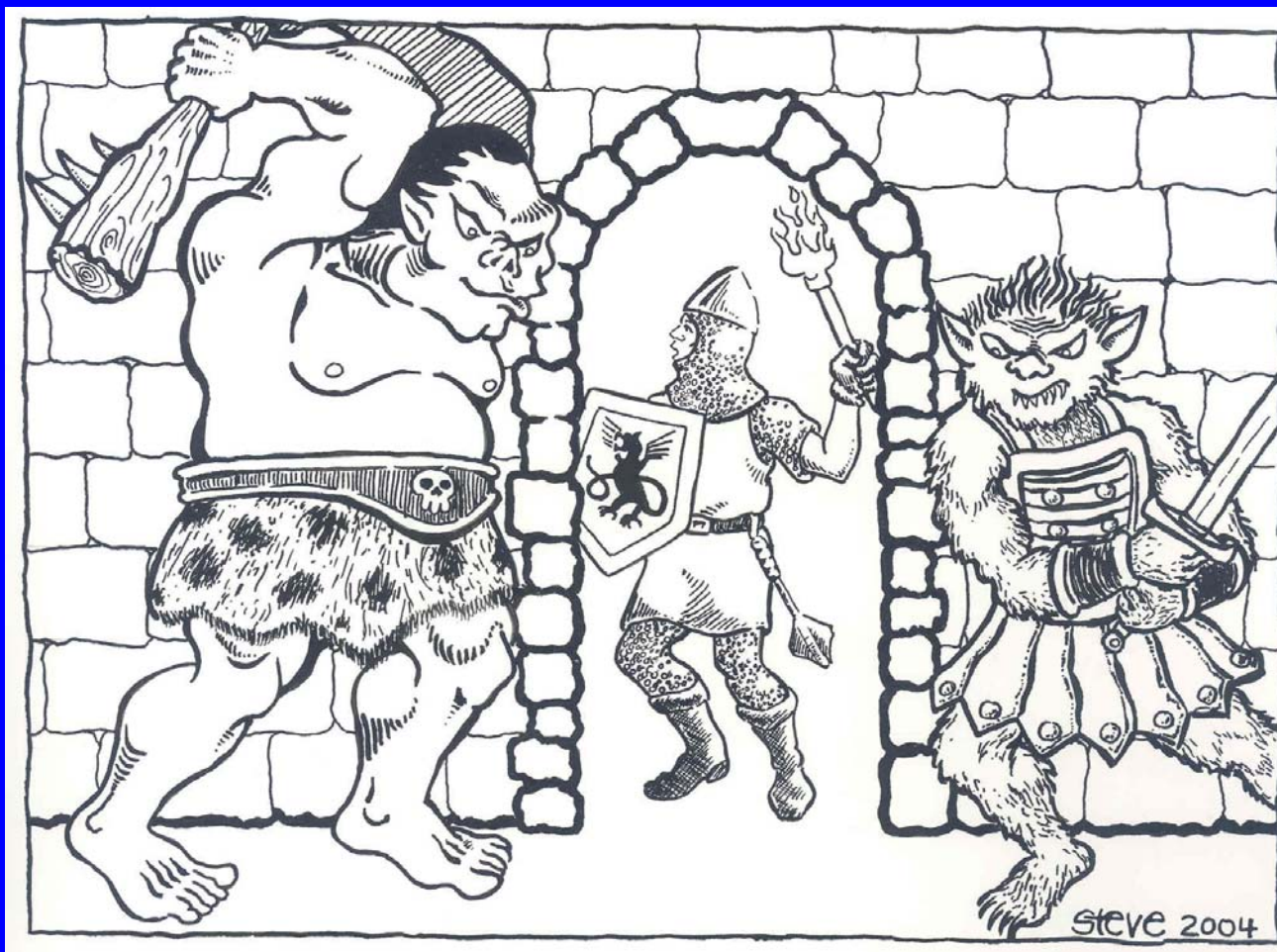


Dungeon Module WGH3 Into the Howling Hills

By William Silvey
AN ADVENTURE FOR CHARACTER LEVELS 4-7



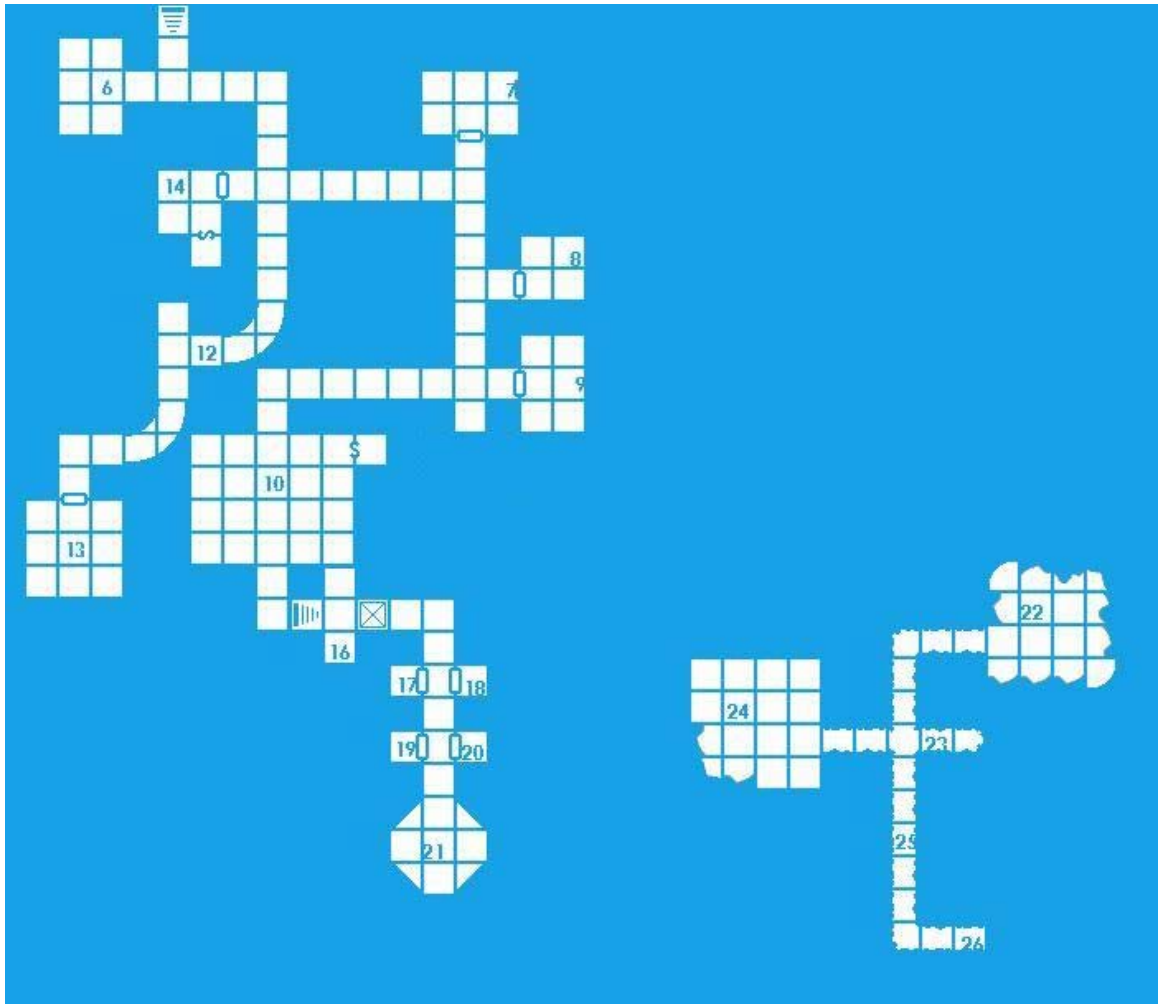
The fearsome Howling Hills lie before you! At the behest of the mighty Wolf Nomads, your brave group of adventurers has journeyed forth into the legendary peaks and crevasses that lie between the domain of the Weguir and the evil overlord, Iuz to uncover and root out the source of humanoid raids into the sacred lands of the already over-stretched Nomad forces. What dark secrets lie before you as you journey...INTO THE HOWLING HILLS?

This module was originally used as a convention adventure for the HMGS-South RECON '05 convention, and is a continuation of a series of three related convention modules from THE DELVER'S DUNGEON.

This module contains a fully detailed scenario, maps, notes for the Dungeon Master, and full background for integrating it with the other modules. It may be used with WGH4 TOMBS OF THE HOWLING HILLS and WGH5 LORDS OF THE HOWLING HILLS or it may be played as a stand-alone adventure scenario. Be sure to look for other exciting ADVANCED DUNGEONS & DRAGONS™ adventure modules from The Delver's Dungeon.

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Dungeon Module # WGH3

Into the Howling Hills

Background: For years, luz the Old has warred with the Wolf Nomads to the west of his dark kingdom. Dominion over the northern plains of the Flaness is luz's ultimate goal, and the proud Wolf Nomads stand in his way. A recent campaign by luz against his western neighbors initially went well for the humanoid armies raised by the Old one, but a series of setbacks turned the tide in favor of the Nomad Lord and his people.

