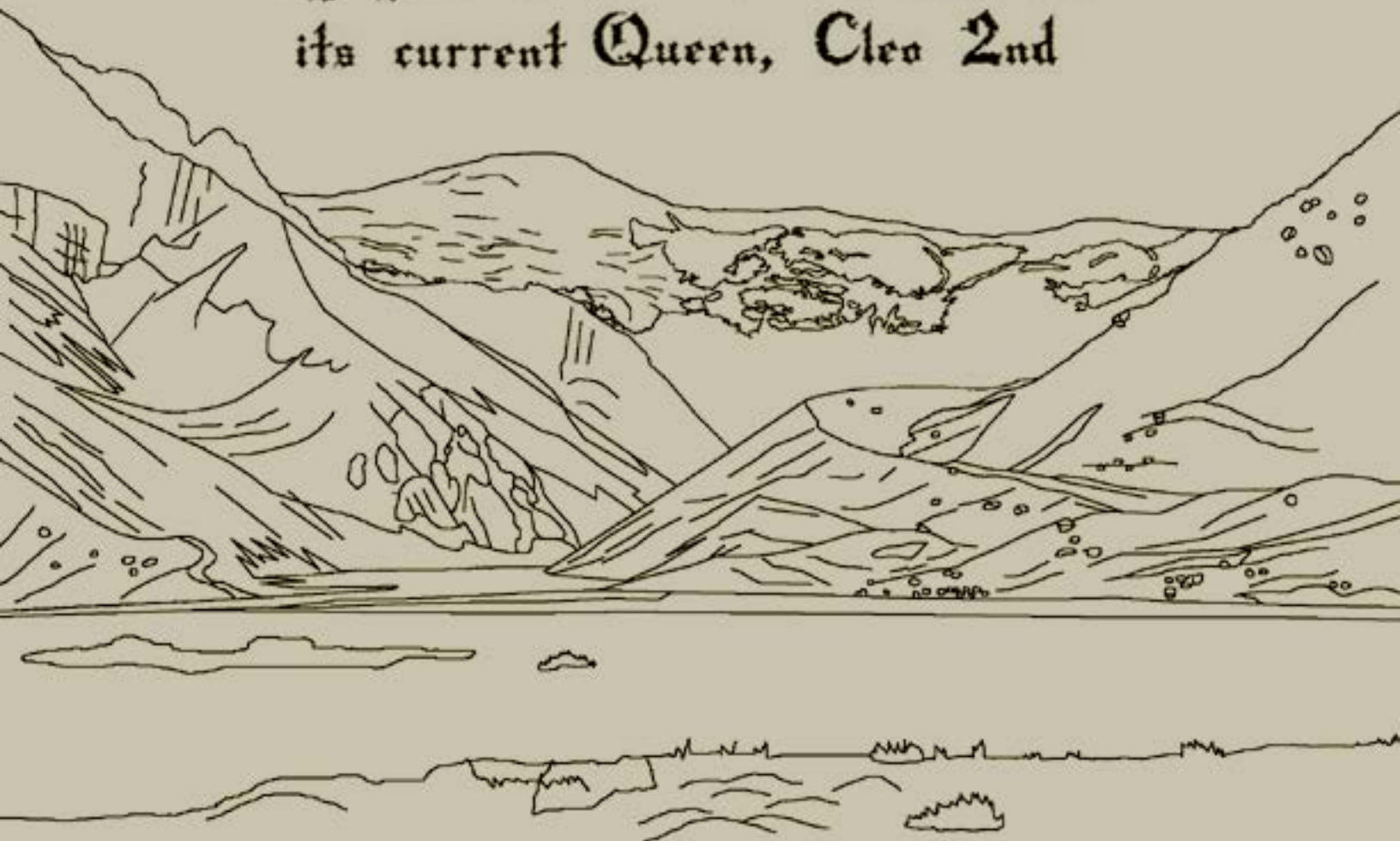


G+

# THE VERBEEG VALLEY

This adventure is dedicated to  
my good friends in Canada, and  
its current Queen, Cleo 2nd



# The Verbeeg Valley

## FOREWORD

This "encounter" is designed for you, the Dungeon Master, to conduct at any point *between* the series of modules within this Super Adventure. You can run it after the G4, the G6 or the G8 (running it between the G5&6 or G7&8 is problematic, for the first one in those pairs leads directly to the next in sequence, with little room or reason for the party to divert to this). That being said, you can even run this *before* the Super Module begins, or after the last installment.

