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Saga of the Giants



A Basic Fantasy RPG Adventure Series
For 9 to 12 Player Characters of Levels 9 to 12

www.basicfantasy.org

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Saga of the Giants

A Basic Fantasy Role-Playing Game Adventure Series
For 9 to 12 Player Characters, Levels 9 to 12

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Introduction by Chris Gonnerman

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Introduction

The **Basic Fantasy RPG** is sometimes considered a "retro-clone" game, but honestly, it was created more to replicate "the way we played back in the day" than any specific rule system. In many ways it's a homage to those times and to the games we played back then, and if you're one of those for whom that style rings true, then this adventure module should be right up your alley.

Saga of the Giants is just what it says on the tin: a series of adventures pitting your player characters against a succession of giant fortresses (and the inhabitants thereof). It's a homage to classic adventures, it's true, and you'll see their influence throughout the early parts of this book... but that's deceptive, as this is a different, longer adventure series with a very different denouement.

Now you may look at the recommended party of adventurers, and then look through the adventures themselves, and you might think "this is too much even for a party of twelve characters of twelfth level," and in a way you'd be right. This adventure series presents six distinct strongholds, each one staffed with larger, tougher, smarter giants than the last. The important thing to realize here is that, in the Old School, encounters are not guaranteed to be "fair." After all, life isn't fair, so why should the game world be different?

This adventure series should test not only your character's strength of arms and magical prowess, but also your player's guile, strategy, and prudence. It's also a challenge to the GM... these are powerful, intelligent monsters, and they absolutely should learn from experience. If the players make repeated bloody forays into a stronghold, the master of that stronghold would naturally take defensive measures, such as ordering his troops to a higher state of alert, closing off the entrances by which the adventurers are

gaining access, or even making offensive sorties against the adventurers in their encampment.

This adventure is challenging on several levels, it's true, but J.D. Neal has also put his stamp of weirdness into it. Pay special attention to the odd bits of loot in the various hoards, and the custom and unexpected monsters scattered throughout. In my personal experience playtesting these adventures, my only regret is the number of things that had me snickering which (for obvious reasons) I couldn't tell my players about. They learned some things the old-fashioned way, of course...

Enough said. Let's get on with the adventure... the Old School is now in session!

Chris Gonnerman
May 2015

Author's Note

These modules were designed on the basis of "lots of monsters and lots of treasures" and with little else in mind. They are a playground for the Game Master and players to romp in as they see fit.

Contents

Hill Giant Hall	2
Caverns of the Stone Giants	27
Frost Giant Fortress	46
Fire Giant Forge	69
Cloud Giant Castle	103
Storm Giant Citadel	135
New Magic Items	164
New Monsters	166
Pre-Generated Characters	168

*If you might be a player in any of these adventures, **stop reading now!** Beyond this point lies information meant only for the Game Master's eyes!*

Hill Giant Hall

Game Master's Background Information

HOW IT ALL BEGAN: Evil has risen and the countryside is in panic. Life in the rich, flat farmlands near the forested hills has never been completely safe, but now giants have arrived, ransacking communities and waylaying travelers, stealing and killing anything they wish. Hundreds of the local residents have gone missing, and no ransoms have been demanded.

This series of sudden, swift attacks has unsettled the local rulers. A call for privateers has been sent out, begging anyone with courage and strength to grab the reigns and bring the monsters to a stop.

Some have tried. And the few to survive return with horrific stories of comrades roasted alive while hideous laughter echoed down from the wooded hillside bluff the giants have claimed as their domain.

Following a crude map to the supposed location of the giant lair, the player characters find a peaceful and lively forest. It seems that all the local trails lead to the fortress. The surrounding countryside is dotted by caves, many natural and some made by humanoids, though all of them are empty. Here and there the adventurers discover trash from past inhabitants: broken spears, flint arrow heads, bones around fire circles, and human-like skulls smashed and charred. Using any of these caves as a base of operations will allow them a relatively safe place to retreat to and recuperate, unless they are foolish and leave an obvious trail or make fire, noise, and smoke.

The giants have recently cleared much of the area around their lair, using the trees to build a large wooden hall and in the process making it easy to locate them. The wood used to build the hall is not only green, but for some reason it is still growing (the hill giants have an affinity for nature, and in a few months their fortress will be overgrown with lush vegetation, and as such strong and well camouflaged.)

Interesting enough, the number of trees felled could build three or four such halls, perhaps even a fleet of ships.

What mysteries lie hidden in the sweltering green forests? Why have the giants suddenly become so

cunning? Who is behind the sudden deadly attacks?

Game Play Notes

Prisoners and Bounties: Local rulers have placed a bounty on living giants (see below), eager to find out more about what is going on and have prisoners to trade for captives.

	<u>Commoner</u>	<u>Nobles</u>	<u>King/Queen</u>
Hill Giant	200 gp	500 gp	1,000 gp
Stone Giant	300 gp	600 gp	1,000 gp
Frost giant	400 gp	800 gp	1,500 gp
Fire Giant	500 gp	1,000 gp	2,000 gp
Cloud giant	600 gp	1,200 gp	2,500 gp
Storm Giant	800 gp	1,600 gp	3,000 gp

Giant Bags: Giants often carry goods in massive bags. Some of the adventures include random lists to help the Game Master randomly stock them, making 1d4 to 1d20 rolls as desired. A d66 roll is made by rolling two d6s and counting one as the tens digit and the other as the ones digit.

The Hill Giants

These hill giants are fairly simple, interested mainly in the little bit of forest around them that they claim as their own. They have few aims beyond rampaging and pillaging the "little folk" to their own delight.

As far as any greater scheme is concerned, for the most part they have no idea what others may have in mind. They only know that they were paid handsomely to gather as much wood and as many prisoners as they could supply.

Fire giants and frost giants are involved. As for stone giants, they seem to be tagging along for some reason. Perhaps on other business, although they have brought along pets to help guard the loot that is being served up to the hill giants as payment.

Possible Random Encounters Outside the Lair

To help the referee who wants to flesh out the exterior. Roll 2d4 to determine the group encountered:

2. The Wolf Keeper (Area 23) with 1d4+1 Dire Wolves (Area 20), looking for orc prisoner escapees.
3. 2d6 Harpies, spying for Queen Isabelle the Cursed; they attack only if provoked.
4. 2d6+6 Orcs, planning to rescue their leader, Graxar (Area 23 of Main Dungeon Level).
5. 1d3+1 Hill Giants, patrolling the area; if encountered, one of them rushes to warn the others, while the rest of them slowly fall back and cause as much harm as possible.
6. 1 Hill Giant and 2d4 Ogres, hunting for food (game or orc).
7. 1d6 Centaurs and 2d6 Elves, forces of the Fairy World sent to investigate the situation.
8. A Minotaur, wandering about the hills after finally escaping his maze prison by killing his master.

Hill Giant Bags

A list of potential contents for hill giant bags.

d100	d66	Bag Contents
1-3	11	A fire-making kit – a rusty sword (broken and chipped), a large flint stone, and a wad of cotton tinder.
4-6	12	A wooden bowl, spoon and cup.
7-8	13	Rocks (boulder-sized) - 1d6 for catapult shot.
9-11	14	A large, heavy clay pot with a wooden lid, full of coal dust and chunks of coal.
12-14	15	A wooden bucket with a wooden lid (tied shut with rough twine). Inside are four compartments (separated by wooden dividers) containing salt, pepper, sugar, and bone dust.
15-17	16	A rough cloth pouch with 1d6 x 100 copper coins.
18-19	21	A rough cloth pouch with 1d6 x 20 silver coins.

d100	d66	Bag Contents
20-22	22	A rough cloth pouch with 1d6 x 10 golden coins.
23-25	23	A giant snake curled up around a bag containing 1d6 x 100 copper coins, 1d6 x 20 silver coins, 1d6 x 10 golden coins, and 1d6 gems worth 1d6 x 10 gp each.
26-28	24	A pair of sock-like cloth or rawhide "shoes" with a rough fiber cord to tie them on the feet.
29-31	25	An iron pot full of toasted (burnt crispy) newts and frogs and a wooden grinding pestle.
32-33	26	A bull's horn with a leather cap, containing a burning ember nestled in dry cow patties.
34-36	31	A bull's horn with a wooden cap reeking of mead or wine.
37-39	32	A pigskin tied at the end of the legs and sewn shut – full of old milk on the verge of fermenting.
40-42	33	A razor-sharp flint knife on a stag horn handle.
43-44	34	A stone-headed axe with a knobby oak branch haft.
45-47	35	A turtle-shell comb and sharp thorns, used as hair pins.
48-50	36	A half-dozen pine-pitched torches.
51-53	41	Wooden caltrops, very sharp but prone to breaking on use (1d6).
54-56	42	120 feet of handmade twine wrapped around a wooden dowel.
57-58	43	9 yards of fine linen tied in a bundle by a piece of rawhide.
59-61	44	2d6 smoked squirrel and rabbit carcasses.
62-64	45	A glass demijohn with a cork containing a mixture of 2 gallons of wine and 3 gallons of beer.
65-67	46	A smoked mutton joint.
68-69	51	A fur cap made from the scalps of humans, elves, and dwarves.
70-72	52	2d6 gems worth 1d6 x 10 gp each.
73-75	53	3d6 pounds of cheese and hard tack, as well as a wineskin full of cheap ale.

d100	d66	Bag Contents
76-78	54	A dozen scrolls of no importance (letters to relatives, tax receipts, etc.) written in various inks in different languages: human, elf, dwarf, but not giant. The end of one is charred (they are being used as tinder).
79-81	55	A bunch of jewelry: 1d6 golden rings worth 1d6 x 10 gp each; 2d6 silver ear rings worth 1d6 gp each, and 3d6 copper arm bands worth 1d6 sp each.
82-83	56	A stone headed hammer, a wooden maul, 3 copper chisels, and a bronze saw blade.
84-86	61	A mixture of arrowheads: 2d6 copper, 3d6 steel/iron, 1d6 silver, and 3d6 flint. A staghorn rounded on one end and leather handguard for knapping arrowheads.
87-89	62	A broken long bow and 3 strings.
90-92	63	A bear claw necklace, a necklace of wooden beads, and a 1 pound bag of clay marbles.
93-94	64	A pet giant rat that bites any hand thrust into the bag.
95-97	65	A reed flute and brass thumb cymbals.
98-100	66	A potion (d6): 1-2: A potion of healing 3: A potion of plant control 4: A potion of growth 5: A potion of gaseous form 6: A potion of giant strength (hill)

Hill Giants and Throwing Rocks: Hill giants do not throw rocks/boulders in the Basic Fantasy Role-Playing Game (and similar games). The rocks they are carrying are being collected for catapult shot.

Key to Map 1: Surface

The referee can choose between two maps for the surface level, or even draft their own.

CEILINGS: Ceilings are 25' high, unless otherwise noted.

DOORS: The exterior doors are 20' tall and 10' wide, built from three-foot thick wood supported by steel bands that are riveted in place. They can be barred from inside. On each side is a wooden brace with an iron hook intended for hanging lanterns. Inner doors are 18' tall and 8' wide, built of heavy wood 2 feet thick and braced by iron. They can be barred from the inside.

FLOORS: The floors inside the hall are hard packed earth and stone, with occasional stumps that have yet to be cleared. The lower dungeons will have floors of stone and gravel.

Wandering Monsters

Roll 1d6 once per hour; a 1-2 indicates an encounter. Or use an arbitrary check now and then for more randomness. Roll 1d6 to determine the group encountered:

1. 1d6 Dire wolves, nervous and excited by the battles going on in the great hall (room 18).
2. 3d6 Giant rats scurrying about in search of food and fleeing wolves.
- 3-4. 1d3 Hill giants angry at being left out of the festivities of the great hall (room 18).
5. 1d6 Ogres with spears carrying game animals (deer, boars, and/or a dead dire wolf).
6. 2d6 Orc slaves with iron collars sneaking around furtively and hiding in shadows.

1d6 Dire Wolves: AC 14, HD 4, #At 1 bite, Dam 2d4, Mv 50', Sv F4, MI 9, XP 240 ea.

HP 26	□□□□□ □□□□□ □□□□□ □□□□□
	□□□□□ □
20	□□□□□ □□□□□ □□□□□ □□□□□
18	□□□□□ □□□□□ □□□□□ □□□
16	□□□□□ □□□□□ □□□□□ □
14	□□□□□ □□□□□ □□□□
10	□□□□□ □□□□□

3d6 Giant Rats: AC 13, HD 1d4 Hit Points, #At 1 bite, Dam 1d4 + disease, Mv 40' Swim 20', Sv F1, MI 8, XP 10 ea.

HP	4	□□□□	4	□□□□	3	□□□
	1	□	4	□□□□	3	□□□
	3	□□□	3	□□□	2	□□
	1	□	1	□	4	□□□□
	3	□□□	2	□□	2	□□
	2	□□	2	□□	2	□□

1d3 Hill Giants: AC 15, HD 8, #At 1, Dam 2d8, Mv 30', Sv F8, MI 8, XP 875 ea.

HP	31	□□□□□	□□□□□	□□□□□	□□□□□
		□□□□□	□□□□□	□	
	26	□□□□□	□□□□□	□□□□□	□□□□□
		□□□□□	□		
	24	□□□□□	□□□□□	□□□□□	□□□□□
		□□□□□			

1d6 Ogres: AC 15, HD 4+1, #At 1 weapon, Dam 2d6, Mv 30', Sv F4, MI 10, XP 240 ea.

HP	22	□□□□□	□□□□□	□□□□□	□□□□□
		□□			
	18	□□□□□	□□□□□	□□□□□	□□□
	16	□□□□□	□□□□□	□□□□□	□
	14	□□□□□	□□□□□	□□□□□	
	12	□□□□□	□□□□□	□□	
	10	□□□□□	□□□□□		

2d6 Orcs: AC 11, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 40', Sv F1, MI 8, XP 25 ea.

HP	7	□□□□□	□□	6	□□□□□	□
	6	□□□□□	□	5	□□□□□	
	4	□□□□		4	□□□□	
	3	□□□		3	□□□	
	2	□□		2	□□	
	1	□		1	□	

1. SOUTH ENTRY. Grass is beginning to grow lush amid the many stumps around the hall. A path has been trodden up to the southern entrance of the hall. A heavy wooden portcullis blocks the entryway; it is hinged at the top to swing back-and-forth rather than rise up, and while it is not barred, great strength is needed to pull or push it out of the way.

11. PIT TRAP. The cover for this pit is buried underneath a thin layer of dirt; careful probing will reveal it as well as a 5' wide walkway on the north and south sides. Underneath the lid is a 20' deep pit (2d6 damage with a fall) full of giant rats. Bones of ogres and orcs show how successful this pit trap has

been at keeping creatures in or out. There is at least a 2 in 6 chance that the giant whittling an axe handle in room #2 will hear the noise of the trap springing.

18 Giant Rats: AC 13, HD 1d4 Hit Points, #At 1 bite, Dam 1d4 + disease, Mv 40' Swim 20', Sv F1, MI 8, XP 10 ea.

HP	4	□□□□	4	□□□□	3	□□□
	1	□	4	□□□□	3	□□□
	3	□□□	3	□□□	2	□□
	1	□	1	□	4	□□□□
	3	□□□	2	□□	2	□□
	2	□□	2	□□	2	□□

2. GUARD POST. Two hill giants are sleeping on cots whilst one sits at a table, feet propped up, whittling down a stick of wood to make the haft for an axe blade that rests on the table beside him (he is using a magical **Spear of Lightning +1** to do his whittling, fascinated by its sharpness; see **New Magic Items**). Each giant has a heavy wooden club, rawhide clothing, and a leather coin purse with 500 gp in it.

3 Hill Giants: AC 15, HD 8, #At 1, Dam 2d8, Mv 30', Sv F8, MI 8, XP 875 ea.

HP	38	□□□□□	□□□□□	□□□□□	□□□□□
		□□□□□	□□□□□	□□□□□	□□□
	27	□□□□□	□□□□□	□□□□□	□□□□□
		□□□□□	□□		
	24	□□□□□	□□□□□	□□□□□	□□□□□
		□□□□□			

3. CLOAK ROOM. Wooden pegs line the wall, festooned with heavy winter cloaks, fur overshoes and such, enough for a dozen giants (they vary in size). One is a snow-white cloak made from the luxurious hide of a polar bear, and one is an ebony black coat that has been stitched from many black lion hides. A set of 10 bags contain dried meat, flour, vegetables, and other traveling goods.

Slung on one peg is an invisible large sack containing an assortment of giant gear (anything placed within it turns invisible until removed). A **dispel magic** or **detect invisible** spell will render it visible only for the duration of the spell, and it will exhibit a ghostly glow if **detect magic** is invoked around it (or however the referee handles **detect magic**). Among other random items, it contains 50' of rope which will radiate magic if detected for; this is a **Rope of Hiding** (see **New Magic Items**).

4. COMMON BUNK ROOM. This dusty room houses simple wooden bunks (each with a pallet made from rough cloth stuffed with feathers), two tables, and five wooden stools. The room is otherwise empty (roll for wandering monsters to see if any are here).

5. STORAGE. Includes clothing, mops, buckets, and bags of sand.

6. SERGEANT'S ROOMS. An orderly room that has one flaw: smelling like wet dog. The sergeant of the guard wears chain mail armor and carries a plain steel sword as well as a wooden buckler (all hill-giant sized). The sword has a huge emerald in the pommel worth 3000 gp. His pet dire wolf sprawls on its belly (head-on-paws), whining to get into the action in the main hall (room #18), which its long ears can hear. A single large bronze key on his belt opens the locked door to the armory at #6b.

Hill Giant: AC 15, HD 8, #At 1, Dam 2d8, Mv 30', Sv F8, MI 8, XP 875

HP 43 □□□□ □□□□ □□□□ □□□□
 □□□□ □□□□ □□□□ □□□□
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Dire Wolf: AC 14, HD 4, #At 1 bite, Dam 2d4, Mv 50', Sv F4, MI 9, XP 240

HP 32 □□□□ □□□□ □□□□ □□□□
 □□□□ □□□□ □□

6b. ARMORY. Cluttered wooden racks on the wall contain: 12 heavy clubs, 6 steel-headed spears, 9 flint tipped spears, 12 wooden bucklers, 11 hide shields, 8 suits of hill-giant sized leather armor, a dis-assembled onager (light catapult), and a score of heavy rocks for catapult shot. There are two magical **Spears of Lightning +1** leaning in the far corner (see **New Magic Items**).

7. COMMON BUNK ROOM. This austere room is empty. Long, tall wooden bunks line the walls away from the doors. Underneath each is a set of wooden trunks with clothing, including many lice ridden fur coats and boots.

8. COMMON SITTING ROOM. Several old sofas and a table with chairs furnish this austere room. Three hill giants can be found here, immersed in a fast game of dice-and-cards (the cards being crude wooden placards with simple symbols on them). They have a golden ring with "Love, Esther" carved into it (worth 400 gp), silver cutlery (worth 200 gp), and about 500 gp and 700 sp of coins in a pile on the table.

3 Hill Giants: AC 15, HD 8, #At 1, Dam 2d8, Mv 30', Sv F8, MI 8, XP 875 ea.

HP 40 □□□□ □□□□ □□□□ □□□□
 □□□□ □□□□ □□□□ □□□□
 36 □□□□ □□□□ □□□□ □□□□
 □□□□ □□□□ □□□□ □
 30 □□□□ □□□□ □□□□ □□□□
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9. TROPHY ROOM. Garish skulls from bears, wild boars, and deer line the walls of this room. One large bear head has green gems for eyes (each worth 1,600 gp). The mounted and crudely preserved trophy of an ogre chief has a metal gauntlet on one hand that radiates magic if detected: it is a **Paladin's Gauntlet** (see **New Magic Items**).

10. PRIVATE ROOM OF THE CHIEF & WIFE. Well-lit by lanterns hanging from the ceiling. All doors leading into this room are locked – one of the hill giants in room #16 has the keys. A massive fireplace separates this room from the guest bed room; there is a stone wall between the rooms. Plants in wooden tubs are thick here. Furnishings include a table, chairs, and wooden closet – all serviceable, but not made with superb craftsmanship. Three saber-tooth cat cubs prowl the room, harmless and mewing at anyone who enters as if they are hungry; an animal trainer or an eccentric noble would pay 750 gp for each. Hidden in the earth around the roots of one of the potted plants is a leather purse with 300 pp and 150 gp.

11. PRIVATE BEDROOM. A dark and somber room. One large bed is in this room, as well as a pallet with the taxidermy of a giant boar on it (worth 400 gp). There also stands a huge silver-backed mirror of excellent quality (worth 1000 gp), which actually hides a secret compartment in the wall containing a pound of strong narcotics (powdered moonlight, worth 1,500 gp), the blade of a sword made of colored glass (worth 200 gp), and two palm-sized crystal sheets with cryptic messages on them (worth 500 gp each or more if decrypted).

12. GUEST BEDROOM. The walls of this room are painted with crude but colorful gaudy bedroom scene murals. There are four spacious beds here, each covered by a utilitarian set of bedding. There are also two tables, six chairs, and two large wooden trunks with sundry bedding. Hidden under one bed is a small chest with an **invisibility** spell on it (said spell is broken if the chest is moved, etc.) and

inside it are three **Potions of Healing** and a **Potion of Fire Resistance**.

13. GUEST LIVING ROOM. Crude but colorful murals line the walls of this room, showing giants reaping grain, hunting animals, and so on. There are a number of plants in wooden tubs; holes in the ceiling let light in. It is furnished with one large table, several benches, and a long, crude divan. It has recently been straightened up for guests and three large trunks sit unopened against one wall. All three are filled with giant-sized traveling clothes of mundane nature. One has a false bottom; opening it without pushing a knob on the bottom of the trunk releases a caustic gas that fills a 10' diameter sphere around the trunk and does 3d6 points of damage to everyone within it (save vs. Poison for half damage). Inside it are a pair of mammoth ivory carved with religious symbols (worth 400 gp each), a bottle of perfume (worth 150 gp), a golden bar (worth 1,250 gp), two bejeweled silver goblets (worth 500 gp each), and three **Spears of Lightning +2** (see **New Magic Items**).

14. WINE ROOM. Contains several kegs of cheap wine, a couple of barrels of dark brown beer, and a cask of mead. Among the more interesting ones are an otherworldly beverage made from honey, whiskey, and the tears of fairies (500 gp), a bottle of 200-year-old brandy (200 gp), and a bottle of bitter liquor made by fire giants and still hot to the touch (250 gp).

15. FOOD STORAGE ROOM. Hanging meat, bags of potatoes and dried fruit. A pile of wooden boxes contains jars full of jellies, jams, and honey.

16. PRIVATE MEETING ROOM. A hill giant with a spear stands guard in each corner of the room while five others and a stone giant sit at a table. At the head of the table is a hill giant named Walnut, who is the son of the tribe's chief. He carries a well-crafted giant-sized axe and wears a hand-hammered brass crown, and a suit of chain mail. A male saber-tooth cat is sitting on its haunches beside him and he has the keys to the doors of rooms #10, #14 and #15. His wife Ebony sits beside him.

These giants are waiting for their masters to return from the secret chambers below.