Greatly angered by this setback, luz has put in motion new invasion plans, with his eye on finally wiping out the Wolf Nomads in their entirety. To this end, he is slowly building another army of humanoids in the western Howling Hills – an army to be led by things more terrifying than mere humanoid creatures. To twist the knife, the humanoid troops have built stockades along the roads to Wolf Nomad sacred burial grounds in the windswept peaks of the Howling Hills, in defiance of that nations' claim to right of passage and authority over the region.

The few sorties that have been sent to the Howling Hills to displace luz's forces have all come to naught. Returning survivors have told tales of nigh-impenetrable fortresses, and dark forces being marshaled in the distant peaks of the Hills.

The Fearless Wolf Leader, Bargru, Tarkhan of all the Wegwiur and commander of the Relentless Horde is wroth at the news of luz's newest incursion. However his forces are still rebuilding from the most recent battles with the Old Man's despicable armies. But the insult committed by the Humanoids of luz's accursed nation must be redressed. To this end, Bargru has sent word that great rewards await any who can steal in to the Howling Hills and depose whatever evil that has taken root there. Rumors tell of a stockade of Bugbears that overlooks the first road leading to the sacred peaks...

MODULE BACKGROUND:

This module was used at the HGMS-South/LRPG HURRICON 2004 convention. Although it is a "convention" module, it is one in a campaign series and can be played as such or played as a stand alone adventure or written into a different campaign entirely.

START

Play begins with the adventurers on the road to the Bugbear enclave. While the road is broad and well maintained, it does wind up the side of a hill (really a small mountain) and is bordered by a steep drop to the right, and a near-insurmountable cliff wall to the left. Smoke from cook fires and so forth can be seen around the bend, further up the road, indicating the location of the Bugbear stockade. The stockade can be safely observed from a distance without the Bugbears' notice, if a reasonable amount of care is

taken to avoid being seen. It should be clear to the player characters that a frontal assault on the fortress is nearly impossible as large towers equipped with scorpions (ballistae) cover the approach to the gates, and many bugbears can be seen along the palisade wall, on the look out for just such a large incursion. After further inspection, the party will note that a narrow, almost impossible to detect path lies on the cliff below and leads toward the fortress. At the end of the path, a low but broad cave tunnel leads in to the side of the mountain, directly beneath the stockade itself...

NOTES FOR THE DUNGEON MASTER

INTO THE HOWLING HILLS has been designed for six to eight characters of moderate levels (4th to 7th). A well balanced party for the module should consist of at least four fighter types, a thief, cleric and one to two magic-users. Several party members should have magic weapons and/or armor, and healing potions and/or scrolls. Additionally, magic items (scrolls, wands and the like) should be available to the party as well.

It is recommended that the DM read the module through at least once before attempting to run the game so as to be familiar with the contents herein. This will give the Dungeon Master ample time to increase or decrease the numbers of monsters, treasures, traps and the like, as well as ascertain whether or not the module can be included into an ongoing campaign, or be used in conjunction with the other modules in the series. If the latter is decided, WGH4 and WGH5 may also be obtained.

Note that no "wandering monster" table is included; if encounters outside of the stockade are desired, please consult the **DUNGEON MASTERS GUIDE** for random, outdoor encounters. Additionally, the Bugbear enclave under ground is likewise "vermin free" (due to its relatively small size), and is not regularly patrolled.

A word needs to be given on the subject of "alarms" as described in the module text in the ENCOUNTERS section: The bugbears are aware of their (potentially) tenuous position given the ferocity with which the Wolf Nomads attack any intruders into their lands. Thus they are always alert, ready for an incursion. Each numbered encounter area within the bugbear stronghold has some form of "alarm", usually a bronze or brass gong that can be sounded, or at the very least the cry of "Intruders!" will be raised if the party is too strong to overcome. This will bring 2-12 armed and armored bugbears (if any remain by the time a given group of bugbears is attacked) within 1d4 rounds of combat.

It is recommended that the party "discover" a small, safe cave near the bugbear lair where they can rest and heal over a short period of time (as well as regain spells) before another foray into the stockade. The "downtime" will be used by the bugbears to rearm and (if so desired by the Dungeon Master) send for aid!

Unless the players are very careless or being pursued directly while retiring from the dungeon, the bugbears will not immediately locate their point of ingress.

Although the encounter areas are numbered sequentially from the watch-towers down to the lower levels of the dungeon, it is recommended that the players start in the

dungeon levels and work up, unless the party is very well equipped and of a high experience level.

KEY TO THE STOCKADE LEVEL

1. GUARD TOWERS

Two stone towers stand above the ramparts. Four humanoid figures can be seen in each, as well as a ballista. The occupants seem alert and ready for any combat.