The lethality of this mini-encounter is such, however, that it is recommended that you allow the players' characters to, at least, experience fighting giants before you place this scenario *on the table*.

As with the other adventures in the series, the party should be comprised of characters of 5th to 10th level of ability, with the lower ones only being of the race of dwarfs. A group of 7-9 characters that includes a cleric and magic-user (of 7th level or higher), and several fighter types (including paladins and rangers), should have a reasonable chance of survival if all things fall in their favor. A thief will not find anything of interest in this encounter, nor will a monk; a druid and bard (no higher than bard 1) would be more helpful to the group than the thief and/or monk. Unearthed Arcana characters/races should only be included if you are satisfied that such do not overpower the other characters, nor the encounter.

## BACKGROUND

For decade upon decade the giant races have held human civilization back from exploring and conquering the wild frontiers. Dwelling in isolated and hard to reach communities, this has kept the *little folk*--humans, dwarves, elves and halflings--from finding

their locations and exterminating them. For the larger species--of fire, frost, cloud and storm giants--and their slow rates of reproduction, this had little effect, as their numbers were never great anyway. But for the smaller of giant-kind--the hill, stone and Verbeeg--it was a blessing; for with faster reproduction ability, and protected by isolated and hidden locations, they have been able to increase their numbers to figures that would alarm humanity.

One such location is **The Verbeeg Valley**. Nestled between 2 mountain ranges that nearly meet at the easternmost point of each, the valley is 200 miles north to south, and nearly 500 from east to west. With the mountain ranges reaching elevations of 5,000 + feet, the vale is well secluded and unknown by all of humanity.

It lies, however, on the most direct path between the eastern coastal towns of the humans, and the great continental range of mountains known as the Icy Peaks to the west. The vale is roughly 300 miles from the eastern coast, putting it as near to center between the two extremes. But its direct line of travel from one to the other has not, so far, resulted in the discovery of the Verbeeg population. Most trails and tracks lead to the north and south, around the valley, bypassing it altogether. This is due, in large part, to the Verbeeg fort that stands at the eastern entry to the vale, and where most, if not all, human explorers have met their demise investigating the direct path through the valley.

## NOTES FOR THE DUNGEON MASTER

This is not a room by room detailed scenario. In fact, the maps provided outline only the shell of the buildings, allowing you to design the interiors as you wish. What is provided is the basic information of the occupants of the Fort, a kind of *roster*, if you will. You are expected to determine the giants' actions.

How the players' party reaches the location is up to you decide. They could be hired to find the most direct route to the Icy Peaks, or you can provide rumors and hints for the characters to discover, suggesting a wealth to be had in a *secret* valley! Any wilderness type encounters en route can easily be designed and conducted as well. The following random encounters are recommended with but 1 per day occurring.

### Random Wilderness Encounters

(1 on a d6 indicating an encounter has occurred.)

Roll a

d10	Creature/s Encountered	
1	Ant Lion, giant (1-2)	MM2/p.10
2	Bats, giant (3-18)	FF/p.14
3	Chimera (1-4)	MM/p.14
4	Dragon, red/large adult*	MM/p.29
5	Giant, Hill (1-10)	MM/p.45
6	Lion, mountain(1-2)	MM/p.61
7	Mantis, Giant(1)	MM2/p.83
8	Ogres (2-20)	MM/p.75
9	Pudding, Deadly-dun(1-3)	MM2/p.102
10	Scorpions, Large(1-4)	MM/p.85

\* This creature will have magic use, being able to cast 2x1st, 2x2nd and 1x3rd level spells. The following spells are suggested: *Protection from Good*, *Shield*, *Invisibility*, *Stinking Cloud*, *Slow*.