A huge fireplace in the south wall (north wall on the alternate map) is full of glowing coals. The wall behind it will slide open to allow entrance to the secret passage down (room #17). Any giant that

wants to flee through it would flip a table over and push it into the fire to make a bridge.

Walnut the Chief's Son: AC 17, HD 8, #At 1, Dam 2d8, Mv 20', Sv F8, MI 8, XP 875

HP 42 □□□□ □□□□ □□□□ □□□□
 □□□□ □□□□ □□□□ □□□□
 □□

Ebony, Wife of Walnut: AC 15, HD 8, #At 1, Dam 2d8, Mv 30', Sv F8, MI 8, XP 875

HP 38 □□□□ □□□□ □□□□ □□□□
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7 Hill Giants: AC 15, HD 8, #At 1, Dam 2d8, Mv 30', Sv F8, MI 8, XP 875 ea.

HP 37 □□□□ □□□□ □□□□ □□□□
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Stone Giant: AC 17, HD 9 (+8), #At 1 stone club or 1 thrown rock, Dam 3d6 or 3d6, Mv 30', Sv F9, MI 9, XP 1,075

HP 36 □□□□ □□□□ □□□□ □□□□
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Sabre-Tooth Cat: AC 14, HD 8, #At 2 claws/1 bite, Dam 1d6/1d6/2d8, Mv 50', Sv F8, MI 10, XP 875

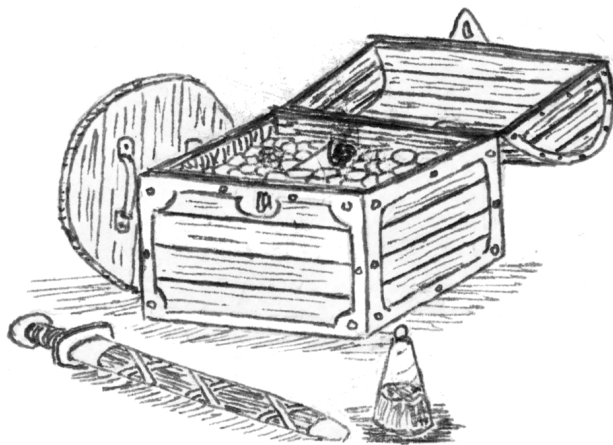
HP 58 □□□□ □□□□ □□□□ □□□□
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Walnut has 8 pieces of jewelry worth 200 gp each. Ebony, wife of Walnut has 6 pieces of jewelry worth 300 gp each. The other 7 hill giants have 600 gp each. One also has a gem-set earring (600 gp) and a leather pouch with 1000 sp (and two dice rigged to favor sixes); another also has a leather pouch with 1,000 gp; and a third also has 300 gp in a slip of silk cloth folded up and hidden on its person (the cloth is worth 100 gp). The stone giant has 6 pieces of jewelry worth 500 gp each.

17. SECRET PASSAGE DOWN. Wooden steps lead down 200' to room #1 on the secret dungeon level below (map #3). They do not go straight down, rather they twist and turn to pass by the main dungeon level.

18. GREAT HALL. Stone giants are here, along with the local giants, swilling beer by the gallon with raucous abandon and betting on bouts between owl bears and dogs (dire wolves). The place is a riot of benches and tables, half-eaten food thrown onto the rushes and dirt on the floor, and dirty wooden plates and bowls. Light shines dimly down from a covered smoke-hole in the ceiling. Giant-sized shields line the walls and a massive throne sits on a dais on one end of the hall.

One stone giant is using a human-sized shield as a plate (it is a magical **Shield +3**). Scattered about in piles and bags are the following valuables: 1,000 gp and 4,000 sp in coins; ivory chess pieces (worth 500 gp); 20 pounds of mammoth fur (300 gp); 30 pounds of exotic fruits (150 gp); a wall carpet knotted from the hair of thirty-three redheads (400 gp); a dozen silver-gilt skulls turned into goblets (20 gp each); a black pearl, a topaz, and an emerald (worth 600, 500, and 1,000 gp, respectively).



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2 Stone Giants: AC 17, HD 9 (+8), #At 1 stone club or 1 thrown rock, Dam 3d6 or 3d6, Mv 30', Sv F9, MI 9, XP 1,075 ea.

HP	40	□□□□	□□□□	□□□□	□□□□
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	36	□□□□	□□□□	□□□□	□□□□
		□□□□	□□□□	□□□□	□

14 Hill Giants: AC 15, HD 8, #At 1, Dam 2d8, Mv 30', Sv F8, MI 8, XP 875 ea.

HP	46	□□□□	□□□□	□□□□	□□□□
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	40	□□□□	□□□□	□□□□	□□□□
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	37	□□□□	□□□□	□□□□	□□□□
		□□□□	□□□□	□□□□	□□
	37	□□□□	□□□□	□□□□	□□□□
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	34	□□□□	□□□□	□□□□	□□□□
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	29	□□□□	□□□□	□□□□	□□□□
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	27	□□□□	□□□□	□□□□	□□□□
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	26	□□□□	□□□□	□□□□	□□□□
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	26	□□□□	□□□□	□□□□	□□□□
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	23	□□□□	□□□□	□□□□	□□□□
		□□□			

2 Owlbears: AC 15, HD 5, #At 2 claws/1 bite + 1 hug, Dam 1d8/1d8/1d8 + 2d8, Mv 40', Sv F5, MI 9, XP 360 ea.

HP	25	□□□□	□□□□	□□□□	□□□□
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	25	□□□□	□□□□	□□□□	□□□□
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8 Dire Wolves: AC 14, HD 4, #At 1 bite, Dam 2d4, Mv 50', Sv F4, MI 9, XP 240 ea.

HP 30 □□□□ □□□□ □□□□ □□□□
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19e. and 19w. STAIRS. These wooden steps descend 20 feet down into the roofed and walled running area of the wolves to the north.

20. OPEN ROOFED RUNNING AREA. The domain of a collection of dire wolves that den in room #29. The ground is barren and only scattered grass grows on the edge. Old bones and wads of fur litter the place.

11 Dire Wolves: AC 14, HD 4, #At 1 bite, Dam 2d4, Mv 50', Sv F4, MI 9, XP 240 ea.

HP 30 □□□□ □□□□ □□□□ □□□□
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21. STEPS DOWN. A flight of steps pass 100 feet down into the darkness before exiting into room #1 on the dungeon level (map #2). They do not go straight down, rather they twist and turn to come out more to the north.

22. SCULLERY MAID'S ROOM. Five crude beds clutter this room, along with a crude table with a polished steel shield for a "mirror". The floor is cluttered with old bones and spoiling food. The occupants are in the kitchen at #25 (3) or main hall at #18 (2). Hidden under one bed is a wooden "jug" with what at first "taste" (or however potions are identified in the referee's world) seems to be a **healing potion**. It is

actually a **potion of uncontrolled amorous intent** - once imbibed, the drinker will indiscriminately fall in love with anyone and everyone nearby (see **New Magic Items**).

A wooden stopper blocks a hole cut into one of the beams supporting the ceiling; the hole is three feet deep and about the width of an arm; reaching blindly inside will result in having ones hand snapped by a giant rat trap (1d6 damage), underneath which is a coarse woolen bag with 500 gp in it.

23. WOLF KEEPER. A burly, surly hill giant and three ogres reside here in a room cluttered by whips, leather leashes, old bones, and other materials. The giant is busy using strips of cloth and a bowl full of foul smelling unguent to patch up a badly injured dire wolf, while two more (chewed up and bloody) sprawl nearby. None of these wolves are fit enough to fight. The hill giant has a jade statuette of two wolves fighting (worth 800 gp) on a thong about his neck and 1000 gp in coins in a bag. The ogres have 200 gp each and one ogre has a 200 gp yellow topaz shoved into its mouth in place of a tooth.

Hill Giant: AC 15, HD 8, #At 1, Dam 2d8, Mv 30', Sv F8, MI 8, XP 875

HP 43 □□□□ □□□□ □□□□ □□□□
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3 Ogres: AC 15, HD 4+1, #At 1 weapon, Dam 2d6, Mv 30', Sv F4, MI 10, XP 240 ea.

HP 18 □□□□ □□□□ □□□□ □□□
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24. COOK'S ROOMS. This empty room is disheveled, not only with chairs, beds, and such, but also with hides in the process of being sewn into boots and other domestic items. Piles of human-sized clothing have been ripped at the seams; some have been sewn together with crude thread to make larger garments. Three large clay pots can be found in a wooden cabinet on the north wall, each covered by a strip of leather that is tied shut by rope; they contain fermenting meat.

24b. STORAGE CLOSET. This closet is full of boots, shoes, clothing and other items hastily ripped off human-sized creatures and thrown in piles.

25. KITCHEN. One ugly and burly female hill giant in a patch-work dress and three others are in the kitchen preparing gravy, bread, three roasting boars of immense size, a dozen rats on skewers, and turnips boiling in a pot. A large stone tub over a fire pit contains a boiling, slaving brew (laundry, made by sewing together many human-sized pieces of clothing). A huge, dirty old rug on the floor is somewhat lumpy when walked upon: it covers a wooden lid that can be lifted off to reveal a 10' round hole in the floor. There is no ladder; the hole goes down 30', opening into a 15' high tunnel that slopes roughly southwest for about 250' to 300', ending at a hole that opens up 30' over the heads of the hill giants in room #3 of the secret dungeon level.

4 Hill Giants: AC 13, HD 8, #At 1, Dam 2d8, Mv 40', Sv F8, MI 8, XP 875 ea.

HP 37 □□□□ □□□□ □□□□ □□□□
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26. FLOUR, MEAT. This room holds bags of vegetables, flour, wheat (not yet ground), and hanging meats. Giant rats scuttle around; the corpse of one lies smashed underneath a dead-fall rock trap. Another one hangs by one leg from a sapling-sprung noose that has pulled it up high, jerking and squealing.

27. SMITH & FAMILY. This cluttered room contains the hill giant smith (who might be at work in the smithy at #28 with his children), his wife and their children. These creatures are wicked and very evil. The children are playing with their "pets", three badly beaten humans who are terrified and being pitted against each other in fights (they are too injured to do anything but cower). The smith carries a human-sized **war hammer +2**, which he uses for fine work.

Hill Giant: AC 15, HD 8, #At 1, Dam 2d8, Mv 30', Sv F8, MI 8, XP 875

HP 36 □□□□ □□□□ □□□□ □□□□
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Female Hill Giant: AC 11, HD 6, #At 1, Dam 2d6, Mv 40', Sv F6, MI 6, XP 500

HP 30 □□□□ □□□□ □□□□ □□□□
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2 Young Hill Giants: AC 11, HD 4, #At 1, Dam 1d10, Mv 40', Sv F4, MI 4, XP 240 ea.

HP 18 □□□□ □□□□ □□□□ □□□□
 14 □□□□ □□□□ □□□□

28. SMITHY. This room contains a large forge and two smaller ones, each with a nearby anvil and water barrel. Wooden tables along the inner walls have tools, rocks, bags of coal, and large wooden tubs full of iron ore (one has black metallic sand). A pile of old axes, spears, and swords (of human size) are waiting to be smelted back down and forged into new giant weapons. Besides there being at least a 100 pounds of fine steel (worth 1,500 gp) and as much coal of excellent quality (worth 300 gp), there are also two bars of alchemical silver (worth 375 gp each) and a bar of mithral (worth 1,875 gp), all three weighing 25 pounds each.

29. WOLF PENS. Large "dog houses" line the walls. Offal and bones are scattered about. Several large earthen bowls contain water.

Key to Map 2: Main Dungeon Level

All ceilings are 20' high unless otherwise noted. This area looks nothing like the hall up top; it is obvious to anyone that it was dug out many centuries ago, and perhaps the hall was built atop it.

Except for the intrusions of the giants and orcs (such as in the north), much of this area has been well crafted. There are many cracks and fallen stones where age has taken its toll, and dust and cobwebs are everywhere.

Wandering Monsters

Roll 1d6 once per hour; 1-2 indicates an encounter. Or use an arbitrary check now and then for more randomness. Roll 1d6 to determine encounter.

1. 1d6+1 bugbears hunting for escaped orcs.
2. 3d6 giant rats scurrying about in search of food (see wandering monsters level 1 entry #2 and room #1 on the first level).
3. 1d3 hill giants in combat gear hunting for loose orcs
4. 1d6 ogres hunting giant rats (they have half a dozen dead ones tied by the feet and slung over a shoulder on rope).
5. 2d6 orc slaves with iron collars with 1d4 bugbear guards.
6. 1d3 tentacle worms crawling along the ceilings and walls in search of prey.

1d6+1 Bugbears: AC 15, HD 3+1, #At 1 weapon, Dam 1d8+1 or by weapon +1, Mv 30', Sv F3, MI 9, XP 145 ea.

HP	24	□□□□□ □□□□□ □□□□□ □□□□□
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	19	□□□□□ □□□□□ □□□□□ □□□□□
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1d3 Hill Giants: AC 15, HD 8, #At 1, Dam 2d8, Mv 30', Sv F8, MI 8, XP 875 ea.

HP	39	□□□□□ □□□□□ □□□□□ □□□□□
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1d6 Ogres: AC 15, HD 4+1, #At 1 weapon, Dam 2d6, Mv 30', Sv F4, MI 10, XP 240 ea.

HP	21	□□□□□ □□□□□ □□□□□ □□□□□ □
	18	□□□□□ □□□□□ □□□□□ □□□□□
	17	□□□□□ □□□□□ □□□□□ □□□□□
	15	□□□□□ □□□□□ □□□□□ □□□□□
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	11	□□□□□ □□□□□ □□□□□ □□□□□

2d6 Orcs: AC 11, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 40', Sv F1, MI 8, XP 25 ea.

HP	6	□□□□□ □	6	□□□□□ □
	5	□□□□□	5	□□□□□
	5	□□□□□	4	□□□□□
	3	□□□	3	□□□
	2	□□	2	□□
	1	□	1	□

1d3 Tentacle Worms: AC 13, HD 3*, #At 6 tentacles, Dam paralysis, Mv 40', Sv F3, MI 9, XP 175 ea.

HP	20	□□□□□ □□□□□ □□□□□ □□□□□
	16	□□□□□ □□□□□ □□□□□ □
	12	□□□□□ □□□□□ □□

1. LANDING. The steps lead up to the ground floor, location #21 on map #1. The east and south exits have ornamental arches. The steps in the hallway to the northeast go down some 30' in total.

Underneath the main stairway is a secret door (in the west wall) that is low (6' high and 3' wide) and looks exactly like the wall, but will swing when pushed on (it is hinged on the north side and swings in or out). It swings shut by itself if not held open.

1f. The false door in the south wall looks like a normal door, but trying to open it releases a heavy axe that scythes down in front of it (AB +6; damage 2d8).

2. OGRE CAMP. This room once had furniture, but it has been smashed and made-over into less useful furnishings that suit a simpler mind set. The room is partitioned with rawhide curtains (the skin is a mix of cattle, human and orc) for more privacy; if a battle breaks out several of the ogres in the room might come bursting through the hides. A group of ogres is "camped" here, cooking over a fire, grunting and muttering, laughing at some crude joke. Unbeknownst to the leader, the "nose ring" it wears is a magical **Ring of Protection +1**. The ogres have 600 gp each.

9 Ogres: AC 15, HD 4+1, #At 1 weapon, Dam 2d6, Mv 30', Sv F4, MI 10, XP 240 ea.

HP	21	□□□□□ □□□□□ □□□□□ □□□□□ □
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3. PRISON. A set of heavy iron bars block off a room containing two sulking giants in a squalid room. The bars can be lifted out of the way by several PCs working at the same time or by a single giant. The “giants” are actually flesh golems being kept here, and will raise the bars and attack any strangers who get too close.

2 Flesh Golems*: AC 20 ‡, HD 9** (+8), #At 2 fists, Dam 2d8/2d8, Mv 30', Sv F5, MI 12, XP 1,225 ea.

HP 44 □□□□ □□□□ □□□□ □□□□
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4. OGRE ROOM. Two large ogres and five bugbears rest in this room. A bugbear Chieftain is the leader of the monsters on this level, only seconding to the giant in #7. It has 553 gp in coins and 11 citrines worth 50 gp each. The other bugbears are its lieutenants and have 80 gp each; the ogres have 600 gp each.

Bugbear Chieftain: AC 15, HD 6+6, #At 1 weapon, Dam 1d8+3 or by weapon +3, Mv 30', Sv F6, MI 10, XP 500

HP 40 □□□□ □□□□ □□□□ □□□□
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2 Ogres: AC 15, HD 4+1, #At 1 weapon, Dam 2d6, Mv 30', Sv F4, MI 10, XP 240 ea.

HP 26 □□□□ □□□□ □□□□ □□□□
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 24 □□□□ □□□□ □□□□ □□□□
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4 Bugbears: AC 15, HD 3+1, #At 1 weapon, Dam 1d8+1 or by weapon +1, Mv 30', Sv F3, MI 9, XP 145 ea.

HP 21 □□□□ □□□□ □□□□ □□□□
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 19 □□□□ □□□□ □□□□ □□□□
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5. HALL WITH ALCOVES. The alcoves in the north and south wall once contained statues or similar items; the dust is thin on the floor where they once stood.

6. INTERSECTION. Tapestries hang along the east wall; they are old and rotten, but were once colorful and depicted various heroic humans. They flank an

old fireplace that is full of debris. The steps to the northeast go down some 30' in total.

7. CHAMBER OF THE MISSHAPEN. The cluttered main room is occupied by two misshapen minotaurs. One is a hunchback, with an eye that is on the opposite side of its head. The other's body is twisted to one side, with a leg that will not bend at the knee and an extra arm growing from the left side (it is not useful). Both are scarred from many whippings. They shriek and howl at the sight of other living creatures, attacking.

A hill giant will burst out of an inner chamber if any noise is made. It has a long, thick whip of knotted leather covered in black glass shards that it uses to keep the minotaurs under control. The giant has a bag with 5,000 gp and sundry items in its rooms, which are otherwise filled with clutter.

The minotaur with the greatest number of hit points has a black metal axe with +1 enchantment, but in 14 days said enchantment will fade and 14 days after that the rest will dissolve into dust. The axe was made using radioactive metal (or some other toxic material) and anyone exposed to it for a period of a few days will begin to suffer illness and deformities.

Each beast has 1,800 gp in coins in a pouch; one has a necklace with a ruby worth another 1,200 gp while the other sports a ring on each finger (for a total of 10) worth 100 gp each.

Hill Giant: AC 15, HD 8, #At 1, Dam 2d8, Mv 30', Sv F8, MI 8, XP 875

HP 47 □□□□ □□□□ □□□□ □□□□
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2 Minotaurs: AC 14, HD 6, #At 1 gore/1 bite or 1 weapon, Dam 1d6/1d6 or by weapon + 2, Mv 30', Sv F6, MI 11, XP 500 ea.

HP 36 □□□□ □□□□ □□□□ □□□□
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8. SECRET HALL. The secret doors on each end of this hall blend in well with the walls, but can be found by tapping for hollow noises or looking close to determine cracks. They open into the hall but are rusted shut; it takes at least one successful “open doors” attempt to jar them enough to allow a human to wiggle carefully through the gap, and a second success to free them enough to allow easy

access. The hall has rubbish (fallen rocks, dust, etc.) but nothing of value.

9. EMPTY STORAGE. This dark room is cluttered by old furniture: chairs, benches, tables, and several old barrels in the west end near the wall. Inside it are three tentacle worms that will be attracted to sound and light, as well as a scattering of inoffensive giant rats (noncombatants). Sitting on a table is a silver tiara with the common letters for intelligence inscribed on it; placing it on the head causes it to turn to dust, but the recipient's Intelligence score is permanently increased by 1 (up to any maximum placed by the GM).

3 Tentacle Worms: AC 13, HD 3*, #At 6 tentacles, Dam paralysis, Mv 40', Sv F3, MI 9, XP 175 ea.

HP 17 □□□□□ □□□□□ □□□□□ □□
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10. HALLWAY. The ceiling is some 30' high, arched and vaulted, held up by heavy, round columns. The overhead beams are covered in cobwebs. The north wall has been breached in two places. The western breach (opening into room #21) has been repaired by piles of boulders shored up by old timbers. The eastern breach (opening into room #23) is somewhat open (see entry #10t for a description of the trap). Six bugbears are camped out here, eating chunks from an orc roasting on a fire, weapons ready in case any orcs try to escape. Several dead orcs scattered around the floor show where a break through occurred here.

6 Bugbears: AC 15, HD 3+1, #At 1 weapon, Dam 1d8+1 or by weapon +1, Mv 30', Sv F3, MI 9, XP 145 ea.

HP 26 □□□□□ □□□□□ □□□□□ □□□□□
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 11 □□□□□ □□□□□ □

10t. TRAP. Whoever is residing in the tunnels to the north has created a trap consisting of leather strips running along the floor and wooden beams that slam together (powered by heavy and high counterweight stones) if anyone trips on or otherwise releases them. The beams attack with a +3 AB and do 2d6 damage with a hit.

11. SECRET TEMPLE. This room stinks of rotten death, with the smell growing stronger the deeper one enters it. A menacing statue of a giant spider carved from a single huge slab of shiny black stone rests atop a dais accessed by semi-circular steps (3 feet high each). The statue is not covered by dust nor cobwebs.

A stone statue with a sword in one hand and fine silver bell in the other rests on a 3-foot tall block of marble in an alcove in the west wall, completely obscured by cobwebs. Ringing the bell will heal anyone in the room for 1d6+6 hit points of damage once per day. Tampering with it causes it to lose its power. The sword is a mild steel fake.

The north and south walls are lined by crypts covered by dust and cobwebs. Some of the doors are entirely off their hinges; the others are loose in their frames, easily pushed in or out and prone to falling apart from dry rot when handled. If anyone enters far enough to investigate the crypts, nine horrific figures come crashing out from each side: three hill giant mummies (turned by a cleric as vampires) swathed in fine linen and six ogre zombies (turned as mummies).

The hill giant mummy with 64 HP appears far less decayed than the other two. It has jade eyes (200 gp each) and wears a silver amulet with a chunk of amber set in it that is an **Amulet of Protection from Decay** (see **New Magic Items**) that gives a +2 saving throw bonus against all forms of decay (including mummy rot and yellow mold spores) and slows the rate of rot down to 1/2 normal. It is worth 600 gp as jewelry and more if its magical properties can be demonstrated. The other two mummies wear decorative brass amulets, each with a small ruby worth 400 gp in the center, as well as jades in its eye sockets (each worth 200 gp; two per mummy, naturally).

3 Hill Giant Mummies*: AC 17 †, HD 12** (+10), #At 1 touch + disease, Dam 2d8 + disease, Mv 20', Sv F12, MI 12, XP 2,075 ea.

HP 64	□□□□	□□□□	□□□□	□□□□
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6 Ogre Zombies: AC 14, HD 5, #At 1, Dam 1d10, Mv 20', Sv F5, MI 12, XP 360 ea.

