

Information on Kalgre Wraithlord

Kalgre, said to be of elven origin, is an undead of great power + influence. Besides his 'natural' powers he has considerable martial + magical abilities. On top of this he possesses an artifact known only as the Crown of Kalgre. Exactly what powers it confers is unknown but they include immortality, a death touch, + a resistance to some forms of magic.

Kalgre is known to have allied himself ^{with} powerful forces of giants, as well as controlling his own undead vassals. Together they exterminated the former human kingdom of Nordholm, swelling Kalgres legions + giving the giants a firm base in this part of the world.

Information on Nordholm

This has been described as a land of fire + ice. Sky thrusting frozen mountains split from each other by valleys whose very rocks are burning. A land of ancient magic, a land whose people worshipped their own gods, gods as fierce as the land they lived in. Throughout Nordholm lies their ruins + burial mounds, where now only giants + undead walk.

DM Info

- the life force has been shaped into the form of a young girl of about 10. It in all respects acts its age except that it registers as ^{magic +} evil, is virtually indestructible, & its kiss turns bones to jelly. Kiss only to be used on someone who seriously annoys it & must be voluntarily accepted.

Scenario

- is broken into roughly two parts.

1) Locate Kalgre's Stronghold

- the group is in Nordholm & will have encounters

→ until they question an intelligent creature who will direct them to Mt. Ygg (if properly persuaded). etc. ^{Speak w D.}

2) Running the module

- both parties arrive at the mountain on the same day but on opposite sides. Actual moment of arrival is dictated by real time

"Kalgre can be reached through the caves above the burial mounds on Mt. Ygg."

Helvetian Setup

Here you stand, heroes all. For glory, wealth & power you have answered the summons of the Ice Queen.

For the first time in a century the Iron legions of the Dark Empire have attacked the mountain fortresses of Helvetia. For a time there was the hope of victory, or at least peace, but now it seems that the Dark Empire will conquer regardless of the price paid in blood.

Lately a new chip has fallen on the table. Rumor has spoken of a third party, Kalgre Wraithlord, & the word is that he has stolen the life force of Angmar, the Dark Emperor. Now word has come to us that Kalgre offers the life force of Angmar in exchange for the person & regalia of the Ice Queen. Such an offer was rightly spurned but we were able to establish that Kalgre is operating out of Nordholm. An ancient land, ^{now} ruled by giants of frost & fire.

It has been established that Angmar placed his life force in a small familiar. Your mission is to get that life force & return here. It is certain that heroes of the Dark Empire will be questing as well. We have managed to infiltrate their ranks with an agent who'll be identified by an emerald griffon ring.

Dark Empire Setup

All here have answered the imperial summons. Commanders of legions or prince of the blood, all vie for the favor of the all powerful emperor.

This much you are told. A princess of the imperial household has been kidnapped by Kalgre Wraithlord. He has demanded the nation of Helvetia as ransom for the young princess's return. The Emperor has instead decided to reward whoever returns with the girl, with the governorship of Helvetia. In anticipation of this the Iron legions have set out to conquer that mountain kingdom. Word is that the fighting has been bloody.

Kalgre has been tracked back to Nordholm, a land now controlled by giants + remnants of a prior human kingdom. Your mission is to return with the princess in good health. Our spies in the court of the Ice Queen have informed us that a party of Helvetian heroes is also setting out to get the girl. No doubt in the hopes of forcing a truce upon the Empire. We have placed a spy in their ranks, who you will be able to identify by an onyx snake bracelet.

Arriving at Mt. Ygg

One way or another the group gets to Nordhölml without serious encounter. The only real 'life' to be found is giants & undead. As the party wanders about the island they can meet patrols of 50 zombies led by a couple of Doomguards. Should a party remain in an area after fighting a patrol, double their size. Eventually they can run into the giant encounter. From them they can get the location of Kalgre. Should they still fail to clue in they can run into some human ghost who wants vengeance on Kalgre & will spill the beans.

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They approach Mt. Ygg, roughly in the area of Camp 1 for the Dark Empire, Camp 2 for the Helvetians. It towers above the neighboring mountains, disappearing into the smoky clouds. Its structure is obviously unnatural. ^{Perhaps it reaches the home of gods as is said.} **OVER** → Near where it would naturally peak is an elaborate circle of huge burial mounds. Ghostly fires light these graves of the mightiest kings of Nordhölml. (Each mound is the home of a barrowgiant which will attack on the slightest provocation. If treated with utmost deference it may deign to communicate. Scattered about are mounds of cash & minor magic.)

Above this area lies the region of caves. Thousands of them, twisting into the unnatural mountainside. As you pass through this area any spell caster can tell they are no longer wholly in the material plane. (This effect will hinder magical movement from inside to outside.)