### STARTING THE ENCOUNTER

Once you determine why the party is going to make for the vale, simply allow them to find an abandoned track leading west that takes them through the rough lands and hills. They will see the two mountain ranges easily enough from up to 10 miles away, but will not see the gap between, nor the Verbeeg fort until the trail rounds a bend, and they can see the structure about a half-mile away.

If the party uses stealth to approach the fort, by means of invisibility/magic/etc., there is a chance they will catch the giants off-guard. If so, then the only guards in place will be those circled (these are the female archers) and the (B) and (M) designations. But even they have a chance of detecting the party as it approaches. Thus, per each turn the party spends in transit, allow a 1:10 chance that a female will notice something unusual; 1:20 for one of the males. If one

or more does, then an alarm gong atop the center tower will be sounded, alerting the remaining troops of an approaching intruder. The un circled X marks show where reinforcements will take up position 6 rounds after the alarm is raised. Half of all rallied males will assemble in the compound and get ready to defend the fort, while the other half will sneak out of the north and south towers through hidden doors and attempt to come up behind the attackers.

If the party must approach by normal means, there is a 1:6 chance they will be spotted half a mile distant per turn. This becomes a 1-3 in d6 per 120 yards the party nears the fort. At a range of 120 yards they will automatically be spotted; by then, the alarm will have been raised and all positions of defense taken.

The 8 Shaman will serve to support the troops, casting protective and curing spells as needed. Once the alarm is raised, 2 of the lower level shaman will begin to *Chant*, and will maintain it until they are killed, or the party is.

Beside the giants, 2 Dragonnel and 12 Worg are kept as pets/guards and will be used as well.

### ROSTER OF THE FORT

#### GENERAL VERBEEG STATS

AC 4\*(or better) M18" HD5+5 AT2 DAM By Weapon Type + STR bonus SA Throw Spears INT Avg. to Very AL Neutral Evil Size Large (81/2' to 10' tall)

**Archers** (x80), female (HP 36/leader, 2x35/assistant, 11x34, 11x32, 11x30, 11x28, 11x26, 11x24, 11x22) Use giant bows(ranges 9"/15"/24"), 2 shots per attack/round, arrows do 1-12/1-12 + strength bonus, or 4-15/4-15; and two-handed swords for 1-10+3

**Ballistae Crewman** (x8) males, 4 each, north/south tower (HP 34, 33, 32, 31, 30, 29, 28, 27) Each ballistae fires 1 giant bolt per attack/round, doing 4-32 points of damage (machine range 18'/26"/34"); and giant maces for 2-12+4

**Crossbowman** (x4), males, center tower (HP38,36, 2x29) Use giant crossbow for 1 shot per attack/round, bolt does 4-16 damage (ranges 12"/20"28"); and giant spears for 1-6+4, and giant maces for 2-12+4

**Footman** (x150) males; 30 each in each tower, 90 in barracks (HP 15x40, 15x38, 15x36, 15x34, 15x32, 15x30, 15x28, 15x26, 15x24, 15x22), wield 2-handed swords for 1-10+3 (22-26 hp giants) 1-10+4 (28-32 hp giants) 1-10+5 (34-38 hp giants) 1-10+6 (40 hp giants) Use giant shields for AC3. The 38-40 hp males will be in north tower, the 34-36 hp males in center tower, and the 30-32 hp ones in south tower. When the alarm is raised, those in the towers will wait d6+4 rounds before sneaking out of a secret door on the north and south sides and try to get around and behind the approaching attackers. Meanwhile, those in the barracks will assemble in the compound, and be ready to rush out the main gate when ordered.