HP 29	□□□□	□□□□	□□□□	□□□□
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11b. The secret door that connects the temple (#11) and hall (#10) is 6 feet wide and 9' tall and blends in with the wall it is set into on both sides. It makes a hollow noise if tapped on and will swing southward at a firm push. The steps descend southward from the secret door at a steep incline for 30 feet. A pit trap blocks the south end of the short hall (it is 20' deep; 2d6 damage with a fall; 2 in 6 chance of the lid splitting open each time any weight greater than 80 pounds crosses the center). A small horde of hungry giant rats has dug out a lair here and might swarm out the door if it is opened or if anyone activates the pit trap.

18 Giant Rats: AC 13, HD 1d4 Hit Points, #At 1 bite, Dam 1d4 + disease, Mv 40' Swim 20', Sv F1, MI 8, XP 10 ea.

HP 4	□□□□	4	□□□□	4	□□□□
3	□□□	3	□□□	3	□□□
3	□□□	3	□□□	3	□□□
2	□□	2	□□	2	□□
2	□□	2	□□	2	□□
1	□	1	□	1	□

12. OLD CRYPTS. The iron banded wooden door connecting room #11 to #12 is old, and rusted shut and will squeal loudly if forced open.



Marble statues similar to the one in room #10 stand in the two alcoves in the west wall of this room. One is holding an odd looking ivory stick with a golden split fork on the end (it is a **Wand of Metal Detection** with 19 charges; see **New Magic Items**). The other holds an ever glowing torch (a brass rod with a continual light spell on it).

Normal-sized beetles scuttle across the floor. A pile of rocky debris six feet high (from a cave-in of a section of the ceiling) partially blocks the way to the south (area #13). Many empty burial spaces line the west wall.

13. SECRET TREASURE ROOM. The door to this room is ancient, but has been used recently and is free of dust and cobwebs. It is locked and trapped; the handle to the latch has a poison needle trap in it (save vs. Poison or die) and there is a magical rune in the ceiling overhead; anyone not speaking the password (known only by the giant chief) is subject to 6d6 points of damage from a blast of fire if he or she tries to open the door. Said flames travel as far

as 30' up the passage to the north. Against the far western wall are five treasure chests and three lumpy bags. The bags contain 2,500 silver pieces each. The chests contain:

#1. Three gold bars worth 1,250 gp each and an archaic urn, into whose surface scenes of the world's creation has been engraved (worth 600 gp). Folded inside the urn is a superior cloak of snow leopard fur (worth 300 gp).

#2. 10 pounds of high quality salt (150 gp) in an engraved ceramic jar (worth 50 gp) which sits on a suit of scale armor made of painted dinosaur scales (worth 600 gp).

#3. 8 arrows and 9 crossbow quarrels (all silver-tipped), an ornamental mace with platinum head (worth 200 gp), a sword with cold-iron blade (50 gp), and a longbow made of the woody flesh of a treant (worth 500 gp).

#4. A heavy tome bound in the leather of elven virgins describing several necromantic rituals (worth 1,750 gp) and five silver earrings (10 gp apiece).

#5. An engraved jewel box (worth 100 gp) containing a tiara inlaid with small sapphires (2,500 gp) and a palm-sized black opal (worth 1,200 gp).

14. BUGBEAR COMMON ROOM. This is a common room for bugbears, who guard the orcs to the north. The room features two wells with clean water, long wooden tables, benches, and chairs. The east wall is lined with hooks from which dried carcasses hang (three human, one orc, one deer, and one boar). Each bugbear has 80 gp. Atop one table is a small, locked chest containing 100 pieces of silverware (no knives) all crumpled into crude balls worth 1,600 gp in total.

15 Bugbears: AC 15, HD 3+1, #At 1 weapon, Dam 1d8+1 or by weapon +1, Mv 30', Sv F3, MI 9, XP 145 ea.

HP	22	□□□□□	□□□□□	□□□□□	□□□□□
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	12	□□□□□	□□□□□	□□	
	11	□□□□□	□□□□□	□	
	10	□□□□□	□□□□□		

15. BUGBEAR BUNK ROOM. More bugbears are stationed here to help deal with orcs. Rough wooden bunks are scattered about, each dressed with flea ridden fur and cloth pallets. A number of old, broken wooden chests are tucked under them. A large table and several wooden chairs rest in the center. The north wall has been broken through some time in the past; it has been repaired by a heavy wooden lattice braced by poles to keep the orcs from the entering. Each bugbear has 80 gp, a mace or hammer, and a crossbow and 20 quarrels.

9 Bugbears: AC 15, HD 3+1, #At 1 weapon, Dam 1d8+1 or by weapon +1, Mv 30', Sv F3, MI 9, XP 145 ea.

HP	25	□□□□□	□□□□□	□□□□□	□□□□□
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	21	□□□□□	□□□□□	□□□□□	□□□□□
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16. JAIL AND TORTURE AREA. Five bugbears reside here, having fun torturing victims or swilling ale from a barrel open in one corner. Each has 80 gp.

5 Bugbears: AC 15, HD 3+1, #At 1 weapon, Dam 1d8+1 or by weapon +1, Mv 30', Sv F3, MI 9, XP 145 ea.

HP 20 □□□□□ □□□□□ □□□□□ □□□□□
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16a. A human prisoner, Gill Tenaman, languishes here. He has been beaten and battered and has a look of desperation in his eyes. He is an artillery expert in the army and was captured by the giants during a raid on a hill fort. The giants are forcing him to build onagers and (with later hopes) ballistas for them. They threaten to kill his family (in cell "e") if he does not work for them. The bugbears keep him beat down with a daily thrashing and hence he currently has only 6 of his regular 16 hit points.

Gillman Tenaman, Fighter 3: AC 11, HD 3, #At 1 unarmed or weapon, Dam 1d3+2 or by weapon +2, Mv 40', Sv F3, MI 8, XP 145

S 16 (+2), I 14 (+1), W 9, D 11, Co 9, Ch12

Injured:
 HP 6 □□□□□ □

If healed:
 HP 16 □□□□□ □□□□□ □□□□□ □

16b. Empty.

16c. Six wooden mannequins.

16d. Seven orcs who pretend to be agreeable but flee or attack the first chance they get.

7 Orcs: AC 11, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 40', Sv F1, MI 8, XP 25 ea.

HP 8 □□□□□ □□□
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16e. The family of Gill Tenaman, huddled here among a pile of human and orc bones. This frightened woman and her three young children

are non-combatants and hence no statistics are given.

17. GUARD ROOM. Bugbears are stationed here behind a pile of boxes and debris. They are armed with crossbows and pole arms to help keep the unruly orcs to the north in their caverns. Each bugbear has 80 gp.

5 Bugbears: AC 15, HD 3+1, #At 1 weapon, Dam 1d8+1 or by weapon +1, Mv 30', Sv F3, MI 9, XP 145 ea.

HP 22 □□□□□ □□□□□ □□□□□ □□□□□ □□
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18. LIZARDMAN SCOUTS. This group of lizardmen has entered this natural cavern through a secret stream that leads to a distant pool to the north (about half a mile) and drilled peepholes at the locations marked with "p" on the map to spy on the bugbears and orcs. They attack anyone who discovers them. The leader carries a **spear +2** and the scaly skin of each is branded with a stylistic blue representation of a wave of water. Each has a 50 gp gem as "cash" for trading.

21 Lizard Men: AC 15, HD 2, #At 1 weapon, Dam 1d6+1 or by weapon +1, Mv 20' Unarmored 30' Swim 40' (not in armor), Sv F2, MI 11, XP 75 ea.

HP 16 □□□□□ □□□□□ □□□□□ □
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19. ORCS. All told, 40 orcs live in this squalid area, serving as both slaves and food for the other monsters. They do not have weapons nor armor, beyond some stone headed clubs. They will join any party who promises freedom.

40 Orcs: AC 11, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 40', Sv F1, MI 8, XP 25 ea.

HP	8	□□□□□ □□□	8	□□□□□ □□□
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	6	□□□□□ □	6	□□□□□ □
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	6	□□□□□ □	6	□□□□□ □
	5	□□□□□	5	□□□□□
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	2	□□	2	□□
	1	□	1	□

20. GIANT LIZARDS. The orcs in room #19 have blocked the tunnel between their lair and this room with a pile of rocks. A strong musky smell assaults the nose upon entering here. This area is the domain of giant lizards, kept by the giants for sport. They are fed orcs, people, and giant crickets now and then. To the north is a deep, cold pool of water.

3 Giant Tuatara Lizards: AC 16, HD 6, #At 2 claws/ 1 bite, Dam 1d4/1d4/2d6, Mv 40' (10'), Sv F5, MI 6, XP 500 ea.

HP	25	□□□□□ □□□□□ □□□□□ □□□□□
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	24	□□□□□ □□□□□ □□□□□ □□□□□
		□□□□
	20	□□□□□ □□□□□ □□□□□ □□□□□

4 Giant Horned Chameleon Lizards: AC 18, HD 5, #At 1 tongue or 1 bite, Dam grab or 2d6, Mv 40' (10'), Sv F4, MI 7, XP 360 ea.

HP	24	□□□□□ □□□□□ □□□□□ □□□□□
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	22	□□□□□ □□□□□ □□□□□ □□□□□
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	19	□□□□□ □□□□□ □□□□□ □□□□□
	16	□□□□□ □□□□□ □□□□□ □

21. CRICKETS. Large but inoffensive cave crickets thrive on fungus thick in this alcove. There are also shriekers mixed with the fungus, though the crickets have kept them trimmed down so well that they cannot make much of a noise.

22. ORC STORAGE. This region has been tunneled out by the orcs. Several orcs are at a crude forge, busy melting down stolen pots to forge crude spears, hammers, and axes.

3 Orcs: AC 11, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 40', Sv F1, MI 8, XP 25 ea.

HP	6	□□□□□ □
	5	□□□□□
	4	□□□□

23. ORC LEADER. The only surviving orc leader, Graxar the Cunning Chief, resides here, along with several confederates, planning their escape from the giant dungeon.

Graxar, Orc Leader: AC 11, HD 4, #At 1 weapon, Dam 1d8+1 or by weapon+1 (strength), Mv 40', Sv F4, MI 9, XP 240

HP	18	□□□□□ □□□□□ □□□□□ □□□
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3 Orcs: AC 11, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 40', Sv F1, MI 8, XP 25 ea.

HP	8	□□□□□ □□□
	7	□□□□□ □□
	6	□□□□□ □

Key to Map 3: Secret Dungeon Level

This secret area has no random monsters in it. The north and south sections are natural caverns, but the area betwixt them was crafted centuries ago by a non-giant race who possessed great skill. This region is dark and chilly, thick with dust and cobwebs. Water drips from the ceiling to form scattered pools. Small spiders and insects crawl everywhere. Paths in the dust made by giant foot prints indicate continuous use.

1. ENTRANCE FROM GROUND LEVEL. The steps from the secret passage at room #17 on the ground level (map #1) end here. This is a natural cavern, cold and moist, with rough stones jutting from all of the surfaces except the floor, which has been leveled somewhat by some ancient inhabitant. To the south is the bubbling fountain of a seahorse spewing endless water, crafted by someone quite clever. The water is clear and refreshing; a person drinking from it will be healed for 1d6+6 HP (once per day). Water removed from it remains normal water and tampering with the fountain destroys its magical abilities.

2. EMPTY CAVERN. Empty, except for the occasional dripping of water from the ceiling. The passage to the south slopes down some 50 feet.

3. GUARDS. Six hill giants rest on hide pallets around a lantern (with a **continual light** spell cast inside it), while a dozen orc slaves with iron collars wait on them. Each giant has 500 gp in coins or jewelry. Overhead in the ceiling is a 10' round hole that opens into the tunnel leading up to the kitchen (room #25 on the surface level). The giants assume it is a smoke hole.

12 Orcs: AC 11, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 40', Sv F1, MI 8, XP 25 ea.

HP 8	□□□□□ □□□	8	□□□□□ □□□
8	□□□□□ □□□	7	□□□□□ □□
6	□□□□□ □	5	□□□□□
4	□□□□	2	□□
1	□	1	□
1	□	1	□

6 Hill Giants: AC 15, HD 8, #At 1, Dam 2d8, Mv 30', Sv F8, MI 8, XP 875 ea.

HP 48	□□□□□ □□□□□ □□□□□ □□□□□
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43	□□□□□ □□□□□ □□□□□ □□□□□
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43	□□□□□ □□□□□ □□□□□ □□□□□
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36	□□□□□ □□□□□ □□□□□ □□□□□
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33	□□□□□ □□□□□ □□□□□ □□□□□
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31	□□□□□ □□□□□ □□□□□ □□□□□
	□□□□□ □□□□□ □

4. OLD HALL. The 50' high ceilings of this ancient temple are buttressed by arches and clogged with thick masses of spider webs. The walls and ceiling are colorfully decorated by scenes of humans battling giant spiders. The area near the door to the south is cracked and rough, having sunk enough to collect a shallow pool of water.

There are five giant black widow spiders in the webs. As soon as anyone attacks or enters deeply into the room, a mated pair of chimera attack from the north end. Each chimera has a black leather collar (studded with 6 bright green emeralds worth 500 gp each). A golden ring is affixed to the collar, to which the end of a leash is meant to be attached.

5 Giant Black Widow Spiders: AC 14, HD 3*, #At 1 bite, Dam 2d6 + poison, Mv 20' Web 40', Sv F3, MI 8, XP 175 ea.

HP 23	□□□□□ □□□□□ □□□□□ □□□□□
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16	□□□□□ □□□□□ □□□□□ □
16	□□□□□ □□□□□ □□□□□ □
10	□□□□□ □□□□□
10	□□□□□ □□□□□

2 Chimera: AC 16, HD 9** (+8), #At 2 claws/3 heads + special, Dam 1d4/1d4/2d4/2d4/3d4 + special, Mv 40' (10') Fly 60' (15'), Sv F9, MI 9, XP 1,225 ea.

HP 51	□□□□□ □□□□□ □□□□□ □□□□□
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44	□□□□□ □□□□□ □□□□□ □□□□□
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4b. FALSE DOOR. The false door here looks fairly normal, but is covered by dust and spider webs and squeals loudly when opened (unless the hinges are oiled). Behind it is a black square of paint (to help fool the inattentive by looking something like an empty, narrow hallway) and nothing but stone.

5. EMPTY. Several chairs and tables have been shoved back against the west wall. There is a single human here, bearing the scars of cat claws, empty eye sockets weeping, a bag tied around his neck that contains soap, powders, rags, and perfume of giant origin. The only thing he knows about what happened to the other humans who were captured in raids is that they were taken away along with the lumber (he does not know by whom nor to where). He was captured and is being used as a mule by a female giant.

Six bags are among the clothing: most contain assorted common items but one has a poison needle in the cord holding it shut (save vs. Poison or die): inside it are 3,000 gp and 500 pp. A giant maul rests in one corner and will radiate magic, if someone detects for magic. **Gauntlets of Ogre Power** and a **Girdle of Giant Strength** will allow human-sized characters to wield it (functioning as a **Maul +3** with base damage of 1d12 in human-sized hands), but as soon as it comes within sight of any giant it turns against any non-giant nearby (including the wielder), flying through the air by its own volition, attacking (in order of preference) dwarves, gnomes, halflings, elves, humans, and finally any other non-giant species.

+3 Maul of Small Folk Smashing: AC 20, HD 8 (AB 11 with the +3 enchantment), #At 1 smash, Dam 1d12+3 in non-giant hands, 2d8+3 Flying; Mv 40', Sv F8, MI 12, XP 875

HP 32

6. MEETING HALL. Clustered around an ancient but ornate wooden table (in chairs that surpass the quality of the furniture found elsewhere in the hill giant hall) are five giants. Four hill giants with spears stand guard (one in each corner). A great female saber-toothed cat is resting with its head in the lap of the female giant who is stroking its noggin while it purrs.

Nidus, Hill Giant Chief: AC 15, HD 10+1 (+9), #At 1, Dam 2d8, Mv 30', Sv F10, MI 9, XP 1,300

HP 54

Farrow, Hill Giant Chief's Wife: AC 15, HD 8, #At 1, Dam 2d8, Mv 30', Sv F8, MI 8, XP 875

HP 42

Sabre-Tooth Cat: AC 14, HD 8, #At 2 claws/1 bite, Dam 1d6/1d6/2d8, Mv 50', Sv F8, MI 10, XP 875

HP 64

Tungus, Fire Giant: AC 17, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F11, MI 9, XP 1,670

HP 66

Siskin, Frost Giant: AC 17, HD 10+1* (+9), #At 1 giant weapon or 1 thrown rock, Dam 4d6 or 3d6, Mv 20' (10'), Sv F10, MI 9, XP 1,390

HP 60

Lithgarth, Stone Giant: AC 17, HD 9 (+8), #At 1 stone club or 1 thrown rock, Dam 3d6 or 3d6, Mv 30', Sv F9, MI 9, XP 1,075

HP 42

4 Hill Giants: AC 15, HD 8, #At 1, Dam 2d8, Mv 30', Sv F8, MI 8, XP 875 ea.

HP 47

 40

 36

 32

Treasures:

Each of the five main giants wears a ring of what looks like blackened bronze, shaped like a long snake devouring itself tail-first. These rings are not magical and are otherwise only valued as a curio.

Nidus: Sports 6 pieces of jewelry worth 500 gp each (winding golden bands with jade "leaves"; 2 arm bands, 2 wrists bands, 1 necklace, 1 hair holder), and a **Ring of Plant Control** on one hand.

Farrow: Adorned with 6 pieces of jewelry worth 600 gp each (each is a female astrological sign in silver on jet black; 2 ear rings, 2 necklaces, 2 bracelets).

Tungus: Wears 8 pieces of jewelry, silver with jet gemstones, worth 500 gp each. A bag made of fine black steel mesh with 1,800 gp. Two black leather leashes with a single emerald worth 600 gp on each.

Saber-tooth cat: A gem-studded collar worth 3,000 gp (snow-white quartz gems) adorns her furry neck.

Siskin: Wears 7 pieces of jewelry (pearls on fine tanned leather) worth 500 gp each.

Lithgarth: Decked out in 6 pieces of jewelry worth 600 gp each (yellow and red topaz gems on copper). Three stones rest in a secret pouch on his person; they are incredibly cold to touch. They are **Sling Stones of Frost** (see **New Magic Items**).

Hill Giants (4): Each carries a pouch with 600 gp in sundry coins.

7. SNAKE-WOMEN. Four women and a dozen hobgoblins are inside this room. If entreated, they will bow a moment, but then seem to realize their mistake and attack. The "women" are medusas and each has a stone giant tattoo in the center of her forehead indicating fealty; each has a purse with 500 gp in very ancient coins. Each hobgoblin has a rat-hide pouch with 50 gp (the hobgoblins are not tattooed). There are sixteen packs with food and traveling clothes arranged in a rough circle around a deer carcass that is roasting over a fire pit in the center of the room. Inside one of the medusas' packs is a **Magic-User Spell Scroll** with 5 spells: **detect evil** (2nd level), **invisibility** (2nd), **lower water** (6th), **polymorph others** (4th), and a second **polymorph others** (4th).

4 Medusas: AC 12, HD 4**, #At 1 snakebite + gaze, Dam 1d6+poison + petrification, Mv 30', Sv F4, MI 8, XP 320 ea.

HP 32 □□□□ □□□□ □□□□ □□□□
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 16 □□□□ □□□□ □□□□ □

12 Hobgoblins: AC 14, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 30', Sv F1, MI 8, XP 25 ea.

HP 8 □□□□ □□□ 8 □□□□ □□□
 7 □□□□ □□ 7 □□□□ □□
 7 □□□□ □□ 6 □□□□ □
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 4 □□□□ 4 □□□□
 4 □□□□ 4 □□□□

8. EMPTY. This odd circular chamber may have once been a well. A pile of rubble in the center forms a circle as if it was filled in.

9. CIRCULAR CHAMBER. As with room #8, this may have once been a well or grain storage area. The sweet smell of grains and grasses is strong and there are pieces of grain and grass on the floor.

10. OPENING ONTO UNDERGROUND LAKE. The floor extends out to end in a ledge sloping steeply down 10' into a cool, clear lake inhabited by many giant fish, lobsters, and such, all blind and albino. A frog croaks now and then, and every once in a while a cricket-like chirp can be heard. The lake is typically thirty to fifty feet deep.

11. ISLAND. This rough, rocky island is inhabited by a small clutch of basilisks that swim the lake and rest on the island, which has a hot spring in the center. The island has bones scattered about and the rotting carcass of a bull on it. The shoulder of each lizard has been branded by the stone giant rune(s) for ownership. The hill giant chief and the visiting stone giant chief know a command word (in stone giant) that calls them to feeding and another that renders them docile.

3 Basilisks: AC 16, HD 6**, #At 1 bite/1 gaze, Dam 1d10/petrification, Mv 20' (10'), Sv F6, MI 9, XP 610 ea.

HP 35 □□□□ □□□□ □□□□ □□□□
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 27 □□□□ □□□□ □□□□ □□□□
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12. SECRET TEMPLE. Two rows of columns rest on an area paved by large, flat stones. At the far eastern end is the statue of a human with what appears to be a leather glove on one hand; if the glove is removed and put on, it unravels into plain thread but at the same time the recipient's Dexterity score is permanently increased by 1 point (up to any maximum placed by the GM). Resting in the middle are several bags and five chests. The bags contain 3,000 gp, 11,000 cp, and a number of boulders for throwing. The chests contain:

- #1. (largest, locked with a poison gas trap that engulfs a 20' radius; save vs. Poison or die): 18,000 gp in coins of foreign design.
- #2. (medium, locked but not trapped): 2,100 gp and 6,000 pp (the platinum pieces have odd seals on their faces not seen anywhere in the known worlds; they are cloud giant).

#3. (medium, trapped such that anyone touching it takes 2d6 electrical damage unless they first speak a command word known by the hill giant chief): 8 **Arrows +2**, 9 magic **Crossbow Quarrels +2 (4 light, 5 heavy)**, 6 magic **Sling Bullets +1**, a **Mace +2**, a magical **Sword +1, +3 vs. gaze attack creatures** (such as medusas and basilisks), a **Magic-User Spell Scroll with fireball**, and a **Cleric Scroll with neutralize poison and raise dead**.

#4. (medium, locked, appears to be trapped but sprays high-proof whiskey covering a 10' radius, which will only ignite if it touches flame (1d12 fire damage): contains 6 **Amulets of Protection from Turning** (see **New Magic Items**; increases the hit die of an undead creature by 1 as far as turning goes), an **Amulet of Protection from Evil** (see **New Magic Items**), 3 **Potions of Healing**, 1 **Potion of Poison** (marked "XXX"), 100' of ordinary rope, and an ordinary set of thieves tools.

#5. (smallest, locked, sprays acid for 3d6 damage to everyone within 10' if the bladder trap is not found and pinched off); contents are 21 pieces of rock crystal worth 100 gp each, 12 pieces of star rose quartz worth 250 gp each, 9 dragoneye gems (golden yellow with green pupils) worth 500 gp each, and 10 emeralds worth 1,000 gp total.

END OF THE ADVENTURE

If the adventurers are successful in their quest to deal with the hill giants, they will have little time to rest. Word comes quickly to them of problems with the giants deeper within the mountains that abut the hills. What lurks in the caverns of the stone giants?