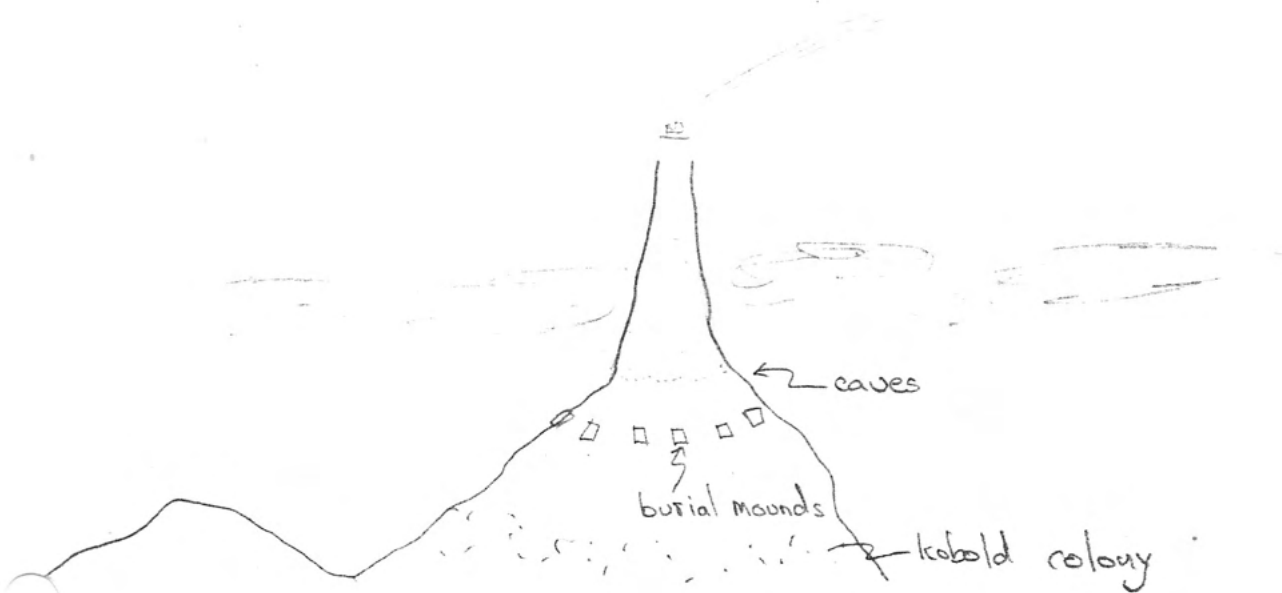
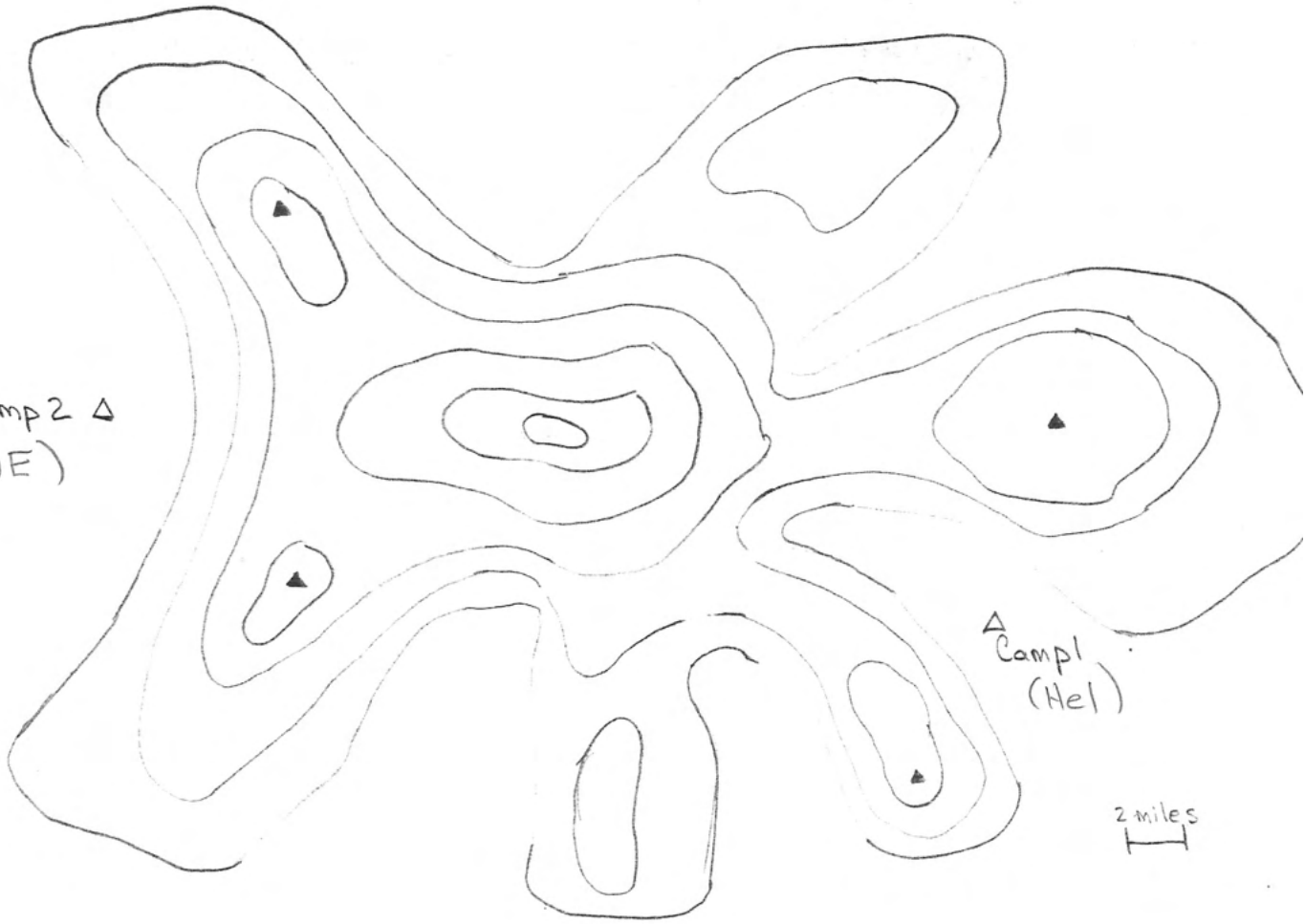
Just below the burial mounds are signs of recent large scale excavation + construction. Further investigation reveals a Kobold colony (which the giants use as flunkies) of about 10000 members.

Mt. Ygg

Camp 2 Δ
(NE)

Δ Camp 1
(NE)

2 miles



Undead Patrol

50 Zombies AC=10, Hits=15, Hit on 20 for 2D6

5 Death Guards AC=(0), Hits=100, Hit AC(-10) on 18

+1 Greatswords for 4D6, take 1/10 hits except on 20

The patrols are much too slow to attack the party unless the party stays. Party always spots patrol first

Barrowgaunt

AC=(-8), Hits=150, Hits AC(-10) on 15

has 2 "Wounding" attacks for 4D6 each (claws)

It ignores all spells that directly effect it (fireball not wal o's)

Regenerates 10/round. Hits exceed force it to dissipate for

1 day. All opponents must save vs fear every rd. Save vs every hit or paralyzed. +2 or better to hit. Anyone within 5' is subject to a stinking cloud attack.