**Leader** Wilyam Whunut. AC0 (+3 *giant plate mail*) HP45, DAM 1-10+8 (wields a *halberd* +2\*) 18/00 strength. Will be in Shaman's quarters at start. When alarm is raised, he will rush to the Dragonnel loft and saddle a steed, then take to the skies with saddle bags filled with leather vessels (animal stomachs) filled with oil. He will fly out of the fort and drop these upon the ground about 60' from the entrance, at which time the archers will use fire arrows to shoot into the oil and ignite it. If he takes 2/3 of his hp in damage he will attempt to fly away through the pass to warn the community within the vale. (\*See treasure list)

**Shaman** (x8) These giant holy-men can cast spells that will aid the defense of the fort. When the alarm is raised they will issue forth, with the 2 mid-level ones beginning a *Chant* spell. The leader and 1st assistant will then place a *Resist Fire*, *Resist Fear* and *Protection vs. Good* upon Wilyam. The leader will cast a *Prayer* as the 4 lowest level ones will rush to the Worg pen and set them loose into the compound. The Worg answer only to a shaman or Wilyam, but will not attack a giant under any circumstance.

SHAMAN TABLE OF ABILITIES			Spells			
Level	Add. HP	ATK as HD	1st	2nd	3rd	4th
7	6-24	9	3	3	2	1
6	5-20	9	3	3	2	
5	4-16	8	3	3	1	
4	3-12	8	3	2		
3	2-8	7	2	1		
2	1-4	7	2			
1		6	1			

SHAMAN SPELLS

1st	2nd
Cure light Wounds	Augury
Detect Good	Chant
Detect Magic	Detect Charm
Light	Resist Fire
Prot. vs. Good	Snake Charm
Resist Fear	Speak with Animals
3rd	4th
Cure Blindness	Divination
Cure Disease	Exorcise
Dispel Magic	Neutralize Poison
Locate Object	Tongues
Prayer	
Remove Curse	

Shaman Leader (L7) AC3 HP69 ATK Giant Mace for 2-12+5  
 1st Assistant (L6) AC4 HP55 ATK Giant Mace for 2-12+4  
 Brothers (2xL4) AC4 HP52, 50 ATK Giant Mace for 2-12+3  
 Acolytes (4xL2) AC4 HP44, 43, 42, 41 AT as above

**Dragonnel** (x2) AC3 M12"/18" (MC: C/D un-mounted/mounted) HD8+4 (HP 51, 50) ATK 3 DAM 1-6/1-6/4-16 INT semi-intelligent AL Neural (evil) Size L(24'+ long)

**Worg** (x12) AC6 M18" HD4+4 (HP36, 35, 34, 33, 32, 31, 30, 29, 28, 27, 26, 25) ATK 1 DAM 2-8 INT Semi-(low) AL Neutral (evil) Size L

BUILDINGS

Each structure is left open for you to design the rooms and uses of each. Obviously the large barracks and dormitory will likely be open, filled with bunks and footlockers, tables and chairs, but the others might actually have rooms for specific individuals (Wilyam, and the Shaman leader and his assistant, for example). What doors there may be and whether they are locked or not is up to you. Stairs to the upper (or lower) levels must be somewhere within, and perhaps barred windows on the upper floors.

The amount of detail needed is dependent upon how much detail you wish the players to encounter. It can range from minimal, to extensive, depending on your style and goals.

Likewise, the typical sundry items that the giants might be wearing or in possession of, is completely up to you.

## FORT STRATEGY

The purpose of the fort is to repel any attack from invaders coming from the east. Even should Wilyam or the shaman leader escape to within the valley, it will take at least 3 to 5 days before replacements can reach the fort. If the party should defeat the garrison and Wilyam and/or the shaman leader has escaped to warn the valley and return with help, what happens then?

If the party lingers about, searching through and keeping everything they can find--and enough time has passed--then a regiment of giants 2 times that of the fort will eventually arrive. This will be made up of the same types and distribution of archers, footmen, crossbowmen, etc. In addition, there will be 8 hill giants, and 40 ogres. Should the party not dally about but decide to enter the vale in pursuit of Wilyam or the chief shaman, they will likely run into this regiment.

If, on the other hand, not one giant managed to escape the assault by the party, then it is possible the characters can enter the valley and begin an entirely new series of adventures. If that is the case, you will have to design such to accommodate the players' actions.