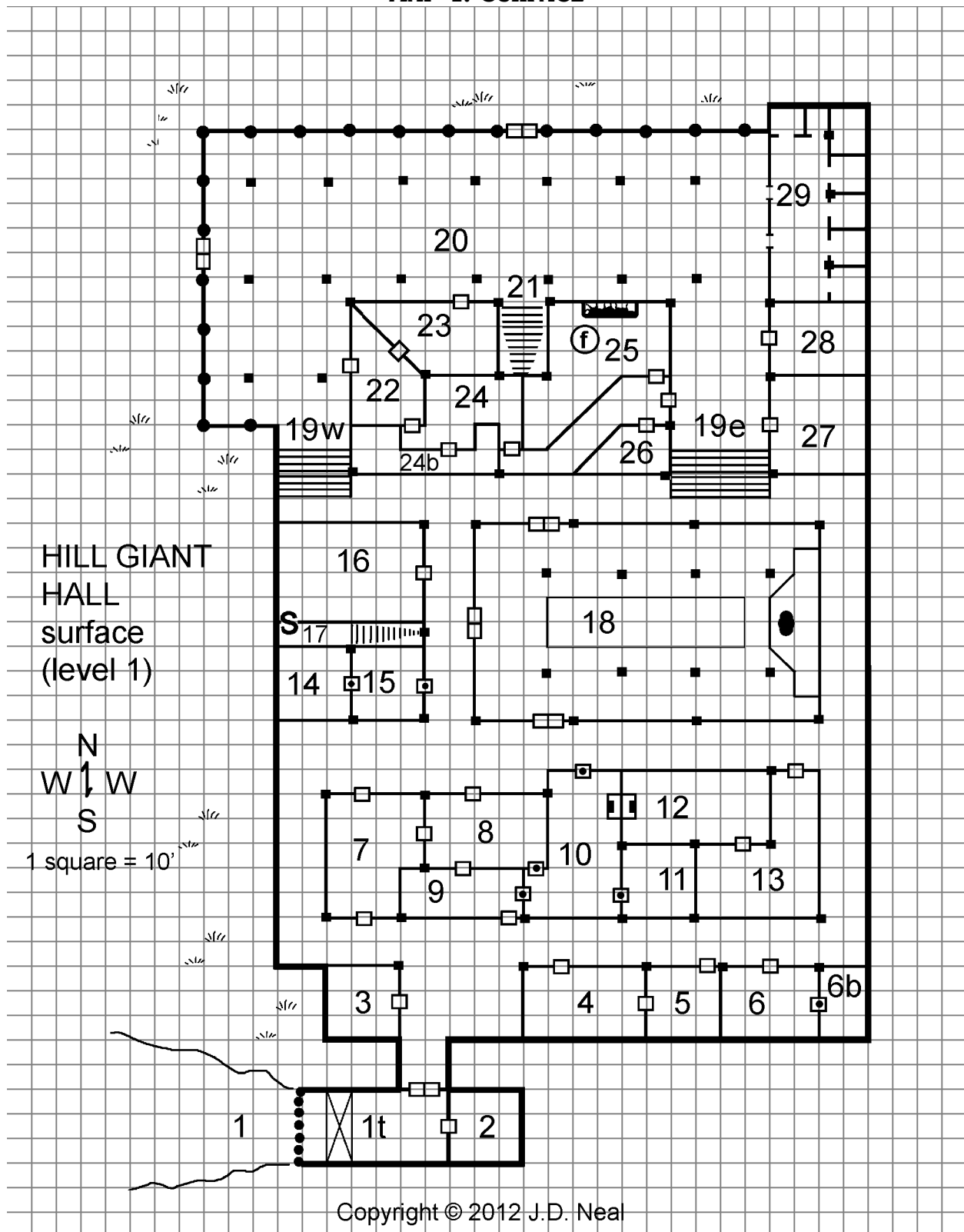
Moreover, there was little sign of the hundreds of missing locals in the hill giant lair, let alone the wood the giants have collected for unknown reasons.

MAP KEY (COMMON FEATURES)

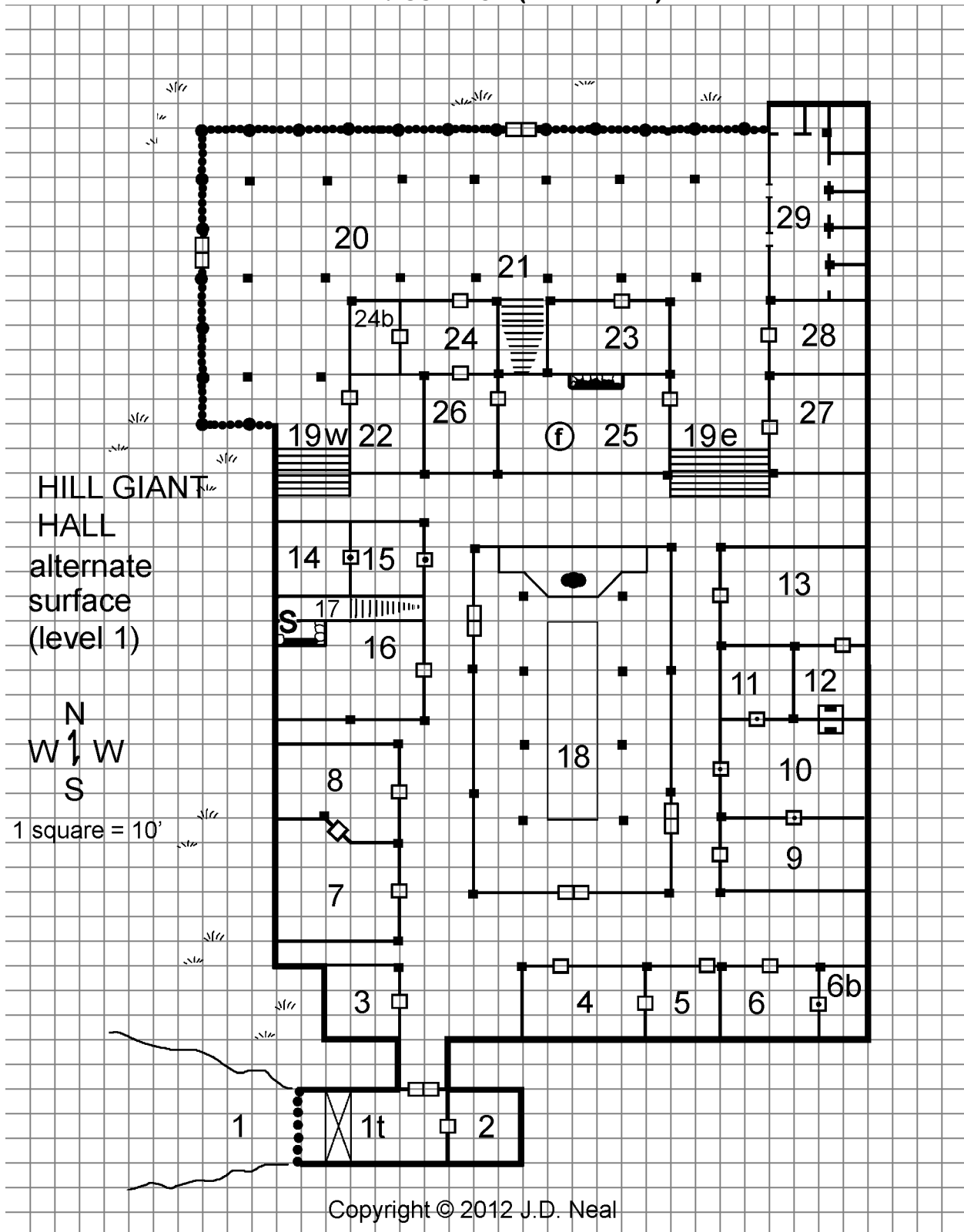
- ⋈ Arch
- ... Bars
- ⦿ Boulders/Rubble
- ⌂ Cave Entrance
- Column
- ⊖ Dais
- Door
- ▢ Double Door
- ⌘ False Door
- ⊞ Locked Door
- 🔥 Fireplace
- ☪ Pool of Water etc.
- S\$ Secret door
- ⚠ Sinkhole
- 🪜 Stairs/Steps
- ⊕ Statue
- ✕ Trap



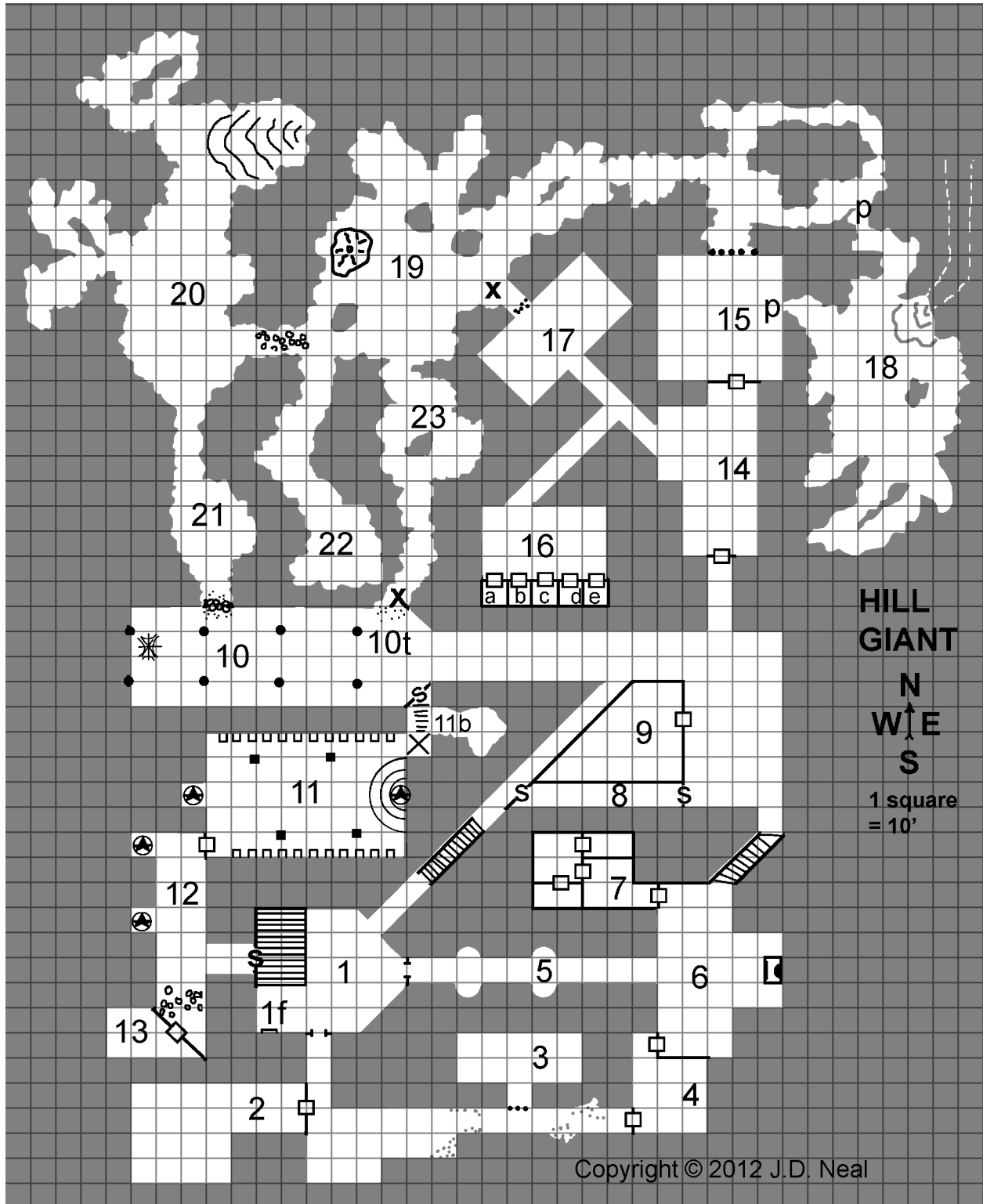
MAP 1: SURFACE



MAP 1: SURFACE (ALTERNATE)

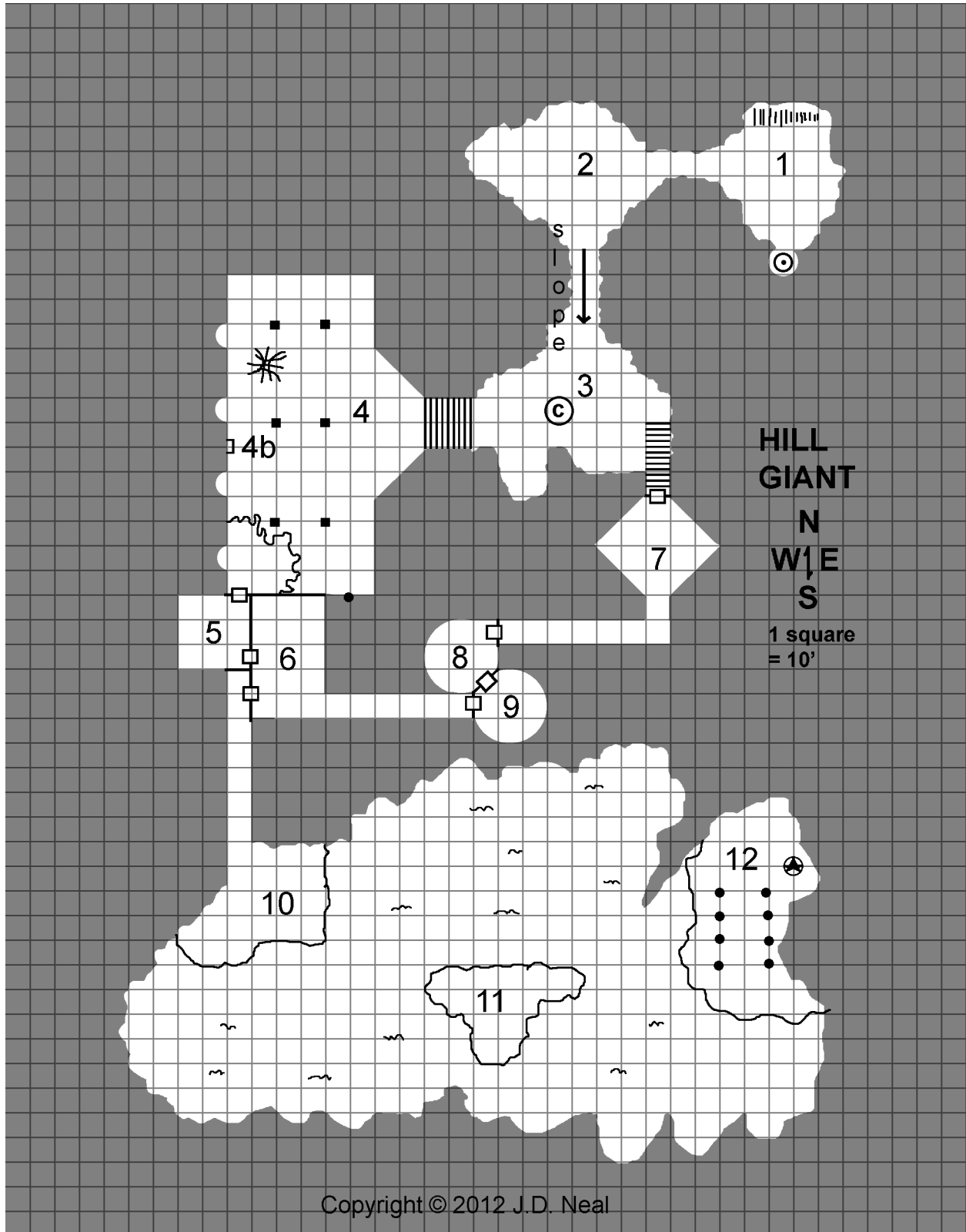


MAP 2: DUNGEON LEVEL



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MAP 3: SECRET DUNGEON LEVEL



Caverns of the Stone Giants

Game Master's Background Information

Having dealt with an incursion of hill giants, the adventuring party now finds that stone giants are causing problems deep within the trading passes of the nearby mountains. The PCs have disturbed the plans of some evil faction, and as such it appears that the stone giants are now aggressively taking up the slack left by their defeated allies. They have begun blocking the main trading route through the mountains, demanding exorbitant tolls, and ransacking caravans. They threaten the flow of goods and information; they are building leverage over the rulers of the area.

The mountains are rocky and full of caves. Searching willy-nilly for the stone giant's lair could have taken months, but the PCs are led to one particular cliff face by a well-paid hillman. They find themselves standing beside a small river, on a beach of shiny black river rock that leads up to a cavernous maw.

The Stone Giants

If any of the stone giant, even the king and queen, are interrogated, they have no idea what is going on. Why the hill giants were paid to collect humans and lumber let alone where they were sent is not information they are privy to. The idea that they are in league with the other giants would be an assumption of the "small folk". They laugh at the idea, proud of being miners and following their own agenda for self-enrichment regardless of what the other giants are doing. The other giants have paid them to mine iron ore, but only the king and queen know for whom: fire giants. Even they do not know what the fire giants intend to do with it. They do not keep human slaves as they find they are too puny to work at the rate the giants are used to.

Their "lair" is actually a mine that will be abandoned once the iron ore is played out, and hence has little in the way of children, women, and domestic life. It is also a base of operations for raiders and a sacred temple for stone giant pilgrims.

CEILINGS: Ceilings are 30' high, unless otherwise noted.

DOORS: All stone giant doors are "secret" doors for other races; they are made of stone, blending in with the surrounding surface. But the stone giants know where they are and how to open them.

Stone Giant Bags

A list of potential contents for the stone giant's bags.

<u>d100</u>	<u>d66</u>	<u>Bag Contents</u>
1-3	11	Six flint-headed spears, super-sharp.
4-6	12	A stone bowl and cup, and wooden spoon.
7-8	13	1d6 Rocks – boulder sized for throwing.
9-11	14	A half dozen ceramic pots, each with a spice: salt, pepper, cinnamon, basil, sage, and coal dust.
12-14	15	A wooden bucket with a tightly secured leather covering: inside is a mixture of rice, fish, and vegetables being left to ferment.
15-17	16	A rawhide pouch with 1d6 x 200 copper coins. A poisoned needle is embedded in the rawhide thong holding it shut (anyone pricked by it must save vs. Poison or die).
18-19	21	A rough cloth pouch with 1d6 x 30 silver coins.
20-22	22	A fine cloth pouch with 1d6 x 20 golden coins and 3d6 x 10 brass coins (each worth a little more than copper). The brass coins are of a very odd make (fire giant).
23-25	23	A half dozen giant centipedes and 1d6 x 200 copper coins, 1d6 x 30 silver coins, 2d6 x 20 golden coins, 2d6 gems worth 1d6 x 10 gp each, and 3d6 x 10 brass coins (each worth a little more than copper). The brass coins are of a very odd make (fire giant).
26-28	24	A pair of sandals.
29-31	25	A pair of hard boots.
32-33	26	A cloak made of silvery ermine and red fox worth 250 gp.
34-36	31	A large cow skin full of wine (1d6 x 10 gallons).
37-39	32	A bag of living worms in soil and a bag of dried, smoked worms.
40-42	33	A stone bowl, cup, fork, and spoon

d100	d66	Bag Contents
43-44	34	A flint knife, a flint headed scythe, and three flint tipped arrows, all razor sharp but prone to breaking if used violently. Plain wooden hafts.
45-47	35	1d6 human skulls on a leather thong.
48-50	36	A tiara made of polished granite.
51-53	41	A dozen pine pitched torches and a stone pot (with stone lid) containing a burning ember amid old, punky wood.
54-56	42	180 feet of homemade twine wrapped around a rock.
57-58	43	A piece of luxurious silk worth 100 gp.
59-61	44	The polished jade idol of a fertility goddess and a half dozen cherubs.
62-64	45	A sling and two dozen shot, three of which are uncut gems worth 50 gp each, or 100 gp each if cut.
65-67	46	Beef jerky, about 2d6 rations worth.
68-69	51	4d6 gems worth 1d12 x 10 gp each.
70-72	52	A bag full of crickets, worms, and mice.
73-75	53	A large ball of wool or cotton.
76-78	54	A wooden bucket with a lid that is lashed on by cord, containing: 1 = old but good cheese (1d6 pounds) 2 = salt (1 pound) 3 = coal (2d6 pounds) 4-5 = mice and worms 6 = empty
79-81	55	A bag of highly polished and tediously rounded river stones of varying marble-like sizes.
82-83	56	A large iron-headed sledge hammer (maul), three iron spikes, and eighteen wooden stakes.
84-86	61	A wolf skull.
87-89	62	Miscellaneous: 1 = old sandals 2 = patched and ratty leather cloak 3 = wooden comb 4 = ratty fur lined loin cloth 5 = leather belt 6 = empty large sack

d100	d66	Bag Contents
90-92	63	A drum and pair of cloth headed beating sticks.
93-94	64	3d6 shiny clay or stone beads for hair and nose.
95-97	65	A stag horn flint knapping tool, leather, and several chunks of flint stone.
98-100	66	A lambskin with 1d4 quarts of (1d6): 1 = fine wine 2-3 = excellent ale 4 = strong beer 5 = sake (fermented rice) - very flammable 6 = mead, with dead bees included

Key to Level One

Wandering Monsters: Roll once every hour (or twice an hour for noisy parties); an encounter occurs on 1-2 on 1d6.

1-2	1d8 ogres
3	2d6 giant stirges
4	2d6 giant ants
5-6	1d4 stone giants from the nearest rooms until no more exist

1d8 Ogres: AC 15, HD 4+1, #At 1 weapon, Dam 2d6, Mv 30', Sv F4, MI 10, XP 240 ea.

HP 25	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□
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2d6 Giant Stirges: AC 15, HD 5*, #At 1 bite, Dam 1d12 + 1d12/round blood drain, Mv 10' Fly 60', Sv F5, MI 10, XP 405 ea.

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2d6 Giant Ants: AC 17, HD 4, #At 1 bite, Dam 2d6, Mv 60' (10'), Sv F4, MI 7 on first sighting, 12 after engaged, XP 240 ea.

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1. ENTRANCE. The entrance to the lair is a cavernous maw. It is fairly natural; the ceiling and walls are covered by jagged spikes of stone. The floor is mostly shale and pebble; water drips from the ceiling. It is cold and chilly. The only sign that the PCs are in the right place is a trail leading through the darkness towards the back.

Carved into each alcove ("1a" and "1b") is the fat-cheeked face of a woman, staring out into the hall with her mouth wide open. The mouth of each carving leads into a black void of nothingness. Dwarves will recognize her as a stone giant deity;

only someone who has lived with stone giants will know she is a deity of the hearth and home.

Anyone who passes between the alcoves (see the dotted line on the map) without bowing and offering a prayer will be shocked for 1d6 damage and must save vs. Petrification or be turned to stone for 1d6 turns. This petrification is inflicted by the goddess herself and cannot be removed via magic.

Tossing coins or other valuable objects into either mouth will heal any damage taken. Tossing something very valuable will restore one petrified person.

Sticking a hand or other object into either face's mouth will result in its disintegration. If a body part is inserted, blood will spew from the stump of the injury and the victim must save vs. Death Ray to avoid instant death. The GM must judge the loss of hit points and other factors based on the member inserted.

