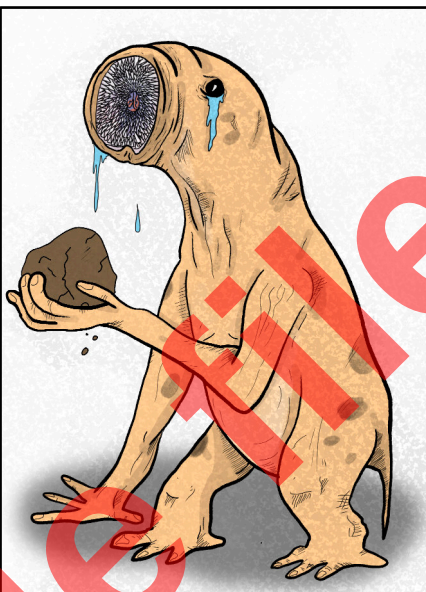
C23: The Hagfish' Lair

A large, perfectly rounded hole in the cliff face leads to a taciturn cavern.

► **Inside:** Perfectly smooth, extremely quiet, pitch black borehole. After ½ mile of tunnel: **a fork** in the road.

► **Left Fork:** another ½ mile before a sudden drop-off. **A pit**, 10' wide, 200' feet deep: the hole the hagfish crawled out of. Strange animal sounds shriek from below.

► **Right Fork:** the **Hagfish**. Either lightly napping or eating its way deeper into the mountain. *The Hagfish looks fearsome but does not attack unprovoked; it prefers a diet of rocks and minerals. It will only fight to defend itself.*



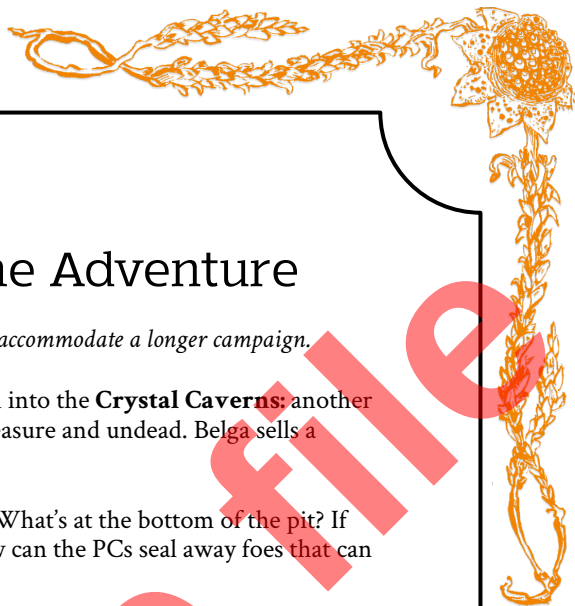
Hagfish

Bipedal piscine aberration capable of devouring anything. Prefers rocks.

AC 6 [13], **HD** 6* (27hp), **Att** 1 × bite (1d10), **THAC0** 14 [+5], **MV** 60' (20'), **SV** D12 **W**13 **P**14 **B**15 **S**16 (3), **ML** 9, **AL** Neutral, **XP** 500, **NA** 1 (1d3)

► **Eat anything:** On a successful attack, Save vs Death or die in the miniature black hole within the Hagfish' stomach.

► **Sticky fingers:** sticks to walls and ceilings.



Expanding the Adventure

The valley can easily expand to accommodate a longer campaign.

- ▶ Add an additional dungeon into the **Crystal Caverns**: another vampire's tomb filled with treasure and undead. Belga sells a treasure map to its location.
- ▶ Expand the **hagfish' lair**. What's at the bottom of the pit? If more hagfish lurk below, how can the PCs seal away foes that can eat through anything?
- ▶ What's to be done with a half-completed portal in **the Spiral** to the Blood Plane? If blood demons can travel through it, could player characters venture across as well? What red hell waits across the veil?
- ▶ If **Ada the medusa** is slain, who else is freed from petrification? Perhaps Ada kept murderers, monsters, and warlords along with her flower-stealing knights and princes.