Giant Encounter

The group is travelling along when they are surprised by a volley of boulders landing on 1 guy. On a valley wall is a party of ^{frost} giants + wolves

Boss Giant AC = (-4), Hits = 120, Hits AC (-10) on 15 ~~26~~
- 2 attacks with Maul of Titans for 7D6 + target is driven into ground to armpits (1 round to climb out, 3 if hit twice)
- hurl stones for 4D6 (20" range)
- has Red Dragon scale armor (fire resistance)

6 Joe Giants AC = (6), Hits = 90, Hits AC (-10) on 20 ~~25~~
- 1 attack for 5D6 ~~3167~~
- hurl stones for 3D6 (20" range) ~~90~~
(Joe Giant #6 can breath frost as wolf) 38 ~~85~~

6 Winter Wolves AC = 4, Hits = 40, Hits AC (-7) on 20
- 1 attack for 2D6
- breath for 4D6 (Cold), 10' range (once/10 rounds)

All the above are immune to cold

This encounter will keep showing up until dealt with

Peak Area



5000'

to Neg Plane

1000'

Giant level
Cleric level

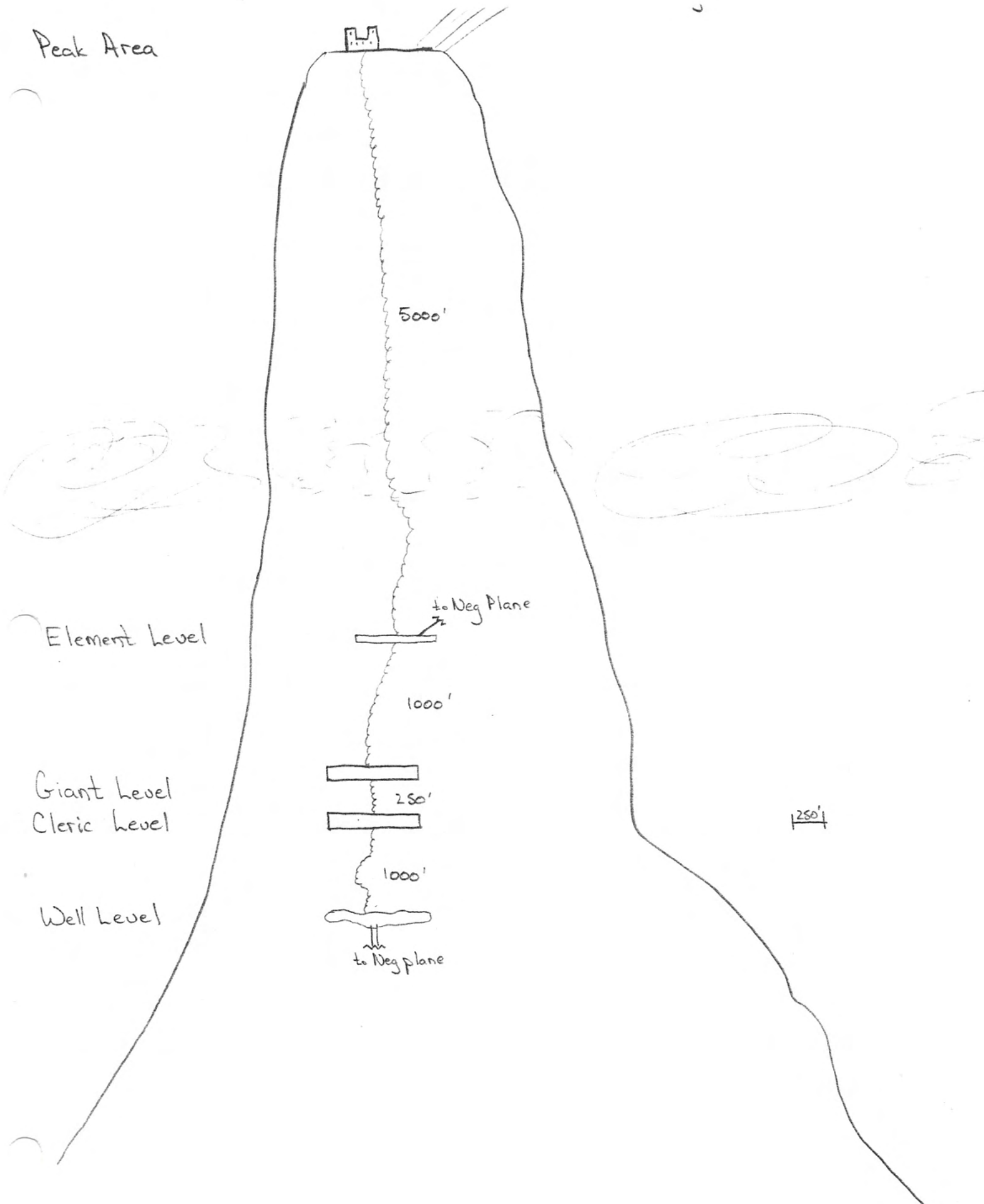
250'

250'

Well Level

1000'

to Neg plane



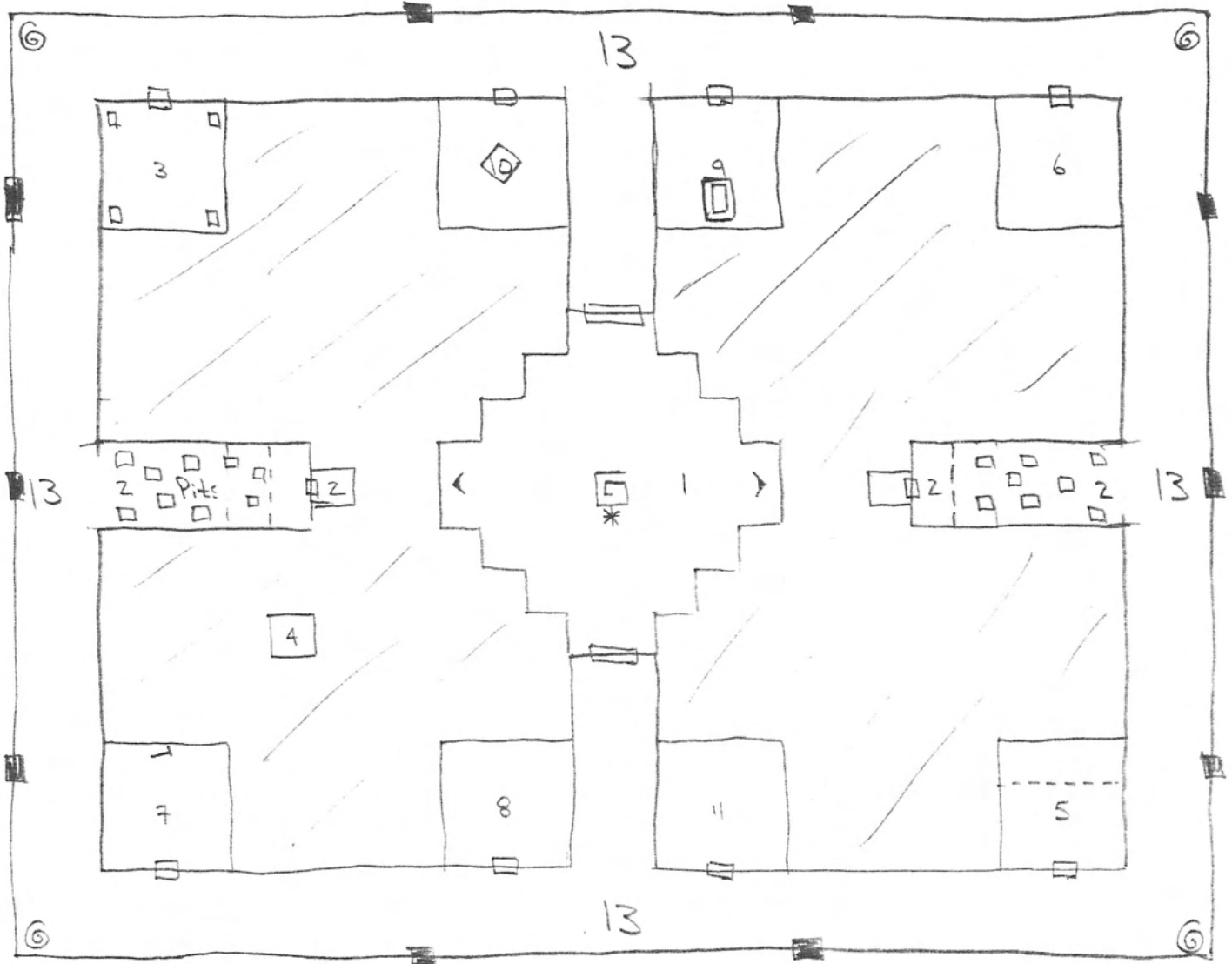
Peak Area

In the peak area is a massive encampment of 2000 Storm Giants + 1000 Gryphons. They are guarding 1 end of the Bifrost Bridge. Far up the bridge stands Heimdall, watching. A massive storm plays about the area

Storm Giant AC (-2), Hits-130, Hits (-10) on 17
1 attack for 7D6, lightning for 8D8

Gryphon AC (3), Hits-60, Hits (-8) on 20
2 attacks for 2D8

SIXTH LEVEL



Ceiling Height - 100' , Wall thickness - 5' | 30'

⊙ - spiral up to giant level 250'

⊞ - spiral up to giant level 250'
 " down " well level 1000'

* poem

— doors to 9 planes

Doem

Appears in Room 1 of Giant + Cleric Level

We must seek the treasures or die,
Where the earth touches the sky,
Pronounce my whole name,
Where the sea is aflame,
The last place to be sought,
Lies where cold iron burns hot.
Then you must return with the key,
If you wish to go free

A.S.

Cleric Level

① Temple Room ^(Poem) - Clerics of Kalgren's cult are worshipping here. At either end of the room are grisly altars. ^(dead girl on each altar) In the room are 12x 6th lev Cl, 3x 10th level, 1x 15th level, 50 zombies.

1x Lev 15 AC = (-6), Hits = 115, Hits AC (-10) on 15 ←
 +5 mace, hits for D6+9, spells - 998642

3x Lev 10 AC = (-4), Hits = 95, Hits AC (-10) on 20 ←
 +3 mace, hits for D6+7, spells - 66442

12x Lev 6 AC = (6) Hits = 60, Hits AC (-5) on 20 ←
 Daggers of Venom, hits for D4+3, spells - 553

50x Zombies AC = (10) Hits = 15, Hits on 20 for 2D6 ←

Spells

1) 5x CLW / 1x CLW / 3x CLW

2) 5x HP / 1x HP / 3x HP

3) 1x DM, 1x Con Dk, 1x Blind/Air Dd / 4x DM

4) — / 1x A Gd, 2x CSW, 1x Cause Pois / 2x Cause Pois

5) 1x Raise Dd, 1x Fl Str / 1x Pl Shift, 1x Tr Seeing

6) 1x Bl Bar, 1x Heal

② Long corridor with many pits & many dead kobolds. Rear wall is locking, 1 way sliding door. Entire area covered with (harmless) fungus. In small room is 'wraith' roper ^{in pits}

Roper AC = (-4), Hits = 120, Hits AC (-10) on 18
 D6 attacks for 2D6 drain 1 level
 immune to lightning, 1/2 from cold,

③ Vampire Tomb - 4 large caskets (1/corner) each containing a little girl vampire, staked thru heart, If stake removed come to 'life'. Vast mounds of silver (250,000) in room

Vampire AC=(1), Hits=70, Hits AC(-10) on 20
1 attack for $D6+4$, drain 2 levels
many special abilities

④ A 30x30 room containing Hewards Mystical Wheel of Fortune
It can't be moved. Powers are rolled randomly.

⑤ Mirror Room - the mirror in this room lets you see whats going on in Room 5 giant level. Dead kobolds are hung on the wall

⑥ In this room are 20 zombie giants + 40 giant corpses

Zombie Giant AC=(0), Hits=90, Hits AC(-10) on 20 for 5D6

(mixed in with a croquet set)

⑦ In this room is Thor's hammer, guarded by 10 Deathguards.
Deathguard AC=(0), Hits=100, Hits AC(-10) on 18
+1 Greatsword for 4D6, take 1/10 hits except on 20

⑧ This room has 8 Skull Warriors (turn like lich)
Skull Warrior AC=(-6), Hits=100 Hits AC(-10) on 14
+2 Sw of Sharpness for $2D6+8$, may turn gaseous as vampire

⑨ In a sarcophagus (titled Uecna) is a zombie lich with both eyes + both hands missing. About his neck is a can of pencils
Lich AC=(0), Hits=100, Hits AC(-10) on 20
1 attack for 2D6 (in the room is 200,000 nicely stacked copper & coins w/ his face on it)

⑩ In the center of a glowing black dias is a glowing ^{impaled} black greatsword. The room is kneedeep in gem stones. If any gems are taken sword will attack. By door is withered figure in the armor of a Anti Paladin of the Blue Death.

Sword - AC (-10), Hits - 50, Hits AC (-10) on a 10
 Damage is 3D6, save vs ^(spell) fear if hit

if hits are exceeded sword is subdued. If this sword ever fights white sword they contact & explode. Both people take 10D10 (save for 1/2) electrical

⑪ This room is broken up into living quarters for the clerics in room 1, luxury according to rank. Chaired to each bed is a little girl (2 to boss clerics bed).

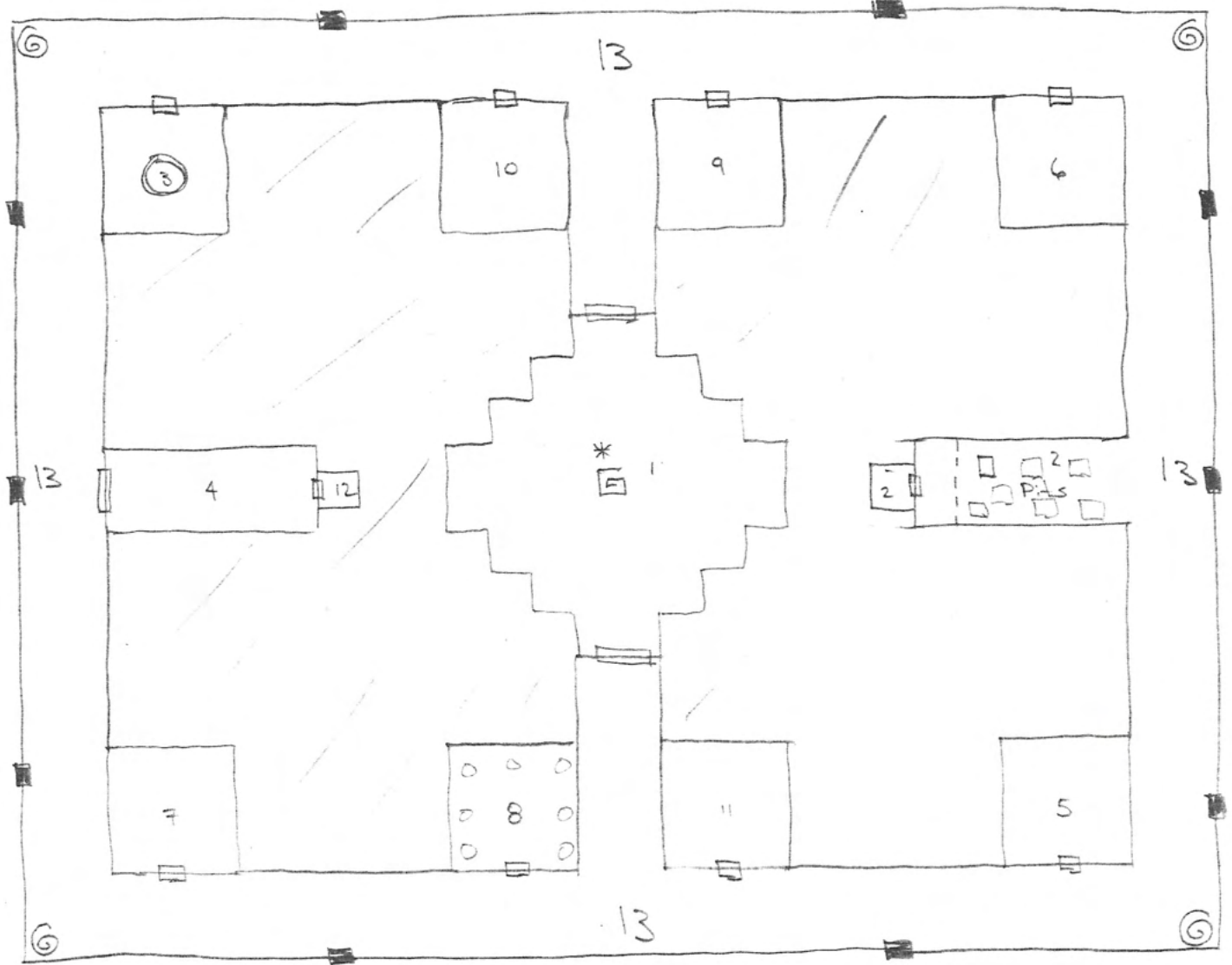
⑫ There ain't one

⑬ Corridor Area - covered with white moss which does 1 hit to bare skin. Each corridor ^④ section is patrolled by 2 Mk VIII Skeletons, 8 Mk III. Sound of combat will draw other patrols

Mk VIII Skel AC(0), Hits = 65, Hits AC(-10) on 20
 1 attack for 3D6, may fire up to 10 fingers as magic missile (D4+1)

Mk III Skel AC(5), Hits = 25, Hits AC(-5) on 20
 1 attack for D10,

Grant Level



Ceiling height - 100', walls are 5' of stone

13'

⊙ - spiral ^{down} to cleric level 250'

⊞ - spiral up to elemental level 1000'
 " down " cleric " 250'

* poem

— doors to 9 planes

Giant Level

① Giant Guard Post (Poem)

An alert guard post of 8 Stone Giants, 4 Magic Absorbers
(2 black/2 white)
+ several boulder piles

Stone Giant - AC = (-2), Hits = 80, hits AC (10) on 19
1 attack for 4D6, or throw stone 3D10

Magic Absorbers AC = 9, Hits = 60, hits AC (0) on 10

3 attacks for 4D6, save vs magic or stunned 2 rds

appears as a black & white globe of light (3' diam)

hits from magic add to MA hits, ignores magic defenses
when MA reaches 175 hits, explodes for 10D6 over 5' radius
(save for 1/2). Reflect charm, sleep.