Attacking or defacing the faces will result in 6d6 points of damage to the offender(s) and result in a high-pitched wailing that alerts the entire giant tribe to intruders.

2. GUARDS. These giants are vigilant against any intrusion, hurling boulders and closing in to fight with massive stone clubs. Each has 6 x 50 gp bloodstone gems on a thong around its neck.

3 Stone Giants: AC 17, HD 9 (+8), #At 1 stone club or 1 thrown rock, Dam 3d6 or 3d6, Mv 30', Sv F9, MI 9, XP 1,075 ea.

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3. GUARDS. Each has 6 x 50 gp bloodstone gems on a thong around its neck.

3 Stone Giants: AC 17, HD 9 (+8), #At 1 stone club or 1 thrown rock, Dam 3d6 or 3d6, Mv 30', Sv F9, MI 9, XP 1,075 ea.

HP 45 □□□□□ □□□□□ □□□□□ □□□□□
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4. POOL OF WATER. The water is cold and clear, perfectly potable and sinks to a depth of 30 feet at the far end (west). Broken pieces of giant crab litter the shore.

5. OGRE CAMP. A small tribe of ogres are camped out here, awaiting permission to join the stone giants. Their belongings (hides and woven grass baskets) ring four fire pits. Bits and pieces of giant crab shell are scattered about, and crab meat is sizzling over the fires. They have crude straw baskets with 2,400 gp, 6,000 sp and 4,000 cp to use as bribes.

14 Ogres: AC 15, HD 4+1, #At 1 weapon, Dam 2d6, Mv 30', Sv F4, MI 10, XP 240 ea.

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6. FLINT KNAPPING. There are several stout but simple wooden tables lining the walls of this corridor. Unless the adventurers have made too much noise or light, they will find a stone giant squatting cross-legged on the floor against one wall, a rawhide skin in its lap. He is industriously chipping away at a large piece of flint, making a short, thick, sharp knife. Amid the flint

chips and dust scattered around him are three stone spear heads. A flint-headed spear is nearby.

Stone Giant: AC 15, HD 9 (+8), #At 1 stone club or 1 thrown rock, Dam 3d6 or 3d6, Mv 40', Sv F9, MI 9, XP 1,075

HP 37 □□□□□ □□□□□ □□□□□ □□□□□
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6a. and 6b. SIDE ROOMS. The rock-like doors to these chambers are secret doors as far as non-stone giants are concerned, heavy and hard to move even if found. These are side rooms and living quarters, furnished with tables, chairs, and beds (heavy furs on straw filled-pallets atop rocks) - enough for nine giants, although three beds are unused. Hidden under one stone bed in 6.a. is a small casket of exotic spices (worth 300 gp) and a small obsidian sculpture of a goddess (worth 250 gp). Hidden in a hole in the ceiling of 6.b. is a leather pouch containing a large fire opal (1,500 gp value).

Two stone giants are usually in each room or the hallway; if they are in the room, they will ambush the party from behind or (if discovered) attack from each side.

4 Stone Giants: AC 15, HD 9 (+8), #At 1 stone club or 1 thrown rock, Dam 3d6 or 3d6, Mv 40', Sv F9, MI 9, XP 1,075 ea.

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7. LONE BEAR. Chained to the wall in this cavern is a great cave bear. If the PCs approach cautiously, it simply stares at them, stretched out on its belly with its head slumped on its paws.

It will speak with the PCs, claiming to be an intelligent bear captured by the stone giants, who are attempting to force it to mate with other bears (which it refuses to do).

This is actually a werebear spy that is investigating the giants. It slips its chains now and then to go snooping. Whether it is allied to a rival evil faction or good faction is up to the referee.

Werebear*: AC 18 †, HD 6*, #At 2 claws/1 bite + hug, Dam 2d4/2d4/2d8 + 2d8, Mv 40', Sv F6, MI 10, XP 555

HP 32 □□□□ □□□□ □□□□ □□□□
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8. STORAGE. The mouth to this cavern has been closed off by large rocks wedged together tightly to keep giant ants and other vermin out. A large quantity of fire wood has been gathered here, along with barrels of salted meat, vegetables, and large clay jars full of wheat and barley grains. Most of the commodities are spoils accumulated from raids.

9. STONEITES. Stalagmites and stalactites are common in this rough, natural region. Mixed in with them are strange, stone-shelled creatures that are almost impossible to tell apart from either (carnivorous stoneites; see **New Monsters**). Four hang on the ceiling, waiting to drop on passers below with claws outstretched and mouths suddenly agape (3d4 damage) while three larger ones rest on the floor, ready to sprout three arms and tripod legs and clatter after victims, clawing and biting.

3 Large Stoneites: AC 17, HD 6, #At 3 claws/1 bite, Dam 1d3/1d3/1d6, Mv 20', Sv F6, MI 8, XP 500 ea.

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4 Stoneites: AC 17, HD 4, #At 3 claws/1 bite, Dam 1d2/1d2/1d4, Mv 20', Sv F6, MI 8, XP 240 ea.

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Traveling deeper into the cavern, the party will find various corpses, and scroungers can collect 1d6 pp, 6d6 gp, 6d8 sp, and 6d10 cp. There is a thin, frail mask on one body; if placed on the face, it crumbles to dust and the wearer's Charisma score is permanently increased by 1 point. At 9a and 9b the tunnels are blocked off by double-sized gelatinous cubes:

2 Gelatinous Cubes: AC 14, HD 8*, #At 1, Dam 4d4 + paralysis, Mv 20', Sv F4, MI 12, XP 945 ea.

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10. EMPTY. This chamber is empty, although there are some droppings from the giant stirges in room #11, and the incessant squawking of the vampire-birds can be easily heard from here. Any noise will provoke an attack.

11. ROOKERY. This area is fouled by droppings and bones. It is home to 18 giant stirges, who will swarm anyone entering the area, but otherwise roam the halls in search of prey in groups of 1d6. They remain clear of giants, who keep them as pets. (These are not detailed as new monsters since they are merely variants of the normal statistics).

18 Giant Stirges: AC 15, HD 5*, #At 1 bite, Dam 1d12 + 1d12/round blood drain, Mv 10' Fly 60', Sv F5, MI 10, XP 405 ea.

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12. AERIE. The tunnel opens up into an overhung alcove in the face of a cliff; the cliff is steep, rising some 300' to the top and falling 300' to the bottom. Nesting here is a group of rocs that attack any potential prey on sight. The nests are piles of twigs, feathers, and lice. Three are in use, with 1d4 eggs each, and five are old, torn up and empty. Among the scattered debris of victims are a wooden cup set with gems (8 rock crystals worth 50 gp each, 10 green chrysoberyls worth 100 gp each), a necklace of pearls (total value of 3,000 gp), 470 pp, 390 gp, 430 sp, and 640 cp. One giant bird is feasting on a recently slain human body that wears a **Dagger +1** in a sheath and has a sheaf of papers in a leather scroll tube that turn out to be 4 **Magic-User Spell Scrolls** (1st level **magic mouth**, 2nd level **detect invisible**, 3rd level **clairvoyance**, and 6th level **wall of iron**).

5 Rocs: AC 18, HD 6, #At 2 claws/1 bite, Dam 1d6/1d6/2d6, Mv 20' Fly 160' (10'), Sv F6, MI 8, XP 500 ea.

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13. SNAKE WOMAN LAIR. The door to these chambers is unusual for the stone giant caverns; it is an obvious square of wood (set in a wooden wall), with a handy iron latch for opening (it is shut). It has not been oiled in a long time and will squeal loudly if opened too rapidly. The four medusae that live here will be alerted if that happens; each has chain mail armor, a sword and shield, and will attack with its snaky hair as well. The main living chamber has wooden tables and chairs. In the niche to the south is a lustrous redwood table, atop which sits numerous pieces of jewelry (10 pieces) and ornamented silverware and cups (300 pieces), totaling 6,000 gp in value, plus six magical **Arrows of Flame +2** with a red shaft that will burst into fire on impact and as such do fire damage (see **New Magic Items**).

4 Medusae: AC 18, HD 4**, #At 1 sword & snakebite + gaze, Dam 1d8 & 1d6+poison + petrification, Mv 20', Sv F4, MI 8, XP 320 ea.

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14. SLEEPING CHAMBER. There are eight wooden beds in this chamber, each with a thick mattress, warm blankets, and a plush pillow. Four are unmade. The secret door (8' high and 4' wide) in the east wall is very well-concealed, but will open inward or outward at a firm push, hinged on the north side; it swings shut unless held open.

15. COMMANDER OF UPPER WATCH. This chamber is furnished with stone furniture covered by furs and thickly padded wool mats. It is normally occupied by the commander of the upper watch and his lieutenant. The giants have bags with random items as well as 24 x 100 gp red garnets (the commander) and 22 x 100 gp red spinels (the lieutenant). A locked stone box sits on one table; it contains 1,243 gp in coins and 10 amethysts worth 200 gp each. The lid is trapped and will slam down hard (damage 1d6) after being left open for a few seconds (long enough for someone to reach inside) unless it is held open by someone with giant strength.

A stone box in the back of the room is covered by an old, ratty rug of Halfling make. Opening the box reveals six slithering, foot-long scaly lizards. The rich smell of dung mixed with dirt wafts up. These harmless pets have small eyes that squint in bright light. They scuttle and try to hide under each other if disturbed. A bag of food (roaches and crickets feeding on plants and old food) can be found hanging on the wall.

2 Stone Giants: AC 17, HD 9 (+8), #At 1 stone club or 1 thrown rock, Dam 3d6 or 3d6, Mv 30', Sv F9, MI 9, XP 1,075 ea.

HP	51	□□□□□	□□□□□	□□□□□	□□□□□
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16. POOL. A cold, clear pool of water with fish and small crabs in it. It is ten feet deep towards the middle and anyone passing through will be attacked by 9 giant crabs.

9 Giant Crabs: AC 18, HD 3, #At 2 pincers, Dam 2d6/2d6, Mv 20' Swim 20', Sv F3, MI 7, XP 145 ea.

HP 25 □□□□ □□□□ □□□□ □□□□
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17. OWL BEAR DOMAIN. Each time the characters pass by this area, there is a 1-2 on 1d6 chance of them encountering the owl bears roaming the caverns. If they pass by without encountering them, the owl bears are met when the party enters the cavern at #19.

3 Owl bears: AC 15, HD 5, #At 2 claws/1 bite + 1 hug, Dam 1d8/1d8/1d8 + 2d8, Mv 40', Sv F5, MI 9, XP 360 ea.

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17b. FUNGUS ROOM. This room is full of fungi and large (but not dangerous) insects (beetles and ants). Several immature shriekers will yelp, but not loudly enough to cause any monsters to appear. It appears that something has recently demolished this area and a few piles of bear-like scat can be found.

18. HUNTER'S ROOM. The door to this room is a secret door for non-giants but it is normal for a stone giant. Peering inside reveals a stone giant busy sorting a pile of furs and leather hides; it is pulling some stiff hides off stretching frames. If anyone pays attention to the pile of fur at its feet, they may notice a slight movement (it is breathing). The "pile of furs" consists of two giant badgers that the giant uses to hunt other burrowing animals (see the **Basic Fantasy Field Guide Volume 1**). The giant has 7 red spinel gems worth 100 gp and the furs he is sorting are worth another 3,300 gp.

Stone Giant: AC 17, HD 9 (+8), #At 1 stone club or 1 thrown rock, Dam 3d6 or 3d6, Mv 30', Sv F9, MI 9, XP 1,075

HP 48 □□□□ □□□□ □□□□ □□□□
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2 Giant Badgers: AC 17, HD 10 (+9), #At 1 bite, Dam 4d4, Mv 50', Sv F10, MI 9, XP 1,300 ea.

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19. INFESTED. A group of small (dwarf) cave crickets infest this hall. A chewing, grinding noise will be heard before reaching here. From a distance it will look like the hall is cluttered with rocks and sticks, but when someone moves close enough to identify them with light, the occupants will be disturbed and begin to jump about, without enough force to harm anyone. They are feeding on fungi and ropes of some unusual underground weed growing in the wet rocky soil. The cave crickets are generally harmless, but mixed in with them (and feeding off them and anything that comes past) are giant scorpions, difficult to tell apart from the crickets until someone gets close enough to be stung.

7 Giant Scorpions: AC 15, HD 4*, #At 2 claws/1 stinger, Dam 1d10/1d10/1d6 + poison, Mv 50' (10'), Sv F2, MI 11, XP 280 ea.

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20. FUNGUS. This small alcove is occupied by shriekers and other fungi. Their shrieking has a chance of attracting 1d6 stone giants.

6 Shriekers: AC 13, HD 3, #At Special, Dam None, Mv 5', Sv F1, MI 12, XP 145 ea.

HP 22 □□□□□ □□□□□ □□□□□ □□□□□
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21. EMPTY. This cavern has a few long, flat stones that might have once been arranged into furniture, but it is now empty.

22. STATUE ROOM. Looming in the back of this cavern are three statues, each of a stone giant (a female flanked by two males). These are stone living statues and attack any intruder who approaches within 20' of them or who attacks them. Behind them is a pile of coins and gems (5000 cp, 4000 sp, 4000 ep, 2000 gp, 20 bloodstone gems worth 50 gp each, and 30 fiery topaz gems worth 100 gp each).

3 Stone Living Statues: AC 16, HD 5*, #At 2 lava sprays, Dam 2d6/2d6, Mv 20', Sv F5, MI 12, XP 405 ea.

HP 20 □□□□□ □□□□□ □□□□□ □□□□□
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23. DOWN TO LEVEL TWO. A stope (stone step way) descends down 120' to room #1 on the level below.

Key to Level Two

Wandering Monsters: Roll once every hour (or twice an hour for noisy parties); an encounter occurs on 1-2 on 1d6. Or just roll as desired for more randomness.

-
1. 2d4 ogres
-
2. 2d6 giant stirges (see level 1 wandering monsters and room 11. ROOKERY)
-
3. 2d4 giant ants (see level 1 wandering monsters)
-
- 4-10. 1d4 stone giants from closest room
-
11. 1d4 gargoyles from room 4
-
12. 1d4 giant tiger beetles from room 5
-

1. ENTRANCE FROM ABOVE. A stope (stone step way) ascends up to chamber #23 on the level above.

2. EMPTY. This chamber is empty.

3. STONE GIANT WORK PARTY. Unless the PCs are being very careful and quiet, a party of stone giant quarrymen will detect them and hide here to lay an ambush. If the PCs are stealthy and alert, they can ambush the giants as they head upstairs. The area has plenty of boulders and stony outcroppings that either faction can hide behind. The lead giant (the one with the most hit points) has a rawhide bag with 4d12 newly-mined chrysoberyl gemstones worth 200 gp each (500 gp if cut to gems).

4 Stone Giants: AC 17, HD 9 (+8), #At 1 stone club or 1 thrown rock, Dam 3d6 or 3d6, Mv 30', Sv F9, MI 9, XP 1,075 ea.

HP 52 □□□□□ □□□□□ □□□□□ □□□□□
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4. GARGOYLES. This rough cavern is home to several gargoyles. These creatures can climb and fly up a high, natural chimney that weaves past the giant lair above and eventually exits. It is much faster for the PCs to travel up and down the steps. The chamber was once much smaller but has been recently excavated to remove most of the rich iron ore that was once here.

6 Gargoyles*: AC 15 †, HD 4**, #At 2 claws/1 bite/1 horn, Dam 1d4/1d4/1d6/1d4, Mv 30' Fly 50' (15'), Sv F6, MI 11, XP 320 ea.

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5. BEETLES. This cavern appears empty at first glance. Then some of the rocks move and approach the party, revealing themselves to be giant beetles. The chamber was enlarged a week or two ago by the mining of the iron-rich ore that was once here.

12 Giant Tiger Beetles: AC 17, HD 3+1, #At 1 bite, Dam 2d6, Mv 60' (10'), Sv F3, MI 9, XP 145 ea.

HP 21 □□□□ □□□□ □□□□ □□□□ □
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6. STATUE PASSAGE. Two perfectly executed stone statues of stone giants (in plate armor holding a pole arm) flank the passage here, built into alcoves. Each time non-giants pass through here, there is a 2 in 6 chance that one will swing at them (randomly pick a victim if it is not apparent), attacking and doing damage as a stone giant (AB +8; Damage 3d6). The stonework of the statues is impressive; it takes a dwarf checking for construction work/traps (or a similar find-traps check, such as by a thief) to note that the statues are articulated and that the floor between them has a pressure plate.

7. NATURAL BELLS. Drops of water fall from the ceiling and make occasional bell-like *tings* as they strike bubbles of ancient volcanic glass on the floor.

8. BEAR CAVERN. Amid the many boulders on the floor of this room are large furry mounds – five cave bears with thick leather collars clasped shut by strong steel buckles. Two are sitting on their

haunches, looking east and licking their teeth wistfully.

5 Cave Bears: AC 15, HD 7, #At 2 claws/1 bite + hug, Dam 1d8/1d8/2d6 + 2d8 hug, Mv 40', Sv F7, MI 9, XP 670 ea.

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8.b. EXPANSION. This cavern has been recently expanded by the stone giants: the northern area has been hacked out much larger than it originally was, with fresh stone scattered about. Several large wicker baskets full of rich iron ore sit amid others that are empty. A dozen nervous mules are tied to a rope attached to iron rungs hammered by a long iron spike in the south wall. In one mule's pack saddle are gems: 36 orange carnelians worth 25 gp, 13 red garnets worth 100 gp, 6 red spinels worth 500 gp, and 1 fire yellow topaz worth 1,000 gp.

9. FLOATING LIGHTS. The dim glow of strange lights can be seen flitting now and then through the air here. These are luminescent insects. Each insect barely lights up a foot or so of space, and even if dozens are captured (or controlled) they will at best amount to a dull lantern. If not fed with proper moss and algae, they die in 1d6 days; if carried into the sunlight they cease creating bio-luminescence. The stone steps to the northwest wind up to room #M11 on the miscellaneous rooms map.

10. LONG PASSAGE. This long cavern is narrow and fairly regular; the ceiling is supported by eight massive stone columns which look natural but are positioned with intelligent care.

Statues of stone giant chiefs and leaders line the walls. They are harmless, although they are carved from solid stone with such exquisite detail that a viewer might think they are giants. Three stone giants will pose as statues ("g" on the map or wherever the referee wishes) and attack by surprise (due to their coloration they cannot be told apart from the statues).

One stone giant has a **Medallion of ESP**. They have (all told) 6,600 gp in coins in 3 huge bags (1,900, 2,400, and 2,300).

3 Stone Giants: AC 17, HD 9 (+8), #At 1 stone club or 1 thrown rock, Dam 3d6 or 3d6, Mv 30', Sv F9, MI 9, XP 1,075 ea.

HP 46 □□□□ □□□□ □□□□ □□□□
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11. to 17. CAVEMEN SLAVE WARREN.

11. SLAVE KEEPER MATRON. Food is being prepared here in stone bowls atop stone ovens that vent through chimneys. (Crawling up said chimneys would be a waste of time, taking hours to reach the surface to no purpose; the fires are usually left lit or smoldering, suffocating or roasting anyone who tries to access the lair through them.)

Several stone pots bubble on open pits; a giantess is attending them with a wooden paddle, constantly stirring them. They are full of soap, hot water, and clothing. A line of drying rawhide clothes is hanging in the room.

Scuttling around the giantesses' feet is a bevy of cavemen. Each has several 10 gp blue quartz gems given to it as a shiny bauble to keep it tractable (a total of 131 gems).

The giantess has 12 chunks of jade worth 200 gp each, worn as jewelry on hide necklaces and bracelets.

Stone Giantess: AC 15, HD 9 (+8), #At 1 stone club or 1 thrown rock, Dam 3d6 or 3d6, Mv 40', Sv F9, MI 9, XP 1,075

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20 Cavemen: AC 12, HD 2, #At 1 weapon, Dam 1d8 or weapon + 1, Mv 40', Sv F2, MI 7, XP 75 ea.

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12. STORAGE. Several cavemen are fussing with piles of boxes and bags of supplies (dried meat, flour, etc.) in this region, but will flee at the sight of intruders.

3 Cavemen: AC 12, HD 2, #At 1 weapon, Dam 1d8 or weapon + 1, Mv 40', Sv F2, MI 7, XP 75 ea.

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13. DARK POOL. This alcove contains a pool of sticky liquid that smells of acrid chemicals. The PCs can dip out at least 1d6 x 1d8 gallons (a roll of 1d6 multiplied by a roll of 1d8 for a result of 1 to 48; this roll does not give a flat number from 1 to 48 and is not supposed to) of oil each day to use in lanterns or on torches. This is a naturally refined petroleum product.

14. CAVEMAN COMMON AREA. This region has many cubbyholes dug into the walls, and is scattered with small camp fires and debris. Cavemen are scattered about and they will attack intruders, unless pains are taken to befriend them, or awe their rather dull-witted and superstitious minds. Each has several 10 gp blue quartz gems given to it as a shiny bauble to keep it happy (a total of 180 gems). One has found a 500 gp garnet and claims to be the leader of the tribe.

30 Cavemen: AC 12, HD 2, #At 1 weapon, Dam 1d8 or weapon + 1, Mv 40', Sv F2, MI 7, XP 75 ea.

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15. KEEPERS. Three stone giants live here among their small charges. This is a natural, unlit cavern (the ceiling, and walls are all rough surfaces; the floor is sand and pebbles). In the south end is a massive pool of water that is 20' deep in the center. The water is clean and cool but not remarkable in any way. Deep on the bottom are three "rocks" that are hollow and can be pulled apart; one contains 30 x 100 gp jade gemstones; a second has five pearls worth 300 gp each; and the last has 4 x 500 gp topaz gemstones inside it.

3 Stone Giants: AC 17, HD 9 (+8), #At 1 stone club or 1 thrown rock, Dam 3d6 or 3d6, Mv 30', Sv F9, MI 9, XP 1,075 ea.

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16. POOL. Water drips from the ceiling and runs in small rivulets down the side, forming a pool. Bones are scattered about, mostly covered by muck. Entering the area causes the bones to rise up and form a crude skeleton, attacking. At the same time a black pudding slithers from the pool. Searching the litter of bones reveals 10 **Sling Stones of Frost** (see New Magic Items), 40 bloodstones worth 50 gp each, and 2,300 gp.

Giant Skeleton: AC 17*, HD 10 (+9), #At 1, Dam 3d6, Mv 40', Sv F10, MI 12, XP 1,300

HP	47	□□□□□ □□□□□ □□□□□ □□□□□
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Black Pudding*: AC 14, HD 10* (+9), #At 1 pseudopod, Dam 3d8, Mv 20', Sv F10, MI 12, XP 1,390

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17. STORAGE. This chamber is full of wooden boxes and bags full of grain, clothing, and other items, as if the giants have been raiding human lands and stockpiling supplies. A search will reveal 500 feet of rope, 60 torches, 20 flasks of oil, 5 lanterns, 100 iron spikes, and plenty of other supplies.

18. STEPS TO HERMITAGE. These stone steps lead a hundred feet down to the bug hermit's warren (room #M12) on the miscellaneous maps.

19. WORM CAVERN. Several small worms will be noted slithering across the floor of this cavern. Then the two purple worms that inhabit it will attack. Stuck into the hide of one is what looks like the broken off haft of a spear but is actually a bamboo scroll case with a treasure map showing the location of 1d6 x 10 gems and 2d10 pieces of jewelry. The referee will have to create said map and treasure.

2 Purple Worms: AC 16, HD 11* (+9), #At 1 bite/1 sting, Dam 2d8/1d8+poison, Mv 20' (15'), Sv F6, MI 10, XP 1,670 ea.

HP 55 □□□□ □□□□ □□□□ □□□□
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20. SOUTHERN END OF HALL. The southern wall features a huge tapestry depicting the general area outside the caves in artistic (but not scientific) detail. A perfect hiding place in case the party approaches the area clumsily. Three stone giants coming up from below will be met either on the stairs or jumping out from behind the tapestry (they have nine 200 gp gems between them; 3 alexandrite, 4 garnets, and 2 spinels). A set of stone steps travel 60' down to exit on room #M6 on the miscellaneous level.

3 Stone Giants: AC 17, HD 9 (+8), #At 1 stone club or 1 thrown rock, Dam 3d6 or 3d6, Mv 30', Sv F9, MI 9, XP 1,075 ea.

HP 48 □□□□ □□□□ □□□□ □□□□
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21. TOMBS. Stone giant runes line the hall that enters this area: they are religious blessings for the dead, and curses for intruders.

The main chamber contains tombs in the walls for common giants. There is little of value here beyond clothing, stone jewelry (polished marble and granite beads for example), old weapons, and old armor.

The northern area contains several more elegant tombs. The tombs are inhabited by giant trapdoor spiders bred to be "bigger and badder" by the stone giants than the norm (see the **Basic Fantasy Field Guide Volume 1** for a smaller variety): they remain hidden in the darkness of a burial niche until movement occurs and dash out to attack so fast they should gain initiative if not surprised.

One tomb contains the body of a scholar with a sheaf of scrolls in a carrying case at its side. The first scroll picked up and opened contains yellow mold. The second from last scroll is a spell scroll with a

Magic-User spell (choose or randomly pick) and the last scroll is a **Scroll of Protection from Undead**. Looting the tombs uncovers 2d4 pieces of jewelry worth 2d6 x 100 gp each.

4 Giant Trapdoor Spiders: AC 16, HD 6*, #At 1 bite, Dam 2d6 + poison, Mv 50', Sv F6, MI 9, XP 555 ea.

HP 45 □□□□ □□□□ □□□□ □□□□
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22. STEPS UP. Massive and perfectly square stone steps lead up into the solid stone of the mountain above. They connect to room #M1 on the Miscellaneous Levels detailed below.

Key to Miscellaneous Level

M1. STEPS DOWN. Stone steps lead down to room #22 on Level Two. The PCs face a set of solid stone doors, elegantly carved with heavy brass hinges and round rings to both open them and use as a door knocker. These doors are not locked and are well-maintained, but the PCs will likely have to apply great force to swing their massive weight aside, unless they have **Girdles of Giant Strength** or such.

M2. TEMPLE. All surfaces of this room are coated with a thin layer of lead that blocks x-ray vision, location spells, and other such magic.

This is a stone giant temple; before the PCs can take enough time to get a good description, they see three giants with snow white hair and long furry cloaks (frost giants) shaking hands with the leader of the stone giants. The frost giants turn and walk through an inky blackness that wavers and shimmers with streaks of blue. Then the darkness ends and nothing is left but the opening to the round chamber far to the north ("a"). (Attempts to detect magic and so on will fail; said portal was not part of the temple).

Centered in the floor is a single orb of blackness; at first it might be mistaken for a solid object, but the longer the PCs are in the room, the more they begin to realize that the orb is not made of substance, but rather it is composed of darkness, a complete lack of light.

There are five common stone giants, as well as the king and queen, in the temple, having finished a meeting with the frost giants. The queen has a long scroll of paper which turns out to be a finished contract and bill of sale for tons of iron ore delivered to the frost giants. What are they going to do with it is unknown by the stone giants. The stone giants are not a direct party in what the other giants are doing; they are doing their own thing, including trying to gain control over local trading routes for their own benefit.

The moment any violence breaks out the "sand giant" trundles out of the chamber at "c" and joins the fight. Chamber "d" contains several temple guards who join the fight. Chamber "b" is empty.

TREASURE: The king wears gold-trimmed platinum arm bands (each set with a fiery opal and each worth 3,500 gp), and the queen a golden necklace with 10 spinels worth 7,500 gp. Each common stone giant has 3,000 gp in jewelry.

A total of 100 small, colorful gems worth 100 gp each have been fashioned into a vague star-shaped mosaic on the west wall (25 pieces of amber, 25 aquamarine, 25 yellow-green chrysoberyl and 25 red garnets). A line of 15 gems have been glued above and below it (a total of 30), each worth 1,000 gp. The 3rd and 5th one removed is covered by a clear poison (save vs. Poison or die); the 11th, 17th, 20th and 21st are magical traps and explode if removed (everyone within 10' takes 2d6 points of damage; save vs. Dragon Breath for half damage). A huge golden urn with handles (5,000 gp) is flanked by four smaller silver urns worth 1,000 gp each. A stone cylinder with a marble cap holds three scrolls:

Cleric Spell Scroll (2 spells): **protection from evil (1st), light* (1st)**

Cleric Spell Scroll (1 spell): **resist fire (2nd)**

Magic-user Scroll (3 spells): **magic missile (1st), detect magic (1st), and detect invisible (2nd)**

SAND GIANT: In this room is a stone giant that appears to have double the normal hit points for a giant (HP 144) and is immune to lightning, fire, and cold. Actually, this is a sand-filled semi-golem of a giant. When struck in combat it begins to spill sand. At first it seems extremely tough (lots of hit points), but in addition to normal damage, each wound will "bleed" sand at the rate of 1 HP per round of combat. Once it is destroyed, a small glass orb with liquid in it will be found within its remnants; if it is

drunken (such as by drilling a hole in it), the drinker's Constitution score is permanently increased by 1 point.

King Wapperjaw: AC 17, HD 11 (+9), #At 1 stone club or 1 thrown rock, Dam 5d6 or 5d6, Mv 30', Sv F11, MI 9, XP 1,575

HP 57

Queen Menhir: AC 17, HD 10 (+9), #At 1 stone club or 1 thrown rock, Dam 4d6 or 4d6, Mv 30', Sv F10, MI 9, XP 1,300

HP 51

Sand Giant: AC 17, HD 9 (+8), #At 1 stone club or 1 thrown rock, Dam 3d6 or 3d6, Mv 20', Sv F9, MI 9, XP 1,075

HP 144

5 Stone Giants: AC 17, HD 9 (+8), #At 1 stone club or 1 thrown rock, Dam 3d6 or 3d6, Mv 30', Sv F9, MI 9, XP 1,075 ea.

HP 55

51

48

47

40

M3. PRIEST'S ROOM. Besides the occupant of this austere-furnished room, the only interesting feature is a note on a desk written in stone giant entreating the priest to join "the cause" by providing secret updates about the stone giant's activities (signed

“Noi”), with a present enclosed. The priest smashed the “present”, a coral holy symbol with pearls, enraged over the assault on his fealty to his king. He has no idea where the note came from and has informed the king of possible hostile interests.

Stone Giant: AC 17, HD 10 (+9), #At 1 stone club or 1 thrown rock, Dam 3d6 or 3d6, Mv 30', Sv F10, MI 9, XP 1,300

HP 60

M4. RELIGIOUS RELICS. The door is locked and trapped; the face of it is covered by many stylized decorative runes carved into the surface, and pushing one near the center disarms a gas bladder; opening the door without pushing it causes four of the decorative runes to fall open to release a noxious gas; everyone within 20' must save vs. Poison or take 2d6 points of damage. A series of stone shelves holds scrolls and relics, most made of stone or brass or bronze and not worth a great deal of money.

M5. TREASURE. A locked stone door seals this chamber off. The face of the door is carved with many decorative runic pattern. Two invisible magical runes have been placed above the door and will explode when non-giants step within 10'. One does 3d6 points of damage to anyone within 20' (save vs. Spells for half damage) and the other paralyzes anyone within 30' who fails a save vs. Spells (duration 2-12 turns). Treasure sits unceremoniously on the floor:

- * A single flask of extremely caustic acid that does 3d8 points of damage against one target or eats through a common-sized metal lock or hinge in 1d6 rounds.
- * One **Arrow of Giant Slaying +3** (see **New Magic Items**).
- * A pile of coins consisting of: 931 pp, 3,178 gp, and 8,297 sp.
- * A stack of 33 gems (7 black opals worth 1,000 gp each, 15 fire-yellow topaz worth 1,000 gp each, 8 small white diamonds worth 1,000 gp each, and 3 blue-white diamonds worth 5,000 gp each).

M6. STEPS TO LEVEL 2. They provide access to room #20 on level 2, twisting through the rock until they change direction.

M7. GUARDS. Two dour, hostile stone giants covered in scars are always on duty to keep pilferers out of the royal chambers. Each has 2 x 500 gp topazes and a leather bag with a great chunk of cheese, bread, meat and a flask of goat milk.

2 Stone Giants: AC 17, HD 9 (+8), #At 1 stone club or 1 thrown rock, Dam 3d6 or 3d6, Mv 30', Sv F9, MI 9, XP 1,075 ea.

HP 45

 37

M8. LIVING AREA. Only a table and a few chairs are inside this chamber. A set of fine brass wind chimes are hung from the ceiling and occasionally sound melodiously, although the room is windless (they are responding to minor earth tremors).

M8a. PRIVATE CHAMBERS. Empty. Heavy stone doors (locked and trapped) block the chamber. There are 2d6+6 magical **Arrows +1** arranged in a circular pattern on the wall, along with two dozen common arrows.

M9. ROYAL ADVISER. The door is a secret to non-stone giants but not stone giants. The east chamber is furnished by tables, chairs and couches as a living room. The west chamber is a bedroom with a bed and other furnishings. Amid the many mundane items in the room are 6,000 gp in treasures.

Stone Giant: AC 15, HD 9 (+8), #At 1 stone club or 1 thrown rock, Dam 3d6 or 3d6, Mv 40', Sv F9, MI 9, XP 1,075

HP 55

M10. HIDDEN WORKSHOP. The door to this room is a secret even for stone giants. The room is furnished with tables containing research items (beakers, burners, etc.) and shelves with books and samples (most samples are mundane and easily found elsewhere; plants, minerals, insects, etc.). The adviser is very curious, fascinated by unusual items.

M10a. FAVORED RESEARCH. The double doors to this room are locked. There is a strange mechanical device on a table made of iron and brass that illustrates the rotation of the planets (a present from a fire giant envoy). There is also a forge, buckets of ore, blocks of copper and iron, hammers, a vise, and

other tools for metal working. Half-finished gears and springs are scattered about. Some finished items are placed in wooden boxes.

M11. STEPS FROM ABOVE. Steps from room #9 on the level above exit here. These are living chambers for various stone giants. A single giant lives in each of the chambers marked "a", "b", and "c". Chamber "d" is a common room with a circle of fire-scorched stones around a cooking pit, buckets of water, and food. Each giant has about 2,000 gp in coins.

3 Stone Giants: AC 17, HD 9 (+8), #At 1 stone club or 1 thrown rock, Dam 3d6 or 3d6, Mv 30', Sv F9, MI 9, XP 1,075 ea.

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M12. BESTIARY AND PETS. The steps go some 100 feet up to room #18 on the level above. A crude wooden stockade runs across the west end of the room. There is a crude gate in the center held shut by thick rope. There are also two simple booby traps that will only be missed if the party does not look for traps; they are supple saplings bent back and tied to the gate such that opening the gate releases them to jam sharp stakes into whoever stands in front of it (AB +4; 2d6 points of damage).

The tunnels and chambers deep inside this warren are littered by dead insects and the drained or chewed up bodies of giant rats.

a. SPIDER NEST. A giant tarantula has laid an egg packet amid rubbish here and guards it.

Overgrown Giant Tarantula Spider: AC 17, HD 8*, #At 1 bite, Dam 2d8 + poison, Mv 50', Sv F8, MI 9, XP 945

HP 48 □□□□ □□□□ □□□□ □□□□
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b. FALSE SHRIEKERS. This chamber is full of fungi, including what will appear to be nine shriekers to experienced characters; these are an unusual form of octopus-like fungi (see Octopus Fungi in the **Basic Fantasy Field Guide Volume 1**). They are scattered about such that 6 or so can attack the party at a time and if only one or two people pass at a time, 1-3 might attack them. The fungi cannot all attack one

person and anyone clever will be able to gang up on the fungi, let alone kill them with ranged attacks. If anyone tries to pass through them, each one will "unfur" into a single long tentacle and try to wrap around a victim and drag them back to the biting core. A normal to-hit roll is made; a hit does 1d6 damage from clawed grasping sucker and a victim must save vs. Magic Wands or be drug back towards the body the next round. If someone is pulled into the body, they will suffer two attacks (the tentacle and the mouth) with a +4 bonus each. Scattered among the debris at their bases are rotten clothes and various coins (500 gp in all), a few gems (10 worth 100 gp each), and an ancient golden necklace with a single large ruby in the center carved into a cyclopean eye (2,000 gp value).

9 Octopus Fungi: AC 15, HD 6, #At 1 tentacle or 1 tentacle + bite (at +4), Dam 1d6 tentacle, 1d10 bite, Mv 0', Sv F6, MI 12, XP 500 ea.

HP 45 □□□□ □□□□ □□□□ □□□□
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c. JELLIES. This chamber is slimy and moist. A drip of water has created a pool of bacteria laden water in the center. Camouflaged by the slime are two ochre jellies that will slither to attack any PCs who try to pass through. Each has 250 gp in coins in its body.

2 Ochre Jellies*: AC 12 (only hit by fire or cold), HD 5*, #At 1 pseudopod, Dam 2d6, Mv 10', Sv F5, MI 12, XP 405 ea.

HP 33 □□□□ □□□□ □□□□ □□□□
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d. SCORPIONS. This fungus-filled chamber is inhabited by five giant scorpions.

5 Giant Scorpions: AC 15, HD 4*, #At 2 claws/1 stinger, Dam 1d10/1d10/1d6 + poison, Mv 50' (10'), Sv F2, MI 11, XP 280 ea.

HP 31 □□□□ □□□□ □□□□ □□□□
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e. HERMIT ORACLE. Hunkered in this rubbish-strewn room is a hermit giant, gibbering insanely to itself (its gender up to the referee). It has a necklace of many bones and its skin is painted in vivid patterns. The local giants use it as an oracle, tossing it coins (which they do not value as much as gems) asking questions and listening to its raving replies. It flourishes a **Mace +2** as if it were a wand and has various rocks to bash foes with. If it is slain, its body dissolves much the same way a yellow mold would, spraying spores everywhere (it is infected by said mold, but is partially immune). Its favorite treasure is a horn made of strange black metal; it is not magical and blowing

on it has no effect other than a raucous note. Scattered around the room amid the debris are coins (385 pp, 3,333 gp, 979 ep, 2,222 sp, and 1,111 cp), and hidden under a pile of bones in the back is a green felt pouch with 1,000 ep, 10 moonstone gems worth 50 gp each, and 10 pieces of amber worth 100 gp each.

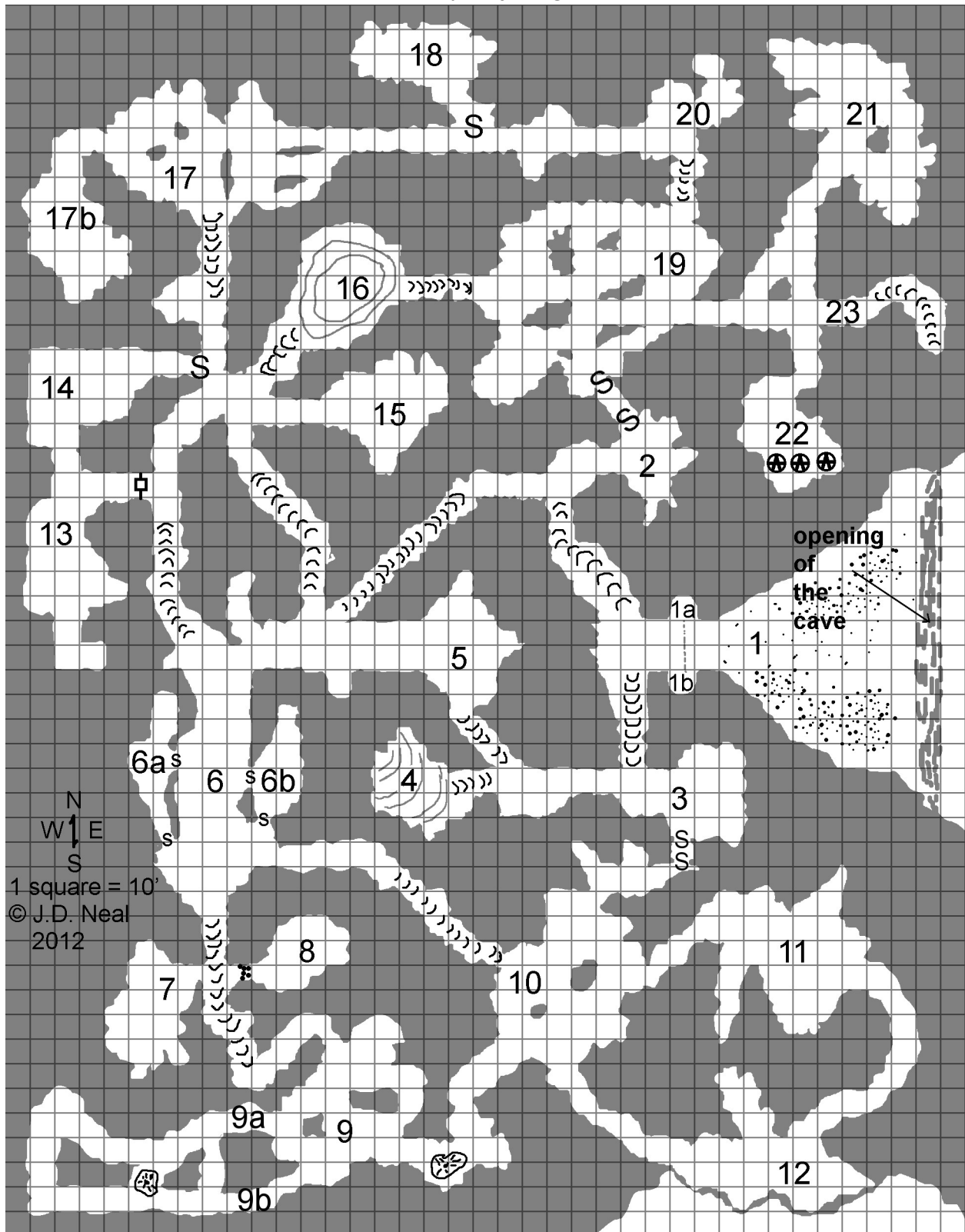
Stone Giant: AC 15, HD 9 (+8), #At 1 stone club or 1 thrown rock, Dam 3d6 or 3d6, Mv 40', Sv F9, MI 9, XP 1,075

HP 56 □□□□ □□□□ □□□□ □□□□
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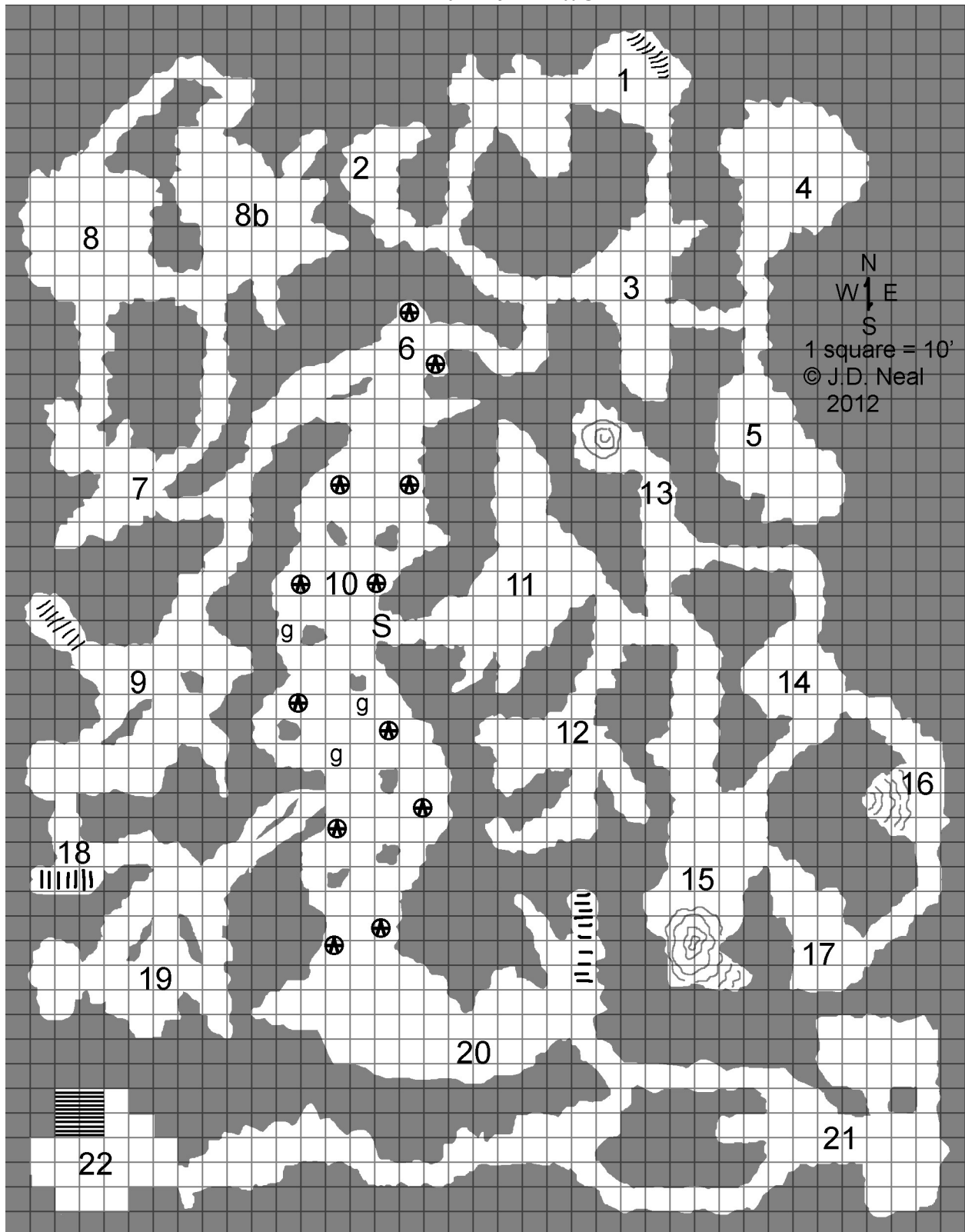
END OF THE ADVENTURE

Defeating the stone giants will give the player characters access to an agreement between the giants: The hill giants have rounded up prisoners and cut down many trees. The stone giants have mined huge quantities of iron ore. What the ore is being used for (or by whom) is not mentioned, but the trees were shipped far to the north to the frost giants. Off to the frigid north is where the characters are headed next, where frost giants and other cold beasts dwell.

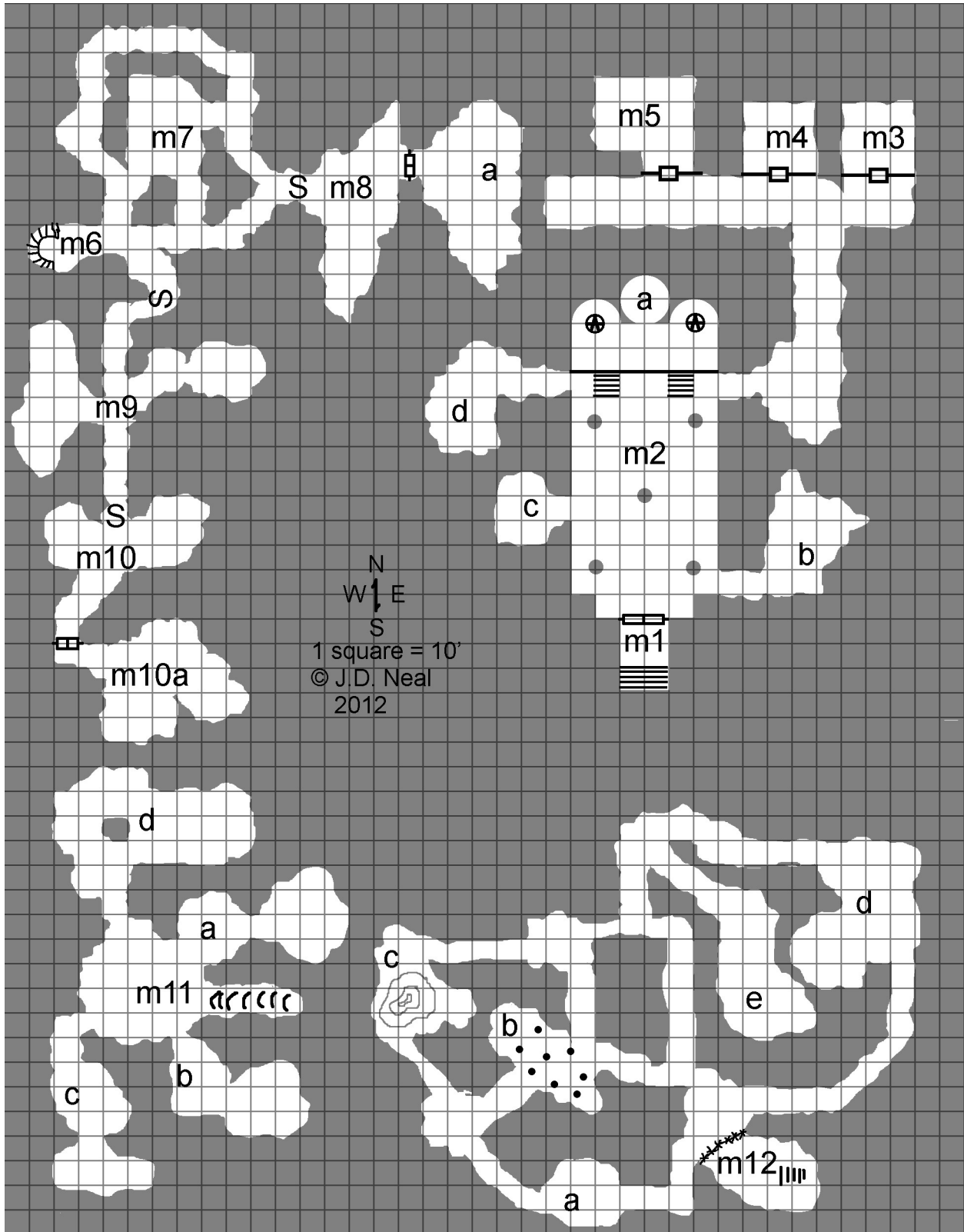
MAP 1: LEVEL ONE



MAP 2: LEVEL TWO



MAP 3: MISCELLANEOUS MAPS



Frost Giant Fortress

Game Master's Background Information

THE STORY SO FAR: After returning from their adventures in the stone giant caverns, the player characters will find that the local rulers have gleaned useful information from their own spy network: the stone giants were paid to mine massive quantities of iron ore. Where it went is a mystery. It has been discovered, though, that the huge quantities of wood that were harvested by the hill giants was sent north to the Frost Giants by some magical means, as well as a smaller amount of iron ore. What plans do the giants have in mind regarding the wood and iron? Off to the far, frigid north it is for the PCs!

Aided perhaps by magical scrying, the PCs track down the frost giant fort. They are faced by a large ridge of ice and stone, into which the frost giants have dug multiple tunnels and caves. Which ones allow access to its inner workings and which ones are death traps?

In this world of flying beasts and frigid arctic winds, there are no windows to fly through. Of course, the referee can add windows which might in turn add a new dimension to game play with player's maneuvering their characters to climb inside or otherwise enter.

The region is freezing cold year round, and player characters without arctic gear will rapidly die from heat loss and shock.

PLAYER CHARACTERS AND TACTICS: The frost giants are wary of attack. If the PCs try to stroll up to the ridge, they will not only be attacked but the lair will be alerted as a whole. The first task of the PCs will be to get inside the fortress without raising alarms. This is a place where cunning will come in handy; observing the routine of the guards at the entrance should allow a sneaky approach and perhaps the application of invisibility and silence magic can win an initial toe hold.

If the PCs observe the ridge before rushing in, they might note various guards as well as the flying beasts on the roof. Indeed, they could try to climb or fly to the top, both of which are perfectly acceptable actions. If they gain control of the roof, they can try to work their way down. That also means the frost giants (if alerted) can bring forces from below up to stop them. There are caves on the ground level that the giants do not inhabit nor visit very often (but

guess where the giants will start looking if bad things start happening?).

Waiting for blizzard weather or nightfall might let the PCs slip into the lower caves and thin the guards out unobserved. If they hide in ambush outside the lair waiting for a patrol (or such) in hopes of weakening the fort and gaining information, the referee can gather some minor giants and their supporting beasts to create such a patrol; success will weaken the fort. Dithering, though, will reveal that the giants have quite a number of animals they can use for tracking. They are also adept at hunting in their environment.

If the PCs rely on any form of heat-based vision, keep in mind that heavily insulated creatures like polar bears, snow apes and winter wolves shed little if any heat and would be very difficult to spot. And the frost giants would assume the same temperature as the air and be almost invisible (they love cold weather).

As usual, the referee should read the module thoroughly, noting that trying to lay siege to the giants for any period of time will be laughable; on the lower level the giants can hop on a boat and leave, for example.

If they are attacked repeatedly in brief forays, the frost giants will gather any living snow apes, wolves, and saber-tooth cats from the minor caves to bring them inside the main caves. They will also erect walls of ice and boulders to block tunnels. If their numbers are decimated, the survivors will flee with what treasure they can and find aide in allied giant tribes.

The Frost Giants

These rapacious fiends are constantly warring with their kin of the north lands, and anyone else that gets in their way. What they know is that someone has offered the chance to join in a grand expedition of viking loot and pillaging, something they could not resist. If it comes down to it, the king and/or queen and higher officials will reveal that their part in this is to build numerous giant sized ships, which the fire giants will outfit with steel war materials.

Possible Random Encounters Outside the Lair

To help the referee who wants to flesh out the exterior:

1-2	2d6 Harpies
3	1d6 Giant hawks
4	1d6 Ogres
5-6	2d8 Common Wolves
7	2d4 Sabre-Tooth Cats
8	1d4 Frost giants
9	1d8 Snow Apes
10	1d8 Winter wolves
11	1d4 Giant Weasels
12	1d6+6 Humans (NPC Party)

Frost Giant Bags

A list of potential contents for the frost giant's bags.

d100	d66	Bag Contents
1-3	11	1d6 steel-headed spears.
4-6	12	A stone bowl, cup, and spoon.
7-8	13	2d6 frozen ice chunks (boulder-sized).
9-11	14	A half-dozen ceramic pots, each with a spice: salt, pepper, cinnamon, basil, sage, and coal dust.
12-14	15	A wooden bucket with a tightly secured leather covering: inside is a mixture of rice, fish and vegetables being left to ferment.
15-17	16	A leather pouch covered by white fur with 1d6 x 300 copper coins. The fur has random quills in it and anyone carelessly touching it must save vs. Poison or their hand and arm will be paralyzed for 2d6 turns.
18-19	21	A pouch made of spotted white fur containing 1d6 x 40 silver coins.
20-22	22	A seal-skin pouch with 1d6 x 30 golden coins and 1d6 x 40 electrum coins.
23-25	23	A prickly porcupine and 1d6 x 300 copper coins, 1d6 x 40 silver coins, 1d6 x 30 golden coins, and 3d6 gems (worth 1d6 x 10 gp each).
26-28	24	A pair of snow shoes and thick woolen socks.
29-31	25	A pair of hard boots with wolf fur lining.

d100	d66	Bag Contents
32-33	26	A cloak made of silver fox furs worth 300 gp.
34-36	31	A large walrus skin full of common wine (18 gallons).
37-39	32	A waterproof bag full of cold water in which small crabs and fish swim.
40-42	33	A pillow full of downy feathers (duck, penguin, etc.).
43-44	34	An iron-faced, stone-headed hammer and twenty pitons and crampons.
45-47	35	A sealskin cloak (very water-proof and warm).
48-50	36	A headband made of leopard seal skin (spotted).
51-53	41	An earthen stone pot with hot coals and a lid that is tied shut by dried-gut twine.
54-56	42	Thick woolen underwear, giant-sized.
57-58	43	180 feet of seal-gut twine.
59-61	44	A piece of luxurious silk worth 300 gp.
62-64	45	A small walrus tusk carved into the shape of a very pregnant woman worth 25 gp.
65-67	46	A sling and two dozen shot from polished river stone, a harpoon with a detachable barbed head, and 50' of rawhide rope.
68-69	51	Dried meat from caribou, muskox, etc. (3d6 rations worth).
70-72	52	A narwhal horn, etched with hunting scenes and used as a toothpick.
73-75	53	5d6 gems worth 1,200 gp each.
76-78	54	Two wooden tubs, one with frozen yogurt and the other ice cream.
79-81	55	A sealskin bag with 5d20 clams in it.
82-83	56	A polar bear cub being kept as a pet.
84-86	61	A large ox-horn for sounding alerts.
87-89	62	A fur cloak with a sheep- or wolf head, and heavy fur boots (giant-sized.)
90-92	63	A half-dozen dog leashes made from a prickly vine.
93-94	64	Flint & steel, tinder moss, and kindling.
95-97	65	A necklace of bear claws and bear teeth.
98-100	66	A bone whistle that sounds loudly.

Key to Fortress Ground Level

CEILING: Ceilings are 30' high, unless otherwise noted.

DOORS: The exterior doors are 20' tall and 10' wide, built from three-foot thick wood supported by steel bands riveted in place. They can be barred from inside. On each side is a wooden brace with an iron hook intended for hanging lanterns. Inner doors are 18' tall and 8' wide, built of heavy wood 2 feet thick, and braced by iron. They can be barred from the inside.

FLOORS: The floors inside the hall are hard ice or packed earth and stone. The lower dungeons will have floors of stone and gravel.

Although the lower level guards seem scattered about, the intent is that the noise of any normal battle would attract guards from one or two nearby posts as well. The guards are scattered out, but can call out, so an attack in one place that isn't silent will attract others. If the PCs fail to rapidly dispatch a guard, but are obviously going to overwhelm it, the guard(s) will try to retreat to the nearest help (roll randomly if it is not obvious which).

Wandering Monsters

Roll 1d6 once per hour; a 1 or 2 indicates an encounter. Or use an arbitrary check now and then for more randomness.

1	1d4 Polar Bears from nearby rooms
2-3	1d4 Frost Giants from nearby rooms
4	1d8 Snow Apes from room 4
5	1d8 Winter Wolves* from nearby rooms
6	1d3 Winter Wolves* and 1d3 Frost Giants from nearby rooms

* See the **Basic Fantasy Field Guide Volume 1**

1. STOP-OFF BETWEEN LEVELS. An intermediate room accessed from above and below. The steps at "a" go up to the next level (exiting at room #1 above) while those at "b" go down to the dungeon.

2. TOMBS. These natural caverns are lined by wooden poles with two or three litters on each; on each is a frost giant corpse bedecked by feathers and ancient pelts. These ancient tombs are haunted by undead frost giants, who will rise up to attack intruders. Amid the trinkets and beads adorning the dead can be found 1,000 gp worth of carved ivory

decorations, 2,000 gp in various furs, a **Potion of Healing**, a magical **Shield +1**, and a long piece of vellum written in archaic runes that is a **Magic-User Spell Scroll** with 2 spells: **shield** (1st level), and **detect invisible** (2nd level). Around the neck of one corpse is a frail, hollow glass bead on a string with frost giant runes spelling out "Better Weather Adversity": if someone shatters it, their hit points are permanently increased by a number equal to their hit die divided by 2 rounded up (1d4 = d2; 1d6 = 1d3; 1d8 = d4, etc.).

To the south are massive double doors that lead to the common room to the south; they are barred from the other side.

3 Frost Giant Zombies: AC 17, HD 11+1* (+9), #At 1 giant weapon or 1 thrown rock, Dam 4d6 or 3d6, Mv 20' (10'), Sv F11, MI 12, XP 1,670 ea.

HP 57	□□□□ □□□□ □□□□ □□□□
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3. EMPTY. An empty cavern, the entrance way half buried in snow drifts.

4. SNOW APE GUARDS. The tribe of snow apes (see the **Basic Fantasy Field Guide Volume 1**) that live here cooperate with the frost giants and help guard the lair. The giants breed them for toughness and savagery. The "secret door" entrance is thin ice buried under a pile of snow; the apes can see and hear activity outside it (they can hide in the boulder-filled darkness in back if the door is found and breached). They will let intruders pass by, and then attack from the rear if able. Scattered about the room are pieces of humans (arms, legs, a skull), amid which is a small bag containing 2d6 gems worth 100 gp each and a stoppered blue glass jar on a leather thong (a **Potion of Levitation**.)

The "secret door" in the south is a thick sheet of natural ice and stone (see room #5).

13 Snow Apes: AC 15, HD 6, #At 2 claws, Dam 1d6, Mv 40', Sv F6, MI 8, XP 500 ea.

HP 38 □□□□ □□□□ □□□□ □□□□
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5. SECRET TREASURE ROOM. The "secret door" to this room is a thick sheet of ice and stone; 60 points of damage is needed to chop a human-sized hole through it (automatic hit and axes do full damage; hammers do -2 damage; other weapons do 1/2 or less damage). This room is a natural pocket in the ridge and harbors six treasure chests. Five contain a different type of coin: 1,000 pp, 5,000 gp, 5,000 sp, 5,000 ep, and 4,000 cp. The sixth is a trap; tampering with it causes it to fly apart, attacking anyone within 30' and in an unobstructed line of sight (AB +6; 2d6 points of damage).

There is a steel ladder in the south which allows access to a trap door in the ceiling; it opens into a well with another steel ladder that leads up to the royal bedroom (room #17.b.) on the level above.

6. GUARD. This entrance is guarded by two frost giants. Each giant carries a giant rabbit skin bag with random items, as well as 200 gp in coins and 200 gp worth of carved ivory teeth.

2 Frost Giants: AC 17, HD 10+1* (+9), #At 1 giant weapon or 1 thrown rock, Dam 4d6 or 3d6, Mv 20' (10'), Sv F10, MI 9, XP 1,390 ea.

HP 49 □□□□ □□□□ □□□□ □□□□
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7. ENTRANCE. A frost giant stands guard outside the entrance, beside a pile of snow (which is actually a polar bear snoozing). Just inside the entrance is an alcove for getting out of the wind in bad weather; a sleeping frost giant wrapped in furs (and a pile of boulders for throwing) can be found there. Both giants have a bag in the alcove (with a ten pound chunk of cheese and bread in addition to other random contents) as well as a ten gallon skin full of cheap wine. The giant on duty has five star rose quartz gems worth 60 gp each folded into its shirt; the other has a golden necklace worth 1,900 gp.

2 Frost Giants: AC 17, HD 10+1* (+9), #At 1 giant weapon or 1 thrown rock, Dam 4d6 or 3d6, Mv 20' (10'), Sv F10, MI 9, XP 1,390 ea.

HP 46 □□□□ □□□□ □□□□ □□□□
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Polar Bear: AC 14, HD 6, #At 2 claws/1 bite + hug, Dam 1d6/1d6/1d10 + 2d8, Mv 40', Sv F6, MI 8, XP 500

HP 43 □□□□ □□□□ □□□□ □□□□
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8. CAPTAIN OF THE GUARDS. This bald giant wears chain mail and a helmet; he has a giant-sized sword as well as a **Longsword +1** (with the special ability of **locate objects**) which he uses as a dagger. Another frost giant is slumbering in one bed. The room is furnished with two beds, a table, and three chairs. A wooden bowl with gnawed bones lies beside the table. Underneath the bed is a locked wooden chest inside which is a small rawhide bag containing 23 pearls worth 100 gp each. Hidden behind it is a giant weasel that has built a nest lined by fur and scraps of cloth; it attacks if disturbed. It has a gem-studded collar worth 800 gp (more to an animal trainer). Inside the straw-filled mattress of the bed is a

bag with 2,100 gp in coins and ivory knick-knacks worth 3,000 gp.

2 Frost Giants: AC 17, HD 10+1* (+9), #At 1 giant weapon or 1 thrown rock, Dam 4d6 or 3d6, Mv 20' (10'), Sv F10, MI 9, XP 1,390 ea.

HP 60 □□□□ □□□□ □□□□ □□□□
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Giant Weasel: AC 17, HD 5, #At 1 bite + hold, Dam 2d4 + 2d4 per round, Mv 50', Sv F5, MI 8, XP 360

HP 32 □□□□ □□□□ □□□□ □□□□
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9. COMMON GUARD ROOM. This common room contains a mixture of frost giants and polar bears. A pile of boulders is handy for throwing. There are three giant bags here which contain 300 gp each (and random items). To the north are massive double doors that lead to the tombs to the north; they are barred from this side.

4 Frost Giants: AC 17, HD 10+1* (+9), #At 1 giant weapon or 1 thrown rock, Dam 4d6 or 3d6, Mv 20' (10'), Sv F10, MI 9, XP 1,390 ea.

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3 Polar Bears: AC 14, HD 6, #At 2 claws/1 bite + hug, Dam 1d6/1d6/1d10 + 2d8, Mv 40', Sv F6, MI 8, XP 500 ea.

HP 34 □□□□ □□□□ □□□□ □□□□
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10. GUARD POST. Two saber-tooth cats are on guard here, hunkered in the darkness atop 10' high shelves inside the entrance, where there is little chance of intruders sighting them from below (torches and such provide shadows, when shining from below). They wear heavy leather collars with fine silver bells which will jingle if they move actively, but not when they move stealthily. The jingling will attract any nearby giant if a fight breaks out.

2 Sabre-Tooth Cats: AC 14, HD 8, #At 2 claws/1 bite, Dam 1d6/1d6/2d8, Mv 50', Sv F8, MI 10, XP 875 ea.

HP 40 □□□□ □□□□ □□□□ □□□□
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11. ABANDONED CHAMBER. Piled in the back of this chamber are boxes and barrels. The ceiling has been weakened such that anyone entering has a high chance of causing rubble to fall, doing 2d6 points of damage per person inside. A Thief will not cause this if they make a successful Move Silently roll, nor would silence spells and such magic. The barrels and boxes are old, rotten, and empty.

12. COMMON GUARD ROOM. A collection of frost giants, polar bears and winter wolves are ready to react to intruders. The room is furnished in simple comfort: stools, tables, etc. Each giant has a bag with random items, but no worthwhile treasure beyond perhaps a few hundred coins.

3 Frost Giants: AC 17, HD 10+1* (+9), #At 1 giant weapon or 1 thrown rock, Dam 4d6 or 3d6, Mv 20' (10'), Sv F10, MI 9, XP 1,390 ea.

HP 63 □□□□ □□□□ □□□□ □□□□
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2 Polar Bears: AC 14, HD 6, #At 2 claws/1 bite + hug, Dam 1d6/1d6/1d10 + 2d8, Mv 40', Sv F6, MI 8, XP 500 ea.

HP 31 □□□□ □□□□ □□□□ □□□□
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2 Winter Wolves: AC 15, HD 6*, #At 1 bite or breath, Dam 1d6 or 4d6, Mv 50', Sv F6, MI 7, XP 555 ea.

HP 25 □□□□ □□□□ □□□□ □□□□
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12.b. BEDROOM. Six wooden cots with thick fur bedding (worth maybe 100 to 300 gp each but heavy) furnish this otherwise empty room.

13. STEPS UP. A set of winding steps (as shown on the map) carved from ice and rock travel upward some 60 feet before discharging into room #1 on the level above.

14. GUARDS. Each of these twin entrances is patrolled by a single frost giant leading a saber-toothed cat on a leash. Each giant carries a bag (containing 200 gp in coins and random items) slung over one shoulder.

2 Frost Giants: AC 17, HD 10+1* (+9), #At 1 giant weapon or 1 thrown rock, Dam 4d6 or 3d6, Mv 20' (10'), Sv F10, MI 9, XP 1,390 ea.

HP 46 □□□□ □□□□ □□□□ □□□□
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2 Sabre-Tooth Cats: AC 14, HD 8, #At 2 claws/1 bite, Dam 1d6/1d6/2d8, Mv 50', Sv F8, MI 10, XP 875 ea.

HP 35 □□□□ □□□□ □□□□ □□□□
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15. GUARDS. This large chamber is occupied by two frost giants and four winter wolves. Each giant has a bag with 300 gp in it as well as random items.

2 Frost Giants: AC 17, HD 10+1* (+9), #At 1 giant weapon or 1 thrown rock, Dam 4d6 or 3d6, Mv 20' (10'), Sv F10, MI 9, XP 1,390 ea.

HP 46 □□□□ □□□□ □□□□ □□□□
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4 Winter Wolves: AC 15, HD 6*, #At 1 bite or breath, Dam 1d6 or 4d6, Mv 50', Sv F6, MI 7, XP 555 ea.

HP 30 □□□□ □□□□ □□□□ □□□□
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15.b. HANGING MEAT. Corpses (some human, many animal) hang in this frigid cavern.

16. THIN ICE. The floor of this chamber is a layer of thin ice covered by snow and dirt; underneath is a 20' drop (2d6 points of damage with a fall). The local giants can cross safely by stepping on solid areas, but strangers who aren't wary will either crash through (if very foolish) or have to hop rock to rock (perhaps making a 1d20 roll and adding their Dexterity modifier, penalizing them for carrying a heavy burden; a result less than 11 indicates a fall).

17. GUARD ROOM. Two frost giants and two polar bears are in this room, which is furnished with wooden furniture (three chairs, a table, and two cots.) Sitting in one corner is a wooden box containing clothes plus a bag with 400 gp and 400 sp.

2 Frost Giants: AC 17, HD 10+1* (+9), #At 1 giant weapon or 1 thrown rock, Dam 4d6 or 3d6, Mv 20' (10'), Sv F10, MI 9, XP 1,390 ea.

HP 57 □□□□ □□□□ □□□□ □□□□
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2 Polar Bears: AC 14, HD 6, #At 2 claws/1 bite + hug, Dam 1d6/1d6/1d10 + 2d8, Mv 40', Sv F6, MI 8, XP 500 ea.

HP 30 □□□□ □□□□ □□□□ □□□□
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18. GUARD ROOM. Two frost giants and three snow apes are in this room. There is wooden furniture (four chairs, two tables, and six cots), as well as bags of meat and vegetables (20 – 120 rations worth). Sitting in one corner is a wooden box containing furs plus a bag with 350 gp and 390 sp.

2 Frost Giants: AC 17, HD 10+1* (+9), #At 1 giant weapon or 1 thrown rock, Dam 4d6 or 3d6, Mv 20' (10'), Sv F10, MI 9, XP 1,390 ea.

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3 Snow Apes: AC 15, HD 6, #At 2 claws, Dam 1d6/1d6, Mv 40', Sv F6, MI 8, XP 500 ea.

HP 32 □□□□ □□□□ □□□□ □□□□
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19. EMPTY CAVE. This cave will seem to be empty, but anyone occupying it will attract ice spiders, which try to sneak in during the night or while occupants are gone, hiding in ambush behind thin ice sheets they form.

3 Ice Spiders: AC 16, HD 6*, #At 1 bite+ poison, Dam 1d10, Mv 50', Sv F6, MI 8, XP 555 ea.

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20. FROST LIZARDS. Slinking around inside these icy caves are two frost salamanders, their lair deep in the back of the cave. The corpses of partially-digested victims are cast about; one frozen victim has a magical **Long Sword +1, (+3 vs. dragons, casts light on command)**, and a pouch holding 900 gp and four gems worth 1,000 gp each.

2 Frost Salamanders*: AC 21 ‡, HD 12* (+10), #At 4 claws/1 bite + cold, Dam 1d6/1d6/1d6/1d6/2d6+1d8/round, Mv 40', Sv F12, MI 9, XP 1,975 ea.

HP 64 □□□□ □□□□ □□□□ □□□□
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21. WINTER LARDER. The entrance is blocked off by a fence of thick wooden beams some 10' or so inside; a heavy gate is set in the middle of the fence, lashed shut by thick rope. Cloven hooves have churned up a path back and forth along the wide, irregular passage that leads deeper into the cavern. Animal dung is scattered about, and deep inside are piles of hay and leaves. The frost giants have corralled a small group of woolly rhinos here to serve as a winter meat stores (the giants butcher one now and then). The rhino's are wild and will charge anyone approaching, attempting to fight their way free. Piles of grass and browsing twigs are piled about, and pools of water abound.

4 Woolly Rhinoceros: AC 19, HD 12 (+10), #At 1 butt or 1 trample, Dam 2d8 or 2d12, Mv 40' (15'), Sv F8, MI 6, XP 1,875 ea.

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22. MASSIVE DOUBLE DOORS. These twin, massive wooden doors are barred on the inside. Any attempt to force them must be made on 1d20.

23. BARRED ENTRANCE. Thick steel bars block off this entryway. They are raised and lowered by a huge wheel in room #24. Saber-toothed cats are usually guarding the entrance.

3 Sabre-Tooth Cats: AC 14, HD 8, #At 2 claws/1 bite, Dam 1d6/1d6/2d8, Mv 50', Sv F8, MI 10, XP 875 ea.

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24. SLEIGHS. This large, open cavern holds the king and queen's sleigh and sleds. There is a single huge, ornamented sleigh against the east wall, flanked by four smaller sleds; all suited for giants and pulled by polar bears, woolly rhinos or other large draft animals. Four polar bears in harnesses lounge near them, ready for a mission. A huge wheel on the east

wall rises and lowers the iron bars that block the passage at #23.

4 Polar Bears: AC 14, HD 6, #At 2 claws/1 bite + hug, Dam 1d6/1d6/1d10 + 2d8, Mv 40', Sv F6, MI 8, XP 500 ea.

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25. TACKLE. A large room containing harnesses, whips, and other gear needed for the sleds and sleighs.

Key to the Fortress Upper Level

The rooms and halls of the upper level are illuminated by sunlight glowing through ice domes that are ten feet thick during the day. There are also small vent holes (1' wide) here and there. At night, **continual light** spells, torches, and such will be in use by those who are not sleeping.

1. WAITING ROOM. A set of steps (as shown on the map) carved from ice and rock go down some 60 feet before discharging in room #13 on the level below.

Frost giants in chain armor have parked their butts on stools, awaiting visitors and playing draughts (using walrus tooth ivory checkers, some black some white) on a table between them. Cloaks and bags rest on pegs. This chamber has a number of giant-sized wooden stools and many pegs on the wall for anyone wanting to hang clothing.

3 Frost Giants: AC 17, HD 10+1* (+9), #At 1 giant weapon or 1 thrown rock, Dam 4d6 or 3d6, Mv 20' (10'), Sv F10, MI 9, XP 1,390 ea.

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2. IN FRONT OF THE HALL. An ice statue stands in each of the three corners as shown on the map. They resemble:

a. A male frost giant wearing fur boots, a cloak, a spectacled helmet and scale armor. He holds a spear in one hand, and a long handled axe is hooked to his belt.

b. A fat female frost giant with a heavy dress, underneath which can be glimpsed chain mail. She has a large knobby club in one meaty hand and a cleaver in the other.

c. A giant polar bear with a muzzle and harness rearing up as if ready to fight.

3. GREAT HALL. Long tables and benches are lined up unevenly on each side of this hall. The remains of a feast are scattered about: strewn bones, bread, vegetables, broken clay cups, and wooden dishes. Flanking two giant-sized shields and axes on the north wall are six **Spears of Lightning +3** (see **New Magic Items**).

A white dragon is kept here, nesting in the corner at "a". Its treasure includes 2,000 pp, 10,000 gp, 5,000 ep, 30,000 sp, 30,000 cp, a sack of gems (10 worth 500 gp, 100 worth 100 gp, 140 worth 50 gp, and 380 worth 10 gp), and a sack of rings (50 worth 100 gp and one is a **Ring with 2 Wishes**). At "b" are steps leading up to the roof.

White Dragon: AC 17, HD 6**, #At 2 claws/1 bite or breath/1 tail, Dam 1d4/1d4/2d8 or breath/1d4, Mv 30' Fly 80' (10'), Sv F6, MI 8, XP 610

HP 48

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4. DOWN TO LEVEL 1. To room #1 on the ground level. This chamber is otherwise empty except for a wooden barrel of iron nails in the east end.

5. KITCHEN. Three frost giant women work at stoves and tables, preparing fish and reindeer for an elaborate feast. In back is a store room: spices, flour, and other items can be found in bags and wooden tubs there. They have a total of 900 gp in various coins in their three bags, which also contain random items. Six bone-hafted and bone-tipped arrows are being used for skewers; they are magical **Arrows +2 of Undead Bane** and do an extra die of damage against undead (see **New Magic Items**).

3 Frost Giantesses: AC 13, HD 10+1* (+9), #At 1 giant weapon or 1 thrown rock, Dam 4d6 or 3d6, Mv 40' (10'), Sv F10, MI 9, XP 1,390 ea.

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5a. STORAGE. A large quantity of firewood has been gathered here, along with barrels of salted meat, vegetables, and amphorae (large vases) full of wheat and barley grains.

5.b KITCHEN STAFF ROOM. The unmarried kitchen staff lives here; two ladies will be found in this chamber fussing over a pair of leather pants they are working on. There are four beds, two tables, and six chairs here, along with a wooden box with clothing standing against one wall. A fireplace of river stone had been erected against the east wall with wood stacked beside it. The chimney is wide enough to allow a frost giant to climb it; crawling up it will reveal a hidden niche some 20' up inside it, inside which is a thick stone box containing 10 gems worth 500 gp each and 5 pearls worth 100 gp each.

2 Frost Giantesses: AC 17, HD 10+1* (+9), #At 1 giant weapon or 1 thrown rock, Dam 4d6 or 3d6, Mv 20' (10'), Sv F10, MI 9, XP 1,390 ea.

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5c. Pottery. Bags of fine dry clay, wood, charcoal, two pottery wheels, and a small brick kiln are in this room.

6. BARRACKS COMPLEX. The main annex has several chairs and tables, where some frost giants are sitting playing cards. They have 900 gp in coins in various piles on the table.

4 Frost Giants: AC 17, HD 10+1* (+9), #At 1 giant weapon or 1 thrown rock, Dam 4d6 or 3d6, Mv 20' (10'), Sv F10, MI 9, XP 1,390 ea.

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6a. Bunks and gear for 8 frost giants. Two are sleeping in bunks.

2 Frost Giants: AC 13, HD 10+1* (+9), #At 1 giant weapon or 1 thrown rock, Dam 4d6 or 3d6, Mv 40' (10'), Sv F10, MI 9, XP 1,390 ea.

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6b. Bunks and gear for 8 frost giants. One frost giant is sitting on a bunk throwing a knife at the space between its feet, while two others sit at a table, hunkered over and whispering, planning a prank.

3 Frost Giants: AC 17, HD 10+1* (+9), #At 1 giant weapon or 1 thrown rock, Dam 4d6 or 3d6, Mv 20' (10'), Sv F10, MI 9, XP 1,390 ea.

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6c. Armory. Racks of giant-sized weapons and armor line the walls: there are 30 spears, 12 axes, 8 superbly honed swords, 12 hammers, 11 maces, a score of boulders, ten suits of leather armor, five of chain mail, one of plate, and twenty shields. In the back are

three locked and trapped wooden coffers: one holds 11,000 sp (the top layer is covered by a liquid contact poison that can be mistaken for condensation; save vs. Poison or die), the next holds 4,000 gp (opening it without pushing in a wooden peg on the back releases a 20' diameter cloud of gas that causes sleep for 1d6 turns and does 1d6 damage of poison; save vs. Poison to avoid each affect) and the last has a top layer of 3,000 cp under which are 1,000 pp and a bag with 5 gems worth 100 gp each (opening it or moving it releases a framework of spikes concealed in the ceiling which slams down: AB +10; 3d6 points of damage).

6d. Bunks and gear for 12 giants. No giants are here.

7. PRISON. Shackles bolted to the wall provide extra capacity, if needed. The main room has three buckets of water, two tables, and five chairs, plus a collection of shackles, hoods, a whip, and other items for prisoner control. The jailor and two assistants often lounge here, talking nonstop about the everyday things they and others do that only get them in trouble. The jailor has a leather pouch with 230 gp while the others have 220 gp each.

3 Frost Giants: AC 17, HD 10+1* (+9), #At 1 giant weapon or 1 thrown rock, Dam 4d6 or 3d6, Mv 20' (10'), Sv F10, MI 9, XP 1,390 ea.

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Cell a. A lithesome giant female with snow white hair, the daughter of a rival frost giant clan who will join the party until she is free of the fortress.

Frost Giantess: AC 17, HD 10+1* (+9), #At 1 giant weapon or 1 thrown rock, Dam 4d6 or 3d6, Mv 20' (10'), Sv F10, MI 9, XP 1,390 ea.

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Cell b. Empty.

Cell c. Half-dozen elves who attempted to infiltrate the lair and were caught. They have little more than common clothes as possessions.

6 Elven Fighters: AC 11, HD 5, #At 1 weapon, Dam by weapon, Mv 40', Sv F5, MI 8, XP 360 ea.

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Cell d. A sour and angry dwarf, frightened by the giants and eager to break free. She is actually a doppelganger who will try to infiltrate the party, kill a weaker party member, and take their place.

Doppelganger: AC 15, HD 4*, #At 1 fist, Dam 1d12 or by weapon, Mv 30', Sv F4, MI 10, XP 280

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8. SMITHY. Forges have been placed on stones and a number of hollow logs (a foot in diameter at most) draw excess heat out of the room. Frost giants are busy here, sweating over new spears and axes. Piles of iron ore are waiting to be smelted, and coal and wood are heaped about. One huge anvil has been placed over a hole, inside which is a giant bag with 3d6 x 100 of each type (silver, gold, copper, and electrum) and 2d6 x 100 pp.

3 Frost Giants: AC 13, HD 10+1* (+9), #At 1 giant weapon or 1 thrown rock, Dam 4d6 or 3d6, Mv 40' (10'), Sv F10, MI 9, XP 1,390 ea.

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8a. SMITH'S RESIDENCE. Simple beds, tables, and other furniture occupy this otherwise empty room.

9. QUEEN'S MAIDS. The quarters of the queen's personal hand maidens: beds, dressing tables, and such. On one dressing table is a small ivory coffer (value 500 gp) that holds 4 strings of pearls (20 pearls each worth 50 gp); beside it is a wooden box with 300 gp in coins.

2 Frost Giantesses: AC 13, HD 10+1* (+9), #At 1 giant weapon or 1 thrown rock, Dam 4d6 or 3d6, Mv 40' (10'), Sv F10, MI 9, XP 1,390 ea.

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10. KING'S ADVISER. The king's adviser; he has 8 ogres on duty as gofers and bodyguards. The room includes some alchemical gear (beakers, burners, a crude magnifying glass, some books in frost giant.) A **Potion of Healing** and **Potion of Growth** are locked in a secret compartment in a chest-of-drawers: finding the secret compartment is one task; finding the lock is another; chopping it open has a high chance of breaking each potion bottle (50/50). A single locked trunk contains 40 scroll-sized sheets of silk worth 100 gp each. Each ogre has 50 gp.

Frost Giant: AC 17, HD 10+1* (+9), #At 1 giant weapon or 1 thrown rock, Dam 4d6 or 3d6, Mv 20' (10'), Sv F10, MI 9, XP 1,390

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8 Ogres: AC 15, HD 4+1, #At 1 weapon, Dam 2d6, Mv 30', Sv F4, MI 10, XP 240 ea.

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11. QUEEN'S SITTING ROOM. Where she, her entourage and any female guests gather for knitting, gossip, and plotting. Two frost giant amazons wearing fur fringed walrus-hide leather armor are on guard at all times; each has a necklace of carved ivory worth beads worth 1,000 gp.

2 Frost Giantesses: AC 15, HD 10+1* (+9), #At 1 giant weapon or 1 thrown rock, Dam 4d6 or 3d6, Mv 30' (10'), Sv F10, MI 9, XP 1,390 ea.

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12. LINEN. This room has multiple wooden shelves along the walls, inside which are stacked various bolts of cloth, furs, and bed sheets and curtains.

13. CHAPEL. The 30' high statue of a stone giant deity stands on a dais in the west end. The north and south walls are each lined by three stylistic freezes (raised) of stone giants fighting or working. If a non-stone giant enters this room, the freezes break out of the wall and attack as a living statue. Each has a gem in the center of its forehead worth 2,000 gp.

6 Stone Living Statues: AC 16, HD 5*, #At 2 lava sprays, Dam 2d6/2d6, Mv 20', Sv F5, MI 12, XP 405 ea.

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14. GUEST ROOM. This room is furnished by beds, chairs, and a table. The stone statue of a mostly naked giant stands in one corner (this is a stone giant hoping to surprise intruders).

Stone Giant: AC 15, HD 9 (+8), #At 1 stone club or 1 thrown rock, Dam 3d6 or 3d6, Mv 40', Sv F9, MI 9, XP 1,075

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There are three bags in the room, which contain.

(1) 8,000 gp, 4,500 coins of strange black volcanic glass (worth about 1 sp each to a curio collector), and 100 pounds of dried fish and smoked meat.

(2) A white ermine-lined hat and cloak fitting a very large lady (worth 9,200 gp for furs). Inside a hidden pocket is a small bag with 600 pp; inside another hidden pocket is a small bag with 30 pearls (worth 100 gp each), and a small ladies handbag with six ivory hair clips (worth 10 gp each); a green turtle-shell comb (lustrous and worth 100 gp); a makeup compact with three shades of pink powder on one side and a silver backed glass mirror on the other; and a small ermine-furred brush.

(2) A map that gives directions to this lair lettered in fire giant, papers regarding the everyday goings on of a fire giant tribe on Eromle Island (a distant tropic island that offers little in trade and hence is not well known), and several tentative treaty arrangements.

15. STORAGE. The door to this cubicle is plain wood and unlocked. Inside are various tools (saws, picks, shovels, sledges) as well as household goods like pots, pans, and iron eating utensils.

16. FALSE DOOR. This door appears to be stuck; trying to open on it or bash it in causes two iron axes (one from each side) to swing down from secret chambers in the ceiling (AB +8; Damage 2d8). Behind it is just enough space to make it appear like a normal door.

17. ROYALTY'S PRIVATE ROOMS. Three frost giants are on guard here; each has a bag with 3,000 gp in it and other random items. Tables and chairs furnish this room, along with a few hearty northern shrubs in pots. Assorted trophies have been gathered by the current and past chiefs. These include woolly mammoth tusks, a giant bear skeleton (mounted as if rearing up, paws outstretched), a stuffed minotaur, a number of ogres and several men (or at least their taxidermied bodies). Among the possessions of the stuffed corpses of men are a magical **Long Sword +2** and a magical **Shield +2**.

a. Meeting room. Tables, chairs, and a loud brass bell to be rung for service.

b. Bed Room. There is a trap door under the massive royal bed, which opens into a well with a steel ladder that goes down to the trapdoor that opens into room #5 on the level below.

c. Queen's dressing and clothes room. A silk dress weighing 50 pounds and worth its weight in gold (i.e. 500 gp if gold pieces weigh 10 per pound; 2,500 if they weigh 50 per pound). A dresser has drawers full of various pearl set ivory knickknacks (like hairpins) worth 1,000 gp in total.

d. King's Drinking Room. Fine wines and ales are in hallows along the wall. A 5-gallon demijohn of glass (with smoky black coloring) contains excellent mead.

3 Frost Giants: AC 15, HD 10+1* (+9), #At 1 giant weapon or 1 thrown rock, Dam 4d6 or 3d6, Mv 30' (10'), Sv F10, MI 9, XP 1,390 ea.

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Key to the Roof

The roof is mostly flat; there are three main "humps" of ice and earth: the entrance at #1, the guards and greenhouse at #2 and #3 and the aerie at #4, #5, and #6 on the south end. The "thin ice" areas marked on the map are kept thin by the giants to help provide light to the lower levels; the fact that they are thin is no concern (they are plenty thick and giants can safely walk on them), but rather they are kept glass-smooth and slick, hence any sort of travel on them is difficult.

1. ENTRANCE FROM BELOW. These steps go down into the fortress and exit in the alcove in the northeast corner of room #3b on the second level.

2. FROST GIANT GUARD. Two ice bridges separate this round-house from the fortress entrance and aerie. The single frost giant that is on guard outside will hurl an ice boulder at intruders, calling for others inside. Several frost giant warriors are taking a break inside, amid the tables and chairs. Huge beds with fur sheets and feather-filled mattresses are scattered about, as well as several bags hanging on pegs. The bags contain thick, woolen garments. Each giant has 3,000 gp.

4 Frost Giants: AC 17, HD 10+1* (+9), #At 1 giant weapon or 1 thrown rock, Dam 4d6 or 3d6, Mv 20' (10'), Sv F10, MI 9, XP 1,390 ea.

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3. GREEN HOUSE. This greenhouse contains many potted plants; hearty northern types that can do well in cold weather (including shrubs) and weeds.

4., 5., and 6. AERIES. Tall, wide tunnels have been cut into the upwelling of ice and earth on this end (which is itself 50 feet high). The giant's flying beasts are nested here. Note that #6 has an exit to the south where occupants can come and go as they please.

4. MANTICORE CAGE. Two manticores are caged here behind steel bars and a heavily-locked iron gate, roaring loudly in rage at being locked up.

2 Manticores: AC 18, HD 6+1*, #At 2 claws/1 bite or 6 spikes (180' range), Dam 1d4/1d4/2d4 or 1d6 per spike, Mv 40' Fly 60' (10'), Sv F6, MI 9, XP 555 ea.

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5. GRIFFON NEST. Three griffons are nested here, amid piles of straw and branches. Underneath the nest is a locked strongbox with 1,000 pp and 1,000 gp in it.

3 Griffons: AC 18, HD 7, #At 2 claws/1 bite, Dam 1d4/1d4/2d8, Mv 40' (10') Fly 120' (10'), Sv F7, MI 8, XP 670 ea.

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6. CHIMERA AERIE. Note that this area has an exit to the south where occupants can come and go as they please. There is a large nest of grass and tree branches in the eastern chambers. Amid the remains of victims can be found 400 pp, 1,000 gp, 2,000 sp, 3,000 cp, and 20 gems worth 100 gp each.

2 Chimeras: AC 16, HD 9** (+8), #At 2 claws/3 heads + special, Dam 1d4/1d4/2d4/2d4/3d4 + special, Mv 40' (10') Fly 60' (15'), Sv F9, MI 9, XP 1,225 ea.

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Key to the Caverns

The Frost Giants have constructed a maze-like basement underneath their lair to help foil spies and infiltrators. Some areas are warmer and moister than those above, although still tepid due to frost giant tastes.

Stalagmites and stalactites cover the frozen floor and ceiling of these caves.

1. ENTRANCE FROM ABOVE. The east steps lead up to room #1 on the ground floor of the ice ridge above (which in turn has steps leading up to room #4 on the living level). The west, north, and south steps descend at a 45-degree angle and go down 10 feet per 10 feet of length.

The west steps are a trap and anyone proceeding as far as 30' down them will step on a pressure plate (unless they use caution) that causes spikes to shoot out of each wall, attacking with a +8 hit chance and doing 3d6 damage if they hit.

The south steps are also a trap, and anyone going as far as the "t" shown will step on a pressure plate releasing a blast of fiery gas that does 2d6 points of damage to everyone in the 40' elbow of the hall (save vs. Dragon Breath for half damage).

2. FROST. This intersection is frosted over. The corners of the walls are rounded where they meet the floor and ceiling, and ice hangs from the ceiling. This is the hunting ground of three ice spiders, hidden in the frost which they created in lieu of webs, invisible to heat-based vision.

3 Ice Spiders: AC 16, HD 6*, #At 1 bite+ poison, Dam 1d10, Mv 50', Sv F6, MI 8, XP 555 ea.

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3. SNOW APES. The frost giants have lured a troop of snow apes here to help guard the basement. They brought with them scraps of leaves and trash, including a **Scroll of Protection from Elementals**.

10 Snow Apes: AC 15, HD 6, #At 2 claws, Dam 1d6/1d6, Mv 40', Sv F6, MI 8, XP 500 ea.

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4. UNDER-EARTH SNOW APE LAIR. The snow apes encountered at #3 lair here. The area is strewn with bones, tufts of fur, dead plants, and ragged clothing (from victims).

5. WEASEL CLAN. A small clan of giant weasels are camped out here. One has a leather collar it has chewed almost completely through; two have collars they wear but ignore; the other three are younger and do not have collars.

6 Giant Weasels: AC 17, HD 5, #At 1 bite + hold, Dam 2d4 + 2d4 per round, Mv 50', Sv F5, MI 8, XP 360 ea.

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6. GIANT STIRGES. