

THE BURDEN

The Mist Lands seem to stretch forever. It's dangerous to cross the Mists, to reach the islands and mountains on the horizon, but you might be able to hitch a ride on the Titan. An 800 foot giant made of granite, The Burdened Titan has been walking the Lands for untold ages, carrying on his back the dungeon known as The Burden. In his endless wandering he occasionally travels to the same places, and so, the dungeon is sometimes used to traverse the deadly mists and to travel beyond the mountains.

The current inhabitants reside in three distinct sections:

THE SCREAMING MARAUDERS

Whenever the Titan stops for a day or two, these gnolls raid the largest settlement they can find within a few hours run from their dungeon entrance. They are known for their eerily human-like screams, as well as for kidnaping locals to be used as slaves in their warrens.

- 1. The Hate.** The gnolls' two chiefs, Vast and Liha, use this chamber to kindle the rage of their marauders before raids. It's decorated with treasured collections from previous raids, mostly skulls and hides of powerful enemies, but also a few magical items.
- 2. Main Warrens.** The gnolls occupy these halls, their screams echoing throughout the day.
- 3. Fetid Basilisk.** Keeping the slaves in check, this basilisk was blinded by an eye-infecting mushroom. When the spore sacs on its face are hit (by simply running into an escaping prisoner), they spread petrification as a spore attack.
- 4. Slave Pens.** The current slaves are woodlings, humanoid-size tree people, taken during the last raid. They've built a secret shrine in the corner, trying to summon their forest spirit to help them escape.

THE REINCARNATED SORCERESS

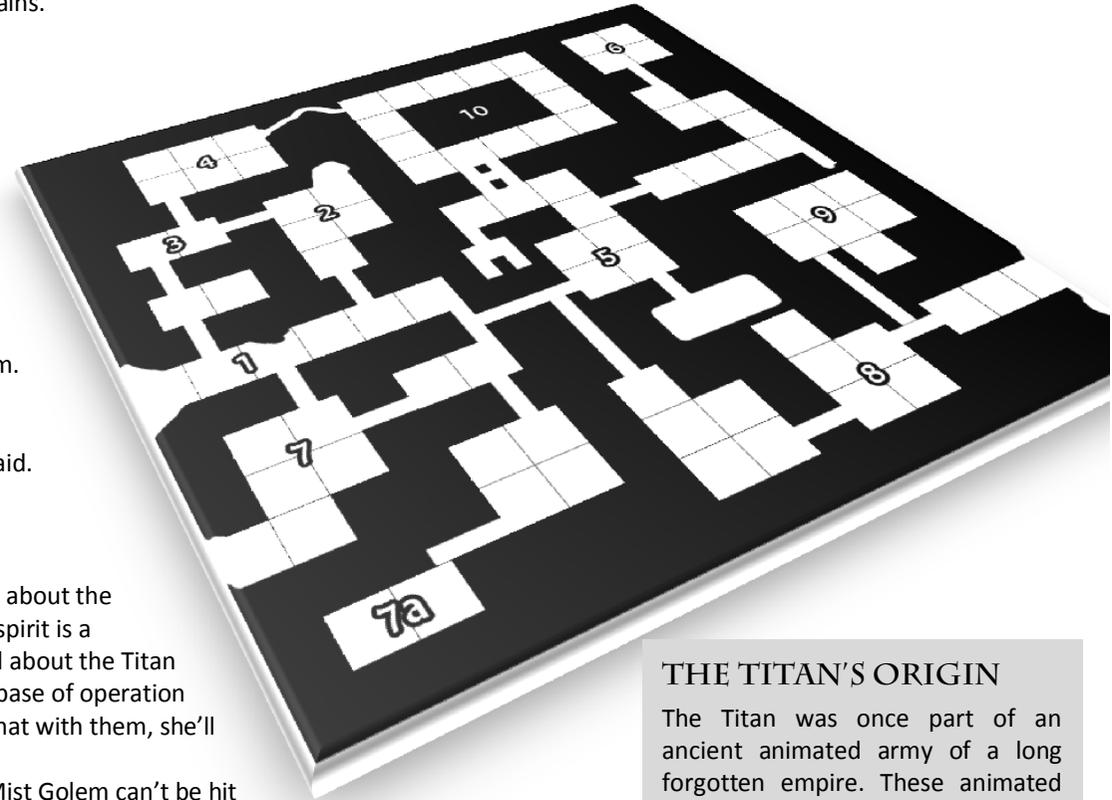
Sabara was born as a mist-pected sorceress, a rare occurrence in her land. Her quest to learn more about the source of her powers soon turned into a hunger for more power. Eventually she discovered that her spirit is a reincarnation of a powerful noble from a long-lost age. Using a *Memory Screen* she stole, she learned about the Titan and the connection between it and her past incarnation. She then found the Titan and established a base of operation within The Burden, trying to reclaim the last pieces of her spirit that still reside within. She believes that with them, she'll be able to control the Titan.

- 5. Mist Golem.** Sabara is experimenting with animating magic, trying to understand it better. The Mist Golem can't be hit by normal weapons, and its main attack is suffocating by occupying the space of its target.
- 6. Memory Room.** This room was originally a bedroom, now in rubble. Sabara placed the *Memory Screen* here, to scry the past of this room, and discover more about her past incarnation. This causes sudden apparitions of old furniture and sights, confusing PCs and making them lose their step.
- 7. Angered Nobles.** These rooms once housed a trading caravan, living within The Burden and using the Titan to reach new markets. Sabara's meddling aroused the spirits of the ancient nobles of the mansion, who then slaughtered the traders. Now they are wandering these rooms in anger. 7a still holds the traders' treasures, including their maps of the Mist Lands.

THE LOST PILGRIMS

This small group of halflings is a new arrival to The Burden, having fought their way in to escape the religious oppression in their previous land.

- 8. Main Quarters.** The halflings' leader, Tiyama Knowing, is very welcoming to strangers in need, though cautious about any religious subject.
- 9. The Deep Shrine.** The halflings worship the Deep Dweller, the being beneath the Mists, not generally considered a nice deity. ("Misunderstood", the halflings would say). The groups' priests are gathering each night to inhale the mists and seek guidance for their small cult.
- 10. Murky Pools.** This part of the dungeon is submerged under water. The halflings consider any large source of water as the presence of the Deep Dweller, and so, were quite excited to find these dark hallways. They occasionally send a brave party to worship at these chambers.



THE TITAN'S ORIGIN

The Titan was once part of an ancient animated army of a long forgotten empire. These animated colossals were designed to be simple minded and strict, but this Titan fell in love with one of the local nobles.

Eventually a great disaster befell the land. The Titan, worried about his loved one, hurried to her mansion, and uprooted it. He carried it on his back, traveling as far away as he could from the crumbling empire.

In the thousands of years that passed since, he has forgotten the reason for his journey, now traveling aimlessly through the land.