② A long corridor of pits filled with dead kobolds. Locked in
a room is Bron mac Bron + his war rhino. Was captured ^{by giants} (was
cursed here by mage) + stripped. Will join party if they abandon
all magic items.

③ In the center of this room is an obscene fountain spouting
evil smelling ^{swampy} water. If drunk save vs disease, poison, blindness
+ take 10D6 from crushed glass

④ This is the giants quarters. Long tables fill the room lined
by benches. 16 Stone Giants are in the room.

Stone Giants AC = (-2), Hits = 80, hits AC (-10) on 19

1 attack for 4D6, or throw for 3D10

GL2

- ⑤ Floating in the center of the room is a pulsing black orb. A number of stripped adventurers lie dead, scattered about. The view mirror is cracked. Each round save us. confusion.
- ⑥ Quarters for 12 more Stone giants, but these have shields of spell reflection. In one pack is a horn of giant summoning (or Bran 'mac Bran if no giants about)

Stone Giant AC=(2), Hits=80, hits AC (-10) on 19
1 attack for 4D6, or throw stone 3D10

- ⑦ Quarters for 15 Hill Giants armed with stone clubs. In the center of the room is a magnetic ^{gold} pillar which will attract all metal objects & immobilize them. Pillar is worth 400,000. Asks are 10 ceramic urns filled with pearls (500,000)
Hill Giant AC=(2), Hits=65, hits AC (-10) on 20
1 attack for 2D8, or throw for 2D8

- ⑧ 7 cages are strung from the ceiling. Each one contains a dead Valkyrie.

- ⑨ as room 10 Cleric level but read white for black

- ⑩ matches room 5 on Cleric level

- ⑪ A locked room of (x) adventures chained & gagged. Each has about 20 hits. (equal to party size)

GL3

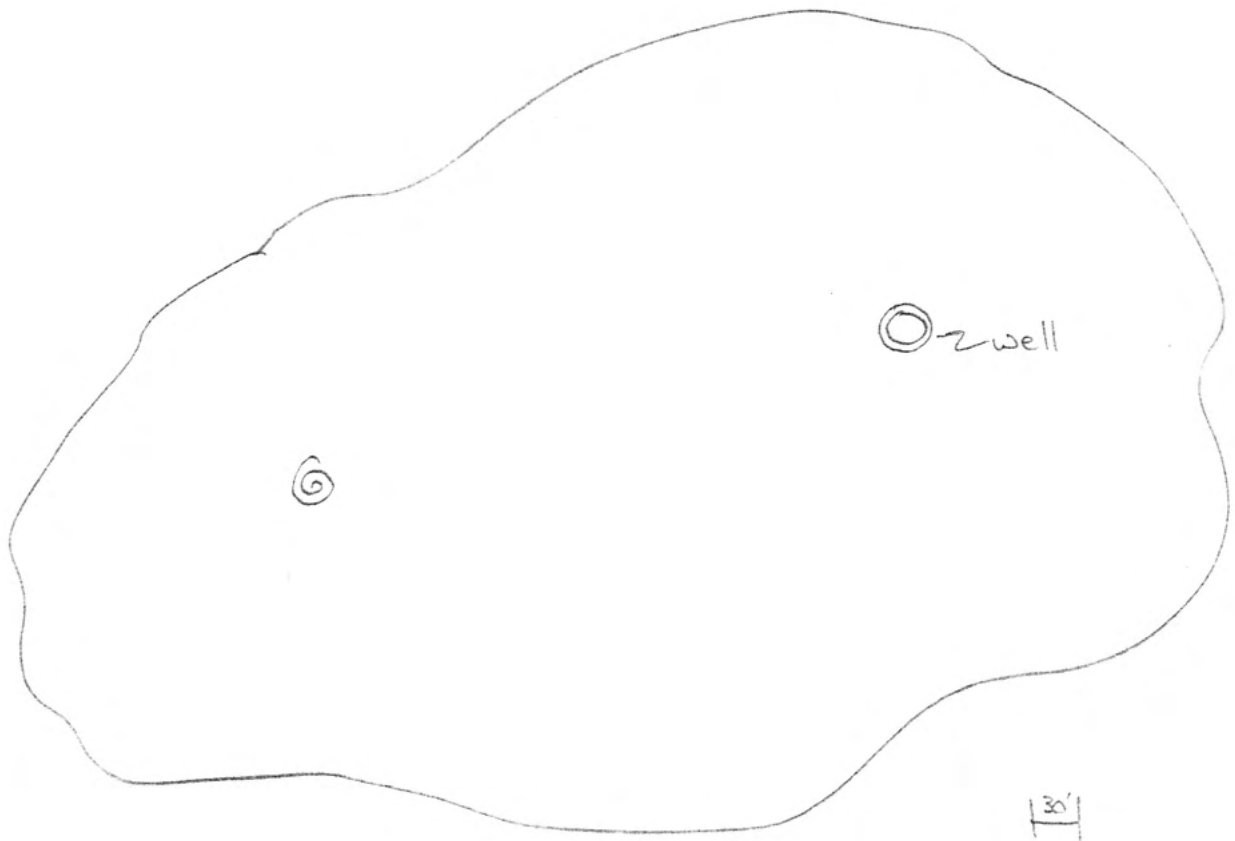
- ② A Hill giant from Room 7 is locked in here. If rescued he will lie thru his teeth.
- ③ Patrolling each ^④ corridor section is a group of 3 beholders. Noise will attract other patrols.