The two guard towers serve as lookout points for any who approach unannounced around the bend. The towers house four bugbears (AC 3, MV 9", HD 3+1, HP 20(x4), #AT 1, D2-8) who man the scorpion (ballistae) in each tower. Each scorpion has the range to cover the approach up the mountainside, and each bolt will inflict 2-12 points of damage per hit. If the bugbears come under attack from another direction, three will man and fire the ballista and the fourth will begin to strike a large gong to alert the stockade to the presence of intruders.

2. STOREHOUSE

A room filled with casks of water, dried meat, spear- and arrow-heads, and the like. It is the supply area for the upper stockade.

There is nothing of real monetary value here.

3. SMITHY AND STABLE

Pack mules and horses are kept here, and a forge and anvil at the far end of the long, narrow building provides for the maintenance of weapons and armor for the guards. A huge bugbear and his assistants are at the forge currently.

The bugbear and his assistants are also a bugbear captain and bodyguards (Captain: AC 4, MV 9", HD 4, HP 30, #AT 1, D 4-12 / Bodyguards: AC 4, MV 9", HD 3+1, HP 15, 16, 17, #AT 1, D2-8) are here overseeing the maintenance of armor and weapons. If intruders enter, the captain and two bodyguards will turn to fight, while the last will seize a nearby shovel and begin striking a bronze shield hanging from the wall which will function as a gong, sounding an alarm for the upper stockade. They have no treasure on their persons.

4. BARRACKS

This is a medium-sized ramshackle hutment. Inside is a crude table, bedding and cots, a few weapons stacked in the corners and a water barrel in the middle of the room. It is obviously the resting area for the bugbears who keep watch over the stockade.

Eight bugbears are present unless an alarm has been sounded. Their stats are AC 4, MV 9", HD 3+1, HP 18 (x3), 15 (x2), 14, 13, 11, #AT 1, D2-8 or by weapon type. Intruders who enter will be set upon immediately, the bugbears grabbing improvised weapons (chair legs as clubs, eating knives as daggers) or striking with their huge fists. Each bugbear carries 1-10 s.p.

5. CHIEFTAIN'S UPPER QUARTERS

A small, slightly better kept hutment, this one-room shack has a trap door in one corner, a table and chair in the other, and a cot against the far wall. A small lockbox sits on the table.

The bugbear chieftain will be here (AC 3, MV 9", HD 4, HP 32, #AT 1, D4-10) if the alarm has been raised from above. The tough fellow will fight with absolute ferocity, using his fists to bludgeon intruders. If reduced to less than half it's maximum hit points it will flee into the underground area to alert its fellows.

KEY TO THE DUNGEON LEVEL

6. GUARDROOM

Six Bugbears are sitting in this area watching the passage to the keep area. Two are engaged in a dice game, the other four are lounging on low benches. All are armed with shortswords, and a weapons rack containing the guards' pikes hangs along the back wall behind the table.

Despite the bugbears' (AC 5, MV 9", HD 3+1, HP 13, 18(x3), 24, 25, #AT 1, D 1-6) seemingly casual attitude towards their duty, they will be quick to act in the event of combat, unless caught totally unaware. If an alarm is raised, they will quickly turn the table over to use as a barricade and wait for intruders to approach, rearming themselves with the pikes to keep attackers at a distance. If the table is turned over, treat the bugbears as having a +4 to armor class and saving throws due to the cover given by the overturned table. The bugbears have little treasure; the 15 c.p. on the table being the only "real" money easily discovered. One of the bugbears, however, has a pouch containing 10 s.p. sewn into the hem of his tunic.

7. STORAGE ROOM

Crates and barrels of common goods are jumbled into this room. It seems there is little of value here; even the foodstuffs are of poor quality. A vinegary smell emanates from one cask, indicating spoiled wine. A few bolts of cloth, probably looted from a settlement far away, sit atop another crate.

Closer inspection through the room will reveal that beneath the cask of spoiled wine, there is a hole some 2" deep and six inches across which has been worked through the flagstone in the floor. At the bottom of the hole a leather bag rests, containing 5 gemstones worth 580 g.p., hidden here by one of the bugbear captains. A nest of four giant centipedes (AC 9, MV 15", HD 1/4, HP 2(x4), #AT 1; D nil; SA poison save at +4) rests just beneath the bag and they will attack any who disturb them.

8. ARMORY

This room is used as the main armory for those bugbears that work and dwell beneath the keep. Weapons and armor line racks along the walls; all appear to be crude in design yet effective just the same.

The following useful items are within the room:

10 suits of bugbear-sized banded mail (would fit a large human)
4 suits of female bugbear-sized leather armor (would fit a normal human)
10 short swords
50 javelins in a barrel
120 arrows, in quivers
8 short bows
8 Flails
8 Spiked clubs
12 pikes
100 Scorpion bolts
a Sword +2

a Shield +1

a dwarf-sized suit of Plate mail +2

The last few items were looted during a long-ago raid into civilized areas by this particular bugbear tribe before they found employ with luz.