## FORT TREASURE

While it is possible to list all the individual treasure and where it is located, such is left up to you if that is your desire. Below is a list of the total treasure that can be found within the fort. Where each and every piece is and how it is concealed or guarded (if at all) is in your hands.

2750 SP, 1750 EP, 8500 GP

8 gems (2x1000; 2x100; 3x10 GP base)

4 pieces of jewelry (1x6000; 2x4000; 1x3000GP base)

**+3 Giant Plate Mail**

**+2 Halberd\*** (Optionally, this weapon can be a "Life Stealing weapon. Meaning, for each hp of damage it inflicts on a victim, that same amount will be given to Wilyam if he is below his maximum hp. It will never increase his total beyond his starting number. And if this option is exercised, the weapon will have a Neutral alignment.)

## AFTERWORD TO THE G9+

**The Verbeeg Valley** is intentionally minimal to allow you to customize it as you wish. It assumes you to be an experienced DM. If you have never run a giant adventure before you should consider, at least, letting your players rampage through the upper level of Gary's G1, *Steading of the Hill Giant Chief*, before undertaking this series.

Any changes you wish to make are encouraged. If you feel the monsters are too strong, too many, or too powerful in spells, then make whatever alterations or exclusions you feel are necessary to make sure the encounter runs the way you would like.

Remember, you are the one ultimately responsible for providing the players with a challenging, fun and rewarding game.

## AFTERWORD TO THE SERIES (G4-9)

I think I am, finally, done with my dear giants. I have sincerely enjoyed creating the multiple settings and challenges for each of the installments.

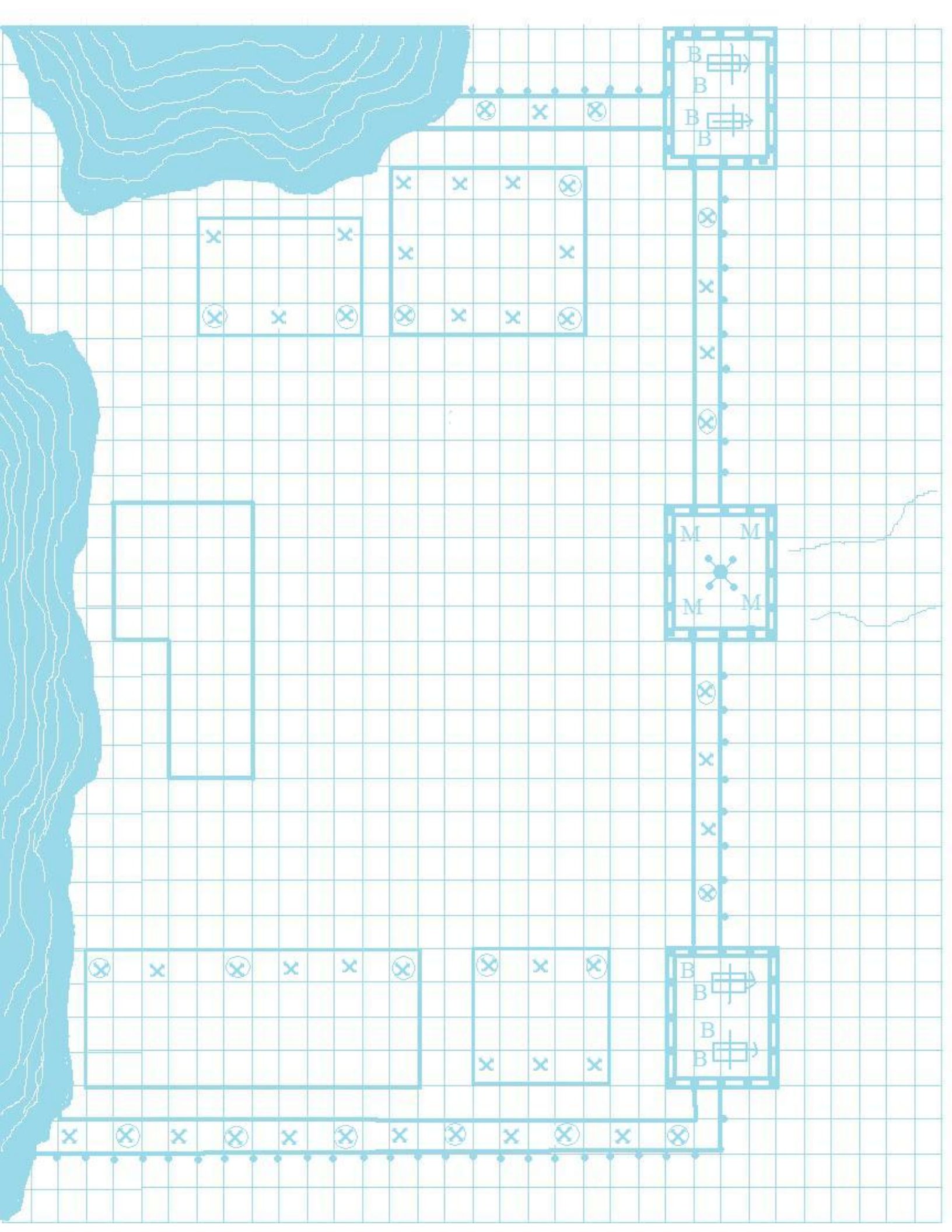
I wish Gary Gygax could have been here to see this project. I would have loved to have heard any criticism or comment he might have made. I am pleased to some extent, that I was able in the beginning to provide a copy of the G4 to Luke; what he thinks (or thought) of it, I do not know.