Beholder #1 AC=(0), Hits=75, Hit AC(-10) on 19
1 attack for 2D6, see book about eyes

Beholder #2 AC=(0), Hits=75, Hit AC(-10) on 19
(undead) 1 attack for 2D6, see book about eyes

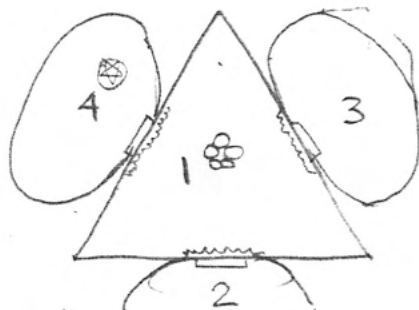
Beholder #3 AC=(9), Hits=1, infect on 20
(gas spore) — blow up for 6D6, 30' range (save for 1/2)

Well Level



6 - spiral up to cleric level - 1000'

Curtain Level



20' ceiling height

⊗ - portals from elemental level

~~~~~ curtain

## W L 1

### Well Level

The level is a single huge chamber. In the well is 1 Water Weird. In the chamber are 1 Doomguards

Water Weird AC=0, Hits=40, Hits AC(-~~8~~) on 20  
1 attack for save vs paralyzation (then drown)  
edged weapons do 1 pt, blunt full  
cold slows, fire does 1/2, purify water kills, ignore other spells  
if hits exceeded, dispersed for 2 rounds.

1 Doom Guard AC=2, Hits=120, Hits AC(-10) on 15

1 Vorpal Blade for D10+10

can teleport at will

unless killed in one round each hit forms a new DG  
take 1/2 from cold, ignores all else



## Curtain Level

- ① A large triangular room with a red curtain in the center of each wall. You start from the teleport logo. Defending the room are 2 Type VI Demons. The walls are plated with platinum (2 mil) <sup>(each numbered)</sup>

VI DD AC (-10), Hits = 160, AC (-10) on 9 <sup>Hit</sup>  
3 attacks +5 flails for D6+15, lose 2 levels (save for 1)  
Eyes disintegrate (if save missed) 1 magic item/rd  
Have 2 lives, reappear at full strength 1 rd later.

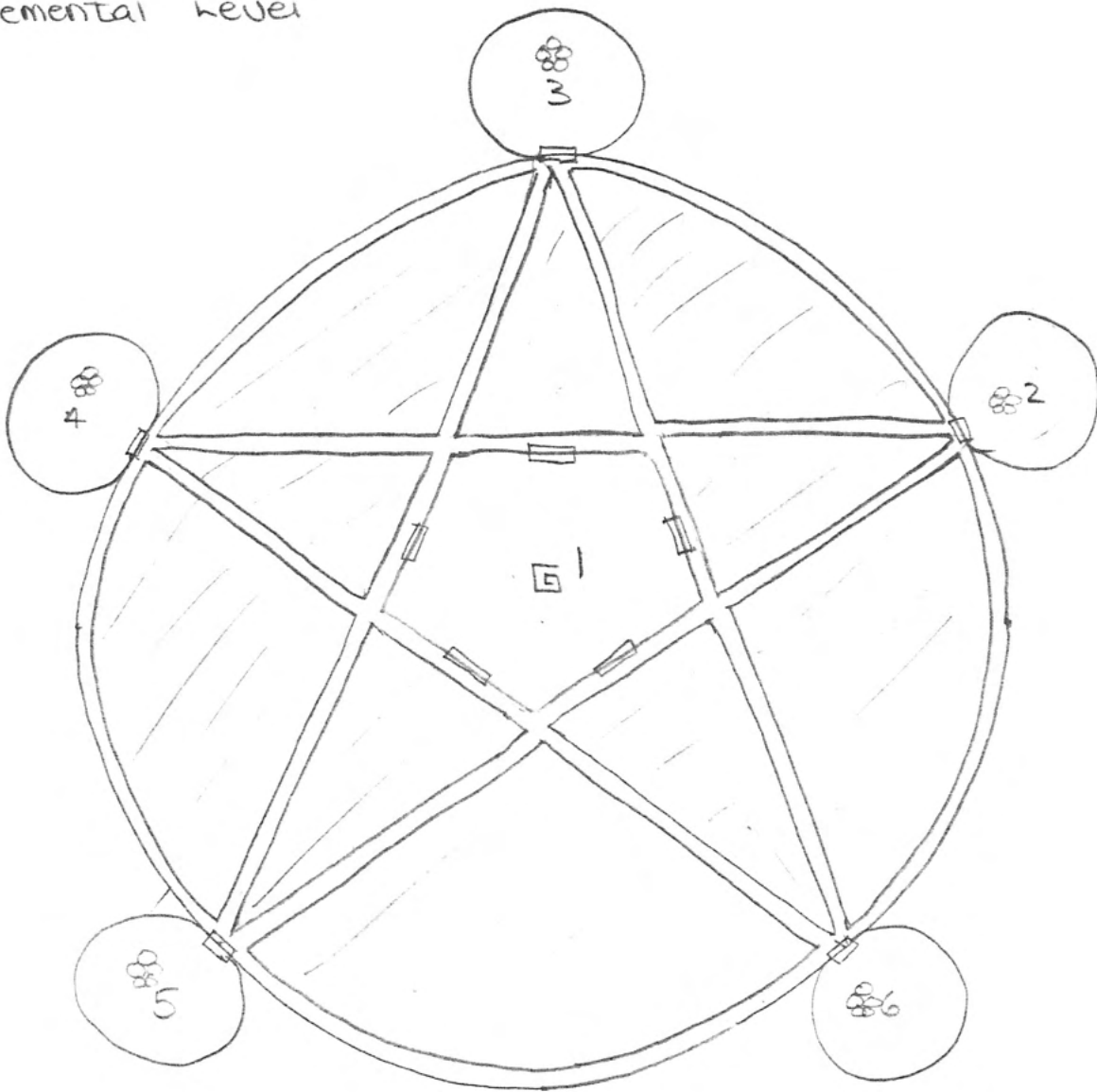
- ② The Fenris Wolf is chained to the wall <sup>of this huge room</sup>. A wall of force covers the middle of the room, blocking spells. On the walls are the 12 swords (+3), lookalikes from Books of Swords.  
Magic Detection as well

Coinspinner, Townsaver, Shieldbreaker, Dragonslayer, Seeker.  
50' tall AC (-4), Hits -400, Hits AC (-10) on 5 for 9-90 <sup>swallow if 50% of targets hits</sup>  
99% MR, +4 to hit


- ③ The body of the Midgard Serpent runs through this room. It takes ∞ damage. Each round it hits 1 target for 5-50. Head can appear on any round + breath poison gas. Large piles of <sup>+3</sup> snake staffs lie about.


- ④ Transport Demon Control Room. - from here you can monitor all mirrors + transport to the Big Cavern. Transport demons will flee, some warn boss. On wall are 6 ring logos

Elemental level



Corridors are 10' by 10' 