9. TRASH ROOM

The room is filled front to back with broken furniture, bones, potsherds, scraps of hide, and other junk. Everything here reeks sourly, and nothing useful can be seen.

The room is as it appears; every turn of searching has a 5% chance (cumulative) of attracting 2-5 bugbears from the underground barracks (see #10 below)

10. UNDERGROUND BARRACKS

A huge (60" x 40") room, this area apparently houses the bulk of the bugbear tribe. Over two dozen adult bugbears are here, as well as many young bugbears. A cook-fire burns in the chimneyed hearth. There are a few tables around the room, as well as sleeping pallets and small casks and crates are here and there throughout the room. The floor is strewn with trash - dried rushes, bits of bone from meals, scraps of hide, etc.

Twenty four male bugbears (AC 5, MV 9", HD 3+1, HP 13(x8), 20(x5), 22(x2), 23(x7), 30(x1), 32(x1), #AT 1, D 1-6) and ten female bugbears (AC 7, MV 9", HD 2, HP 9(x10), #AT 1, D 2-5), and six young (AC 8, MV 9", HD 1, HP 4(x3), 2(x2), 1(x1), #AT 1, D1-4) are in this room. Each male bugbear carries 10 s.p.; the females have no treasure, nor do the young. The various sleeping pallets and boxes, trunks and barrels contain little more than personal effects, and foodstuffs of the type in location #7 above. However, there is a small room with a secret door in the eastern wall of this room that the bugbears consider an "open secret" - the bugbears all know of it but do not tell any allies. Within is a small cache of gold (200 g.p.) a spear +2 and three potions of healing. In the southeast corner there is a covered pit which leads to the "slop caves" where offal and nightsoil are disposed of. A faint reek of sewage seeps up from around the large metal covering.

11. OGRE GUARDPOSTS

Two alcoves bracket the hallway; inside are mats of straw and filthy hides. There is nothing of any apparent value here.

This is the guardpost to the donjon below. The two ogres (AC 2, MV 9", HD 4+1, HP 28, 32, #AT 1, D 1-10) are mercenaries hired by the bugbear chieftain to keep unscrupulous tribesmen from the treasure room and to prevent any prisoners kept below from making good any escape. They are very well paid - each has a large sack beneath his bedding containing 500 g.p., and the large, battered crate they use as a table between them in the hallway has a compartment containing four potions of extra healing. If one of the ogres wishes to use the potions it will take a full round to remove the potion from the crate and then quaff it.

The ogres are generally loyal to the bugbear chieftain. They will generally ignore sounds of combat from area #10, above, unless they hear shouts of human or demihuman tongues. Then they will move forward to investigate. If the combat is going against the party they will move in to assist the bugbears; otherwise they will fall back to their "quarters" and prepare to meet the party there. If they successfully

surprise the party, they will throw their large bedding furs which double as nets - the first rank of characters must save v. paralysis or become entangled for 2-5 rounds! The ogres will then ignore incapacitated party members and attack the second rank. On one of the ogre's belts is an iron key ring containing the keys to the donjon cells (but not the treasure room!)

12. CHIEFTAIN'S CHECKPOINT

A lowered portcullis blocks the hallway. On the other side, three bugbears stand behind a small scorpion pointed down the hall.

The chieftain ordered a small siege engine be brought down into the catacombs and manned with loyal bodyguards. The guards have fifteen bolts, and each bolt does 2-12 points of damage. It can fire once every four combat rounds. The guards statistics are: AC 4, HD 3+1, HP 18, 19, 20, #AT 1, D 1-6. A successful bend bars/lift gates roll is required to open the portcullis, or a combined strength of 45 may be used. Raising the gate in this fashion requires a full round.

13. CHIEFTAIN'S QUARTERS

These are the below-ground apartments for the bugbear chieftain. A huge bear-skin rug dominates the middle of the floor. Shelves, tables and jumbles of sacks are along the walls. Crude trophies of past victories - cured heads and skins of other humanoids - decorate the mantelpiece. A battered leather scabbard with a sword in it hangs above the fireplace.

If the bugbear chieftain (see #2 above for stats) is here, he will be accompanied by at least one bugbear witch-doctor (AC 8, MV 9", HD 3+1, HP 22, #AT 1, D 1-6, SA: Spell Use) with the following spells:

first level (magic user): shield, affect normal fires

first level (cleric): cure light wounds (x2), light

second level (cleric): chant, resist fire, augury

third level (cleric): dispel magic

Additionally, a bugbear sub-chieftain (AC 3, MV 9", HD 4, HP 32, #AT 1, D 3-9) will also be with the chieftain. The chieftain's door has a spyhole in it, and if an alarm has been raised, the chief will watch through the door. When the party has come halfway down the hall, the chieftain will spring a trap built into the ceiling of the hall. Because the trigger mechanism is in the chieftain's quarters, the trap cannot be detected. The trap is a heavy, spike-laden swinging log that is attached to the roof of the hall by a chain. When triggered, the log will slam down into the first ranks of the party, doing 2-12 points of damage to the first rank and 1-8 points of damage to the second. If the chieftain and his advisors do have such advanced notice, the witch-doctor will cast shield on himself and crouch next to the door. When the party enters, he will attempt to employ dispel magic on them from the flank, in an attempt to spoil any protective spells or ruin potions and the like. The chieftain will seize the sword over the fireplace and attack with it. It is a sword +2, thus the chieftain will inflict 3-11 points of damage on a successful to-hit roll.

In the chimney, there is a loose brick behind which is an iron key. This key opens the treasure room (#22, below).

14. BUGBEAR WITCH-DOCTOR CHAMBERS

A smallish room, this chamber's walls are lined with shelves upon which many jars and boxes are stacked, save for the western wall. A crude mural is painted there, and a small altar is in the middle of it. The mural depicts a hideous scene

of carnage and destruction, and at the center of it stands a giant bugbear surrounded by bugbear warriors. The tableau depicts a victory over humans, demi-humans and various humanoid races. Along the northern wall there are three sleep mats.

These are the chambers of the Witch-Doctors. If the alarm has been sounded, one of the witch-doctors will go to the bugbear chieftain's quarters at #14 above. The other two will stay here and prepare to treat any wounded warriors brought to the chamber. The altar (and mural) is dedicated to the bugbear god Hruggek. The pots and containers on the shelves contain various dried herbs and unguents, which are of little value to any but the witch-doctors. To the south is a secret door, behind which there is a small alcove which holds an iron chest.

The locked iron box is trapped with a poison needle. Within this box are temple donations from the bugbear tribe totaling 103 g.p., 66 s.p., 201 c.p., and 4 small gems of 50 g.p. base value. Also within the box there is a potion of human control, and a brooch of shielding hidden there by the witch-doctors. Among the various scraps of parchment on the shelves there is a cleric's scroll containing the following spells:

Bless, Augury, Snake Charm, Create Food and Water, Flame Strike

The two witch-doctors (AC 5, MV 9", HD 3+1, HP 18, 22, #AT 1, D1-6 (see below), SA Spell Use) who remain will be ready for intruders. If no alarm has been raised all three will be here preparing devotions, meditating, etc. The two witch-doctors nominally here have the following spells:

#1:

first level (magic user): **Affect normal fires, identify**
first level (cleric): **Cure light wounds (x2), Resist Fear**
second level (cleric): **chant, detect charm**
third level (cleric): **prayer**

#2:

first level (magic user): **identify, push**
first level (cleric): **light, resist fear, protection from good**
second level (cleric): **chant (x2), speak with animals**
third level (cleric): **cure (cause) blindness**

Witch-doctor #2 has a wand of magic missiles with eight charges left on it, which will be employed against obvious spellcasters in the party. Witch-doctor #1 is armed with a **mace +1**. If they have time to prepare, the first witch-doctor will cast prayer, while the second will ready himself to cast light into the eyes of the strongest-looking party member. Other than the noted items they have no treasure.

15. JAILKEEPERS' STORE-ROOM

Food, water and other sundry items are kept here. All are foul and unfit for consumption by humans and demihumans.

There is nothing of value here, but if the crates and piles of refuse are disturbed, three large spiders (AC 8, MV 6"/15", HD 1+1, HP 6(x2), 3, #AT 1, D 1, SA Poison (save at +1)) will come from the crack in the wall to try to win a meal! Stuffed in the crack (and long forgotten) is a small pouch containing a few coins: 10 c.p., 9 s.p., 5 e.p., 6 g.p., 5 p.p.

In the room opposite the storage area is another covered pit which leads to area #22, below. Just beyond these alcoves is a pit trap, 20" deep. At the bottom of the pit are poison

spikes; if the trap is not detected, the individual(s) who fall in will strike 1-6 of these spikes, each of which inflicts 1-6 points of damage (in addition to 2-12 points of damage from falling). A successful save versus poison will negate the effects of the spikes. The ogres know of the trap (they dug it themselves) and lead prisoners around the pit when bringing them to the donjon.

17-19. DONJON CELLS

Within these cells there is little more than a heap of straw upon which recalcitrant bugbears are sleeping.