I am now going to follow the advice of my *femme confident* from French Quebec--Eliana--and move on to other interests besides giants. Which is probably the wisest thing I can do, as she is known throughout the French quarter for wielding a wicked Spatula of Pain!

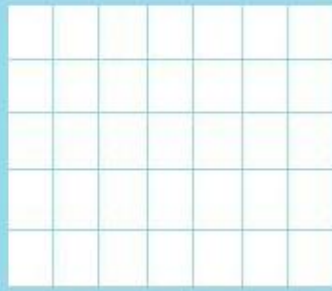
To all those that have been supportive of this project, and my endless attempt to create quality Old School products, I am thankful. If not for you, I would have stopped long ago.

RC Pinnell,  
Menifee, CA. July 2011

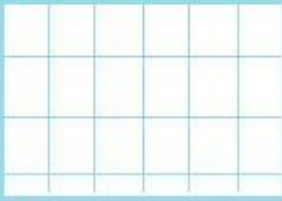




Females Dormitory



Kitchen



Towers



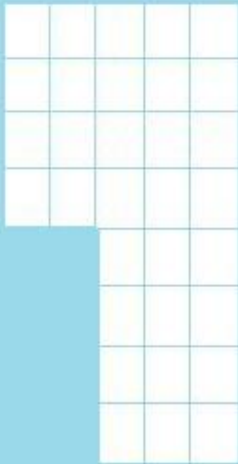
roof top



2nd story

# Verbeeg

Shamans' Quarters



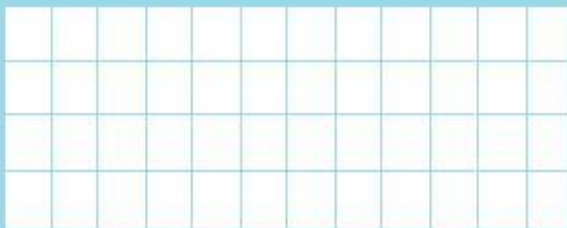
ground level

# Compound

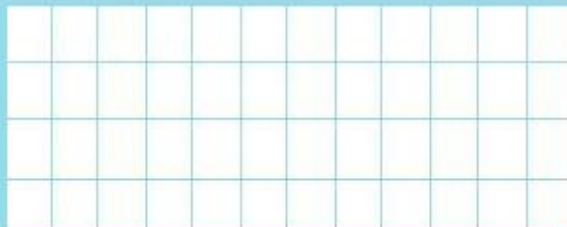
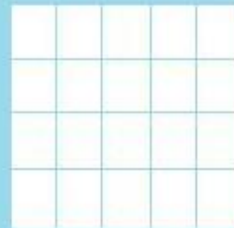