 - spiral up to mountaintop 5000'  
- " down " giant level 1000'

 - portals

## Elemental Level

- ① A large 5 sided room with 5 doors. The walls are covered with broken mirror of opposition. 3 Identical pairs of stripped bodies lie scattered about. The room is built of alternating tiles of onyx & ivory, each with a yin/yang symbol
- ② Room of Fire - Fire Gt + Hellhound
- ③ Wood - Hill Gt + Rust Monster
- ④ Metal - hastened Iron Golem
- ⑤ Water - Storm Gt + Gryphon
- ⑥ Air - Cloud Gt + Sp Lions

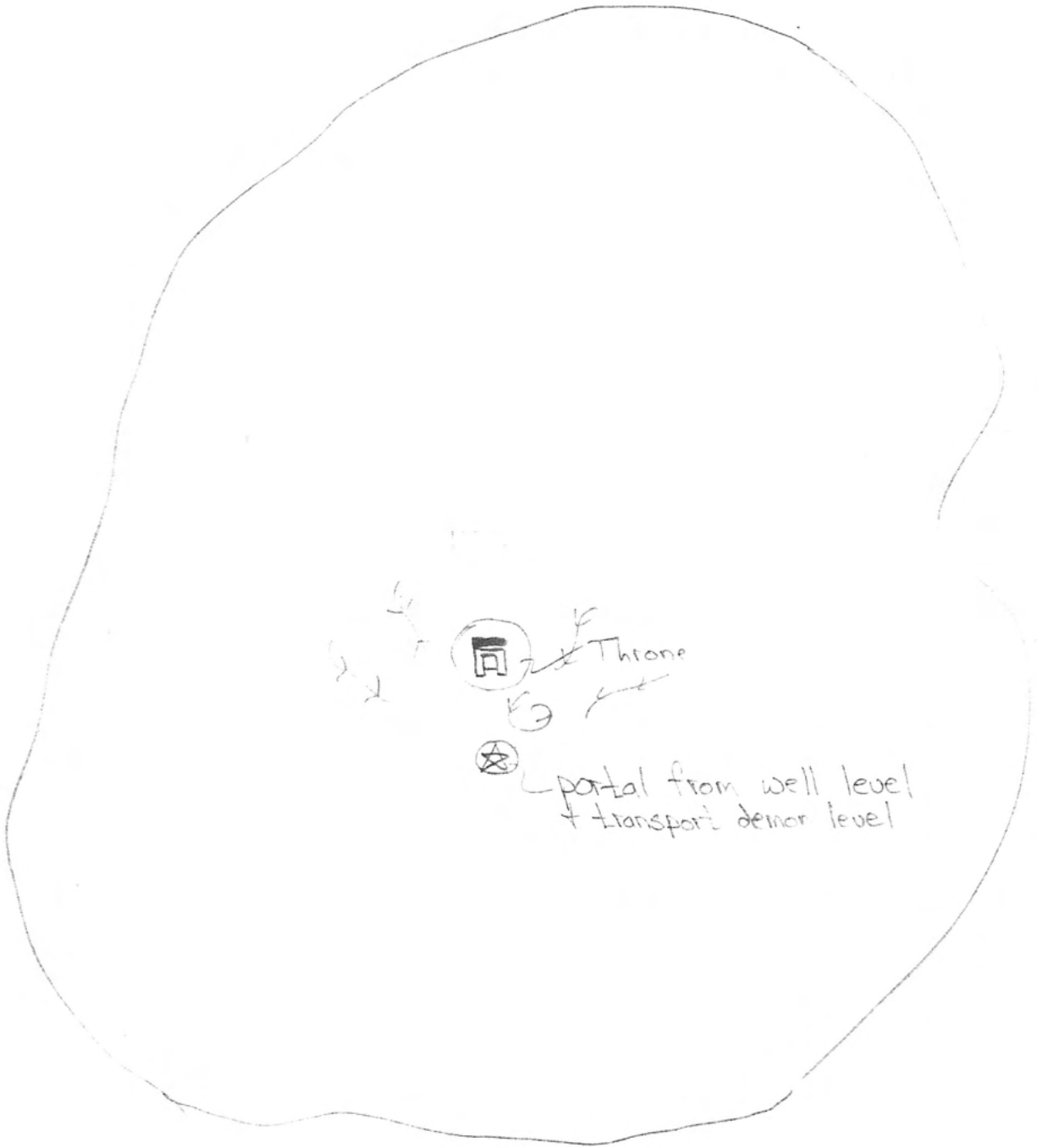
All rooms function similiarly each holds 5 pairs of defender with 1 pair gating in each round. On the floor is transport logo. Different rune means different room, same means curtain level Room 1. Rooms are appropriately decorated.

Corridor (All walls are walls of force)

Outer corridor has 5 circling spheres on annihilation control by wall sconces. All spheres head for any controlling attempt that fails. Inner corridors are covered with napalm pudding which ignite given any cause. It is magical fire, burns for 6 rounds, 20pts/round.



# Big Level



## Big Level

A huge material chamber formed from the negative plane. Its filled with water. Air pockets are scattered all about on the walls, each holding a little girl <sup>100 total</sup> (one is life force). You appear before a massive throne where Kalgre is seated. 5 <sup>(1 each color)</sup> Dragons surround the throne. Any cleric will now realize they are on the negative material plane. 200 Wraiths also float about. (Each round here cost 1 hit, any round spent in melee with the Wraithlord costs 1 level) from the gate to neg plain behind throne (Breaking through outer wall drains 5 levels (save for 2)). The only way to leave is by plane travel of some sort. No hits are lost in the air pockets. The floor is littered with decaying bones + rusted armor + weapons. Small flames (If warned Kalgre is in little girl form, sitting on throne leap from amongst the bones on the floor. On either side of the throne is the stuffed bodies of Orcus + Demigorgon

Wraiths AC (4), Hits-45, Hits AC(-~~7~~) on 20  
1 attack for D6, drain 1 level

Dragons AC (-2), Hits-100, Hits (-10) on 18  
2 attacks for 3D6, 1 for 6D6 - drain 2 levels (save for 1)  
breath is 60' cone, drain 2 levels (save for 1)

Wraithlord AC (-10), Hits-200, Hits(-10) on 12  
see next page



