

Under Snowy Mountain

Bat-lings have raided a local bakery, kidnapped the miller family and their prized yeast, as well as the lord's daughter! The players must delve into the cave network under snowy mountain to save them, facing adversity and opportunity along the way. Give every adventurer hook 1, and give hook 2 and hook 3 to the youngest and oldest adventurer respectively:

- Nicholas Von Herrington (lord) offers to knight the adventurer that brings back his daughter
- Fiara Stonehand (dwarf) offers 500 gold to you to find her grandfather's ruby.
- Kackle Fungia (witch) offers a spell book (Fungal Infection) to you if you bring her the Miller's yeast and murder the Miller family



Bat-lings

Bat-lings are little bat-like humanoids. They have wingflaps on their arms, can use echolocation, and have infravision. They will target the light sources of the adventurers first.

Nic Haddrick

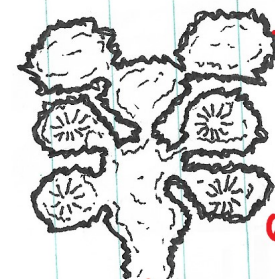
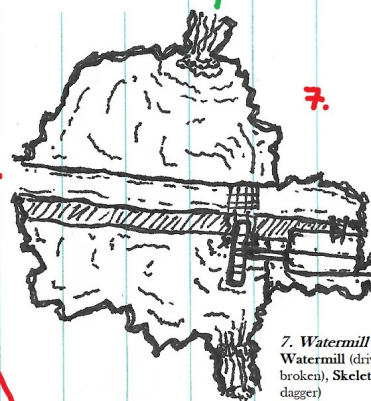
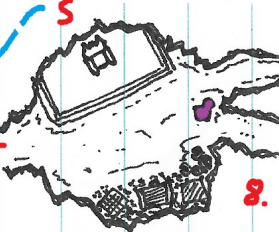
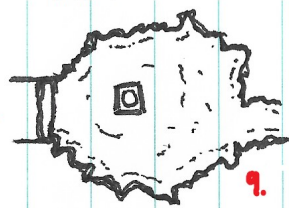
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9. Pillar room 1

Stone Basin (oil of petrification). Chiselled Stone Door (dwarven: 'Flesh to stone and stone to flesh. Touch me with your dying breath.', touching with a hand of stone turns door to wood).

Petrified Bat-ling (screaming, very lifelike).

- Groblog, Bat-ling King (sneaky and cunning, big kitchen knife)
- Srog, Cave Troll (huge and has hammer)
- 2 Bat-lings (spears)



6. Rust monster hive

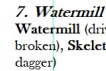
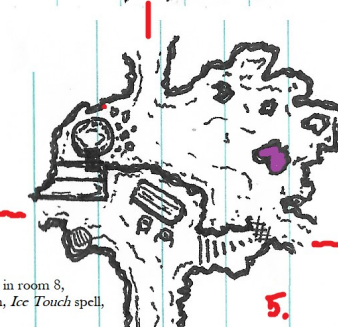
Four Nests (4 black eggs of iron, each worth 300 gold, one in each nest)

- 2 Rust Monsters (In SE and SW nests, target the player with the biggest metal item)
- 1 Human (Marcus Miller, child, hiding from the rust monsters in the NE room, whimpers audibly)

5. Mine

Gear driven grinder (broken), Crate of black iron eggs (300 gold each), Chain link fence (separates upper/lower levels, key to the door is held by Groblog), Statue (angelic with octagonal eyes), whimpers can be heard coming from northern cave.

- 2 Bat-lings (playing dice)
- 1 human (Angela Miller, scared for her son)



7. Watermill

Watermill (drives grinder in room 8, broken), Skeleton (sunken, Ice Touch spell, dagger)

- Baby angler fish (in both pools)
- Angler fish (Luminescent bait)
- 3 Bat-lings (2 bows, 1 spear, trying to fix the gear-driven grinder)

8. Throne Room

Stone throne (hides a secret tunnel to the chapel), Cage (Moya Von Herrington, playing solitaire), Crates (one full of pastries, one has a set of dwarven plate-mail), Statue (angelic with octagonal eyes).

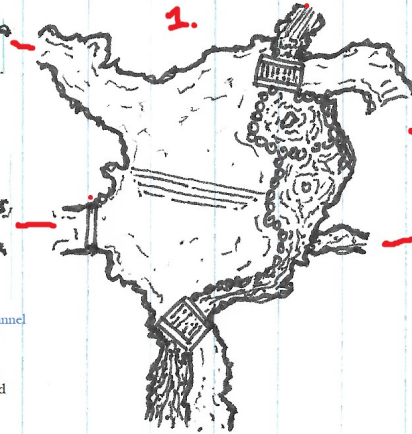
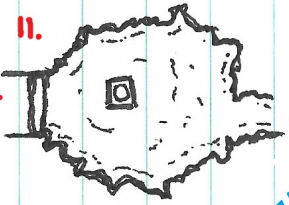
1. Entrance way

Stream (loud, hides player's sound), Campfire (on the upper landing, roasting a pig)

- 6 Bat-lings (4 with spears, 2 with bows, target players with light sources, won't enter the chapel)

12. Passage to pillar room 2

Wooden Door (dwarven, can be picked, thick)



2. Hovel

Statue (Angellic with octagonal eyes), Beds, Crates (Bread, Large vessel of the Miller's yeast)

4. Prison

Chain link fence (separates upper/lower levels, key to the door is held by Groblog), Crates (old stale bread and cask wine), Beds

- 3 Bat-lings (playing dice)
- 1 human (Jeff Miller, unconscious)

3. 4-Way passage

Crates (1 black egg of iron worth 300 gold, crude spears)

The Petrified Ruby

If the players cast *Stonehand* on the **ruby** to depetrify it, the angelic statues in rooms 2, 5 and 8 come to life, their eyes turning to rubies. By looking into the eight faces of the **ruby**, the adventurers can see through the eyes of the angels. The angels are completely crazy, driven mad by the experiments of the Stonehand brothers buried in the tomb. First, they will murder everything in the room they're in, then they will start hunting for the **ruby**. They're impervious to normal weapons but sink in water and can be crushed by the grinder. Smart players might find other ways to beat them. One angel always guards room 1, blocking escape.

Spells

Stonehand: a creature or object you touch is petrified or depetrified over the course of 5 minutes

Shapeshape: you reshape a section of stone in a manner of your choosing

Ice Touch: you freeze a section of water in a manner of your choosing

13. Chapel

Pews (broken), Alter (hollow if knocked, hides secret tunnel to the throne room) Cabinet (2 bottles of hallucinogenic dwarven worship ale)

- 1 Ghost (Fargrim Ulfgar, dwarven priest, shows players the secret tunnel if they allow him to hold service for them)