The bugbears (AC 5, MV 9", HD 3+1, HP 11, 18, 19, #AT 1, D 2-8) will not assist party members if they are freed; rather, they will attack in an attempt to win back the favor of their fellows above. They have no treasure.

20. PRISONER OF THE BUGBEARS

A human sits slumped in this cell, manacled to the wall.

The human, Trindle Arkenbagh (F7, HP 26, AC 9, S:18/21, I:9, W:11, C:14, D:12, Ch:10, AL:LN) is an adventurer and fortune-seeker who snuck into the Howling Hills with a group of hirelings some months ago to try to plunder rumored lost tombs for the treasure and artifacts therein. His band was gradually whittled away until only Trindle and two hirelings remained. His fellows deserted him and he was captured a week ago by the bugbears and is being held until such time as the humanoids decide to eat him. He will fight for his rescuers, but he has no equipment of his own.

21. TREASURE ROOM

This room is dark and oddly shaped. Aside from a few splinters of wood, the only item here is a large iron strongbox in the middle of the floor.

The door to this room is fire-hardened, iron-banded wood with a complex lock securing it. The hinges are of a design that conceals them within the structure of the door itself, and the door may be opened either direction once the lock is sprung.

The treasure of the bugbear chieftain is within the box. The strongbox itself is trapped in four ingenious ways. Firstly, if the box itself is moved from where it sits (on a pressure plate) a 10"x10" stone will fall from the ceiling and instantly kill whoever is directly in front of the box. There is a hole in the middle of the stone which will prevent the strongbox from being crushed. The box's lid is trapped with a scything blade trap which will strike for 3-8 points of damage (1d6+2). The lock itself is trapped with a vial of *fear* gas. A successful save versus poison negates the effect (the gas will in a single round billow out to fill the entire chamber, and will not dissipate for one hour (six turns). Finally, a magic mouth spell has been cast upon the inside of the lid, and if anyone but the bugbear chief opens the chest the mouth will begin to scream (in bugbear) "ALARM!" The voice will only carry as far as the Ogre guardpost; while they do not know what the voice is saying they have been ordered to rush to the treasure room as soon as it sounds.

Within the coffer are the following items:

2880 e.p.
333 g.p.

8 gems with a total value of 1650 g.p.
Four gold and platinum jewel encrusted bracelets with a total value of 13,400 g.p.

A suit of human-sized **leather armor +1**

A map of the region of the Howling Hills, indicating another fortress further up the pass, and a crude drawing of a skull and crossbones on the other side of an indicated chasm.

There is a false bottom within the chest, and underneath that are two **potions of extra-healing** packed in sawdust to prevent breakage. Only careful inspection will reveal the presence of a false bottom.

22. STINKING PIT

The air in this room is foul and stale. The reek permeates everything. Aside from heaps of trash there is nothing of interest in this room.

This room is the garbage dump for the entire bugbear clan, and is only reachable from the two shafts above or through the natural caves nearby. In the middle of the room, half submerged in garbage and filth, is an otyugh (AC 3, HD 8, HP 51, #AT 3, D 1-8(x2), 2-5, SA: Disease, SD: Never surprised). It is a voracious eater and will attack anything that wanders near it. No sounds of combat will bring the bugbears to this level at all.

23. CARRION CRAWLER LAIR

This is another dismal cavern. Dry, shuffling sounds can be heard in the rear of this room which slopes downward towards the rear.

This small cavern contains four carrion crawlers (AC 3/7, MV 12", HD 3+1, HP 14, 19, 20, 21, #AT 8, D Nil, SA Paralysis). In the far corner of the cave there is a limed over skeleton of a long-dead elven adventurer. All of his gear is rotted away, save a **spear +2**. It is an intelligent weapon with the following attributes: AL: Lawful Good, Empathy, detect invisible 10" radius, detect gems (kind & number) 5" radius, IQ 13, Ego 4. It is called Long Striker and will not permit itself to be handled by any other than a Lawful Good character. It has been trapped in this cave for so long it has forgotten any details of other areas within the complex.

24. CAVERN OF THE VERMIN WAR

This large cavern is filled with screeches, chirps and hisses. Even without light sources it is obvious that there is a great amount of activity within the cave.

This huge cave is home to two battling groups of creatures, 22 giant rats (AC 7, MV 12"/6", HD ½, HP 4(x14), 3(x2), 2 (x6), #AT 1, D1-3, SA: Disease) and a flock of stirges (AC 8, MV 3"/18", HD 1+1, HP 9 (x4), 4(x4), 3(x3), 8(x4), 6(x2), #AT 1, D 1-3, SA: Drain blood for 1-4 per round until 12 hits drained) vying for food. A light source, or noise brought into the cave will cause them to stop attacking each other and swarm onto any intruders, as they are voracious. A rotted leather bag in one corner of the cavern contains 4 gems totaling 1200 g.p. value. The bag is small and colored the same as the floor and only a careful search will reveal its whereabouts.

25. PIERCER RUN

Stalactites hang down from the high ceiling of this long hallway

Eleven piercers (AC 3, MV 1", HD 4, HP 22(x4), 24(x2), 20(x3), 16, 15 #AT 1, D 4-24, SA: 95% chance to surprise) hang from

the vaulting ceiling of this hallway. Like the rats and stirges they are voracious and will not hesitate to drop onto any who walk under them.

26. CLIFF OPENING

A few bleached bones and bits of detritus are scattered in this low opening. It is well below the wall of the stockade above. A trickle of foul water runs down the cave entrance and cliff walls.

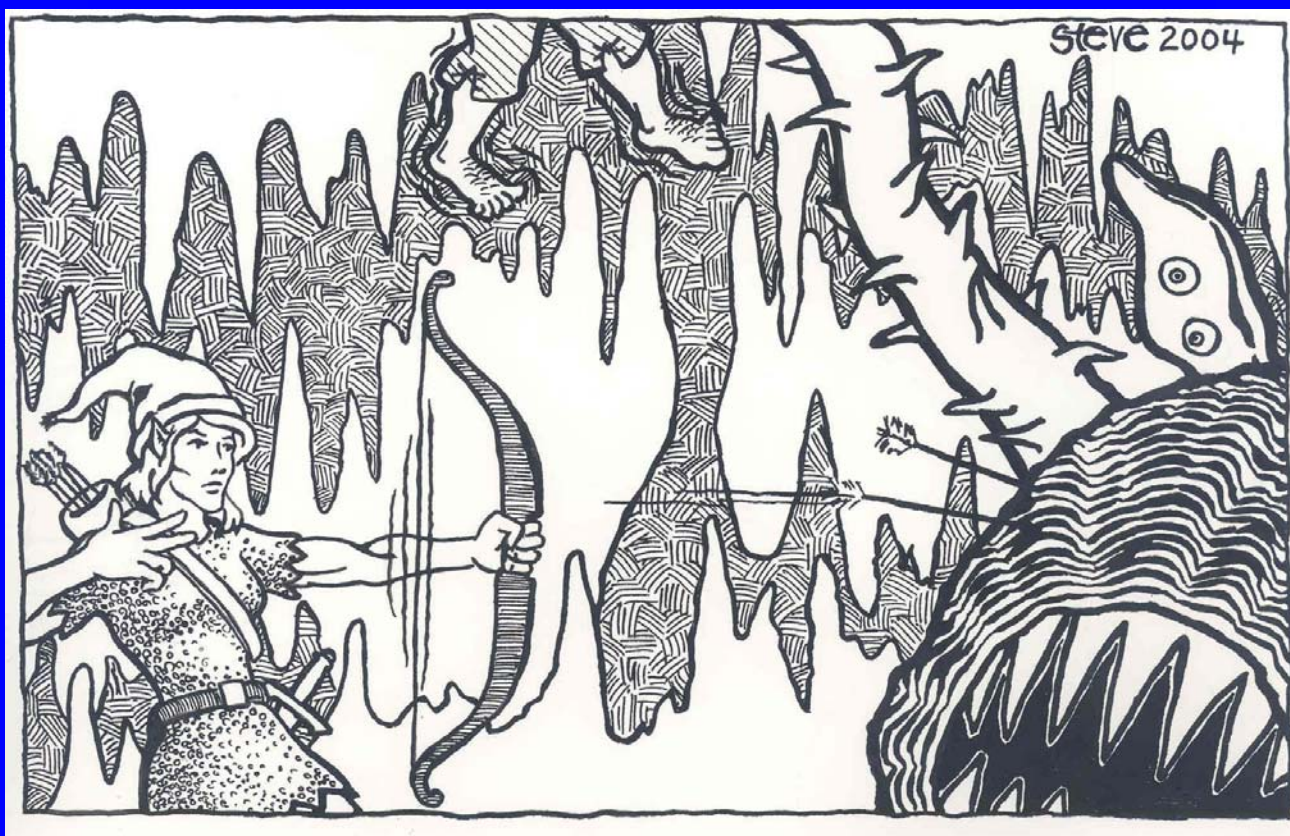
Deep within the shadows of this area, a small patch of yellow mold (AC 9, MV 0", HD 0, #AT 1, D1-8, SA: Release Spores) grows in a corner of the cavern entrance where light never strikes it.

THIS CONCLUDES DUNGEON MODULE WGH3 INTO THE HOWLING HILLS.

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