cellar

Foot Soldiers' Barracks

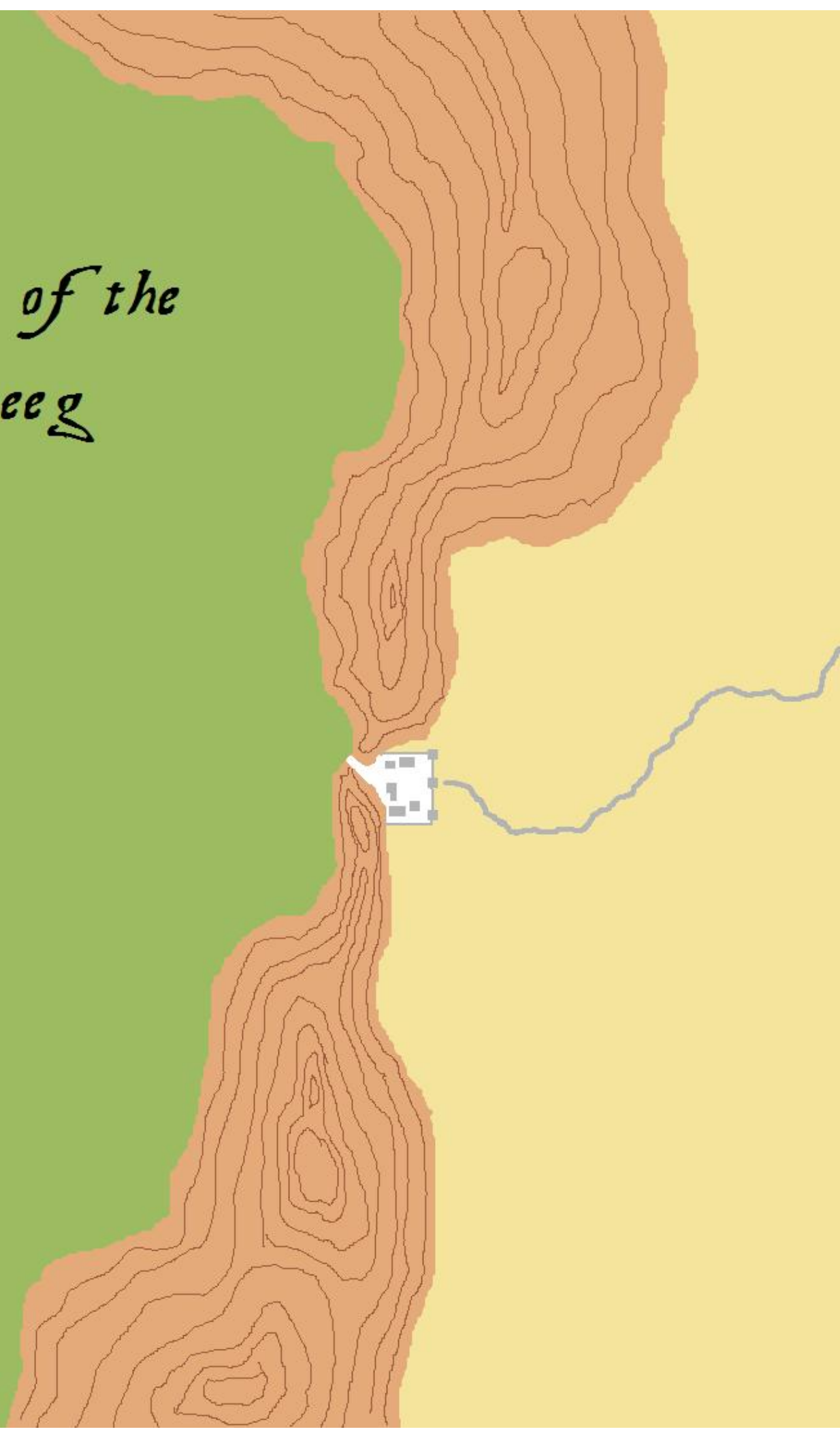


Worgs' Kennel



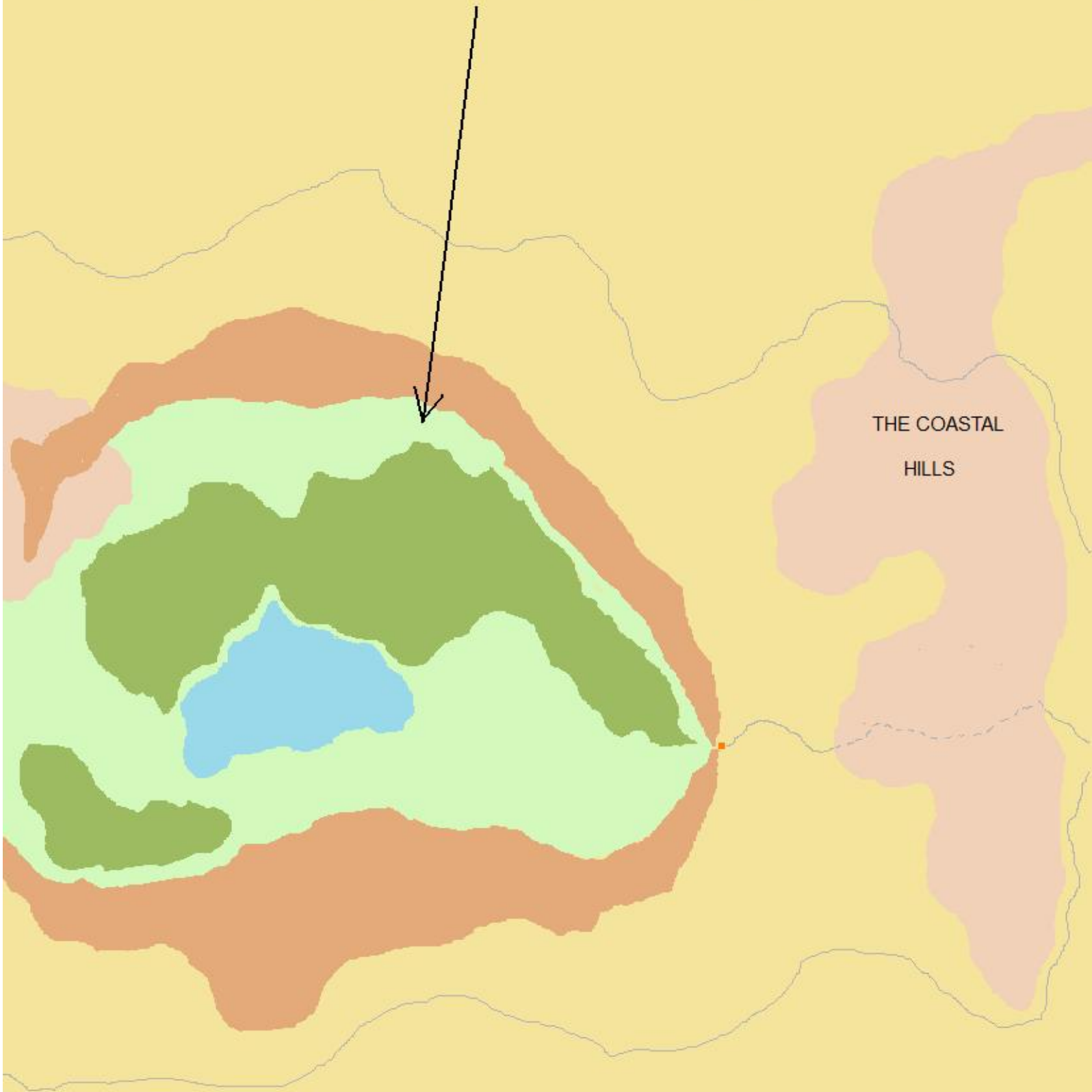
Dragonnel loft

*Valley of the  
Verbeeg*





# THE HERBEEG VALLEY



THE COASTAL  
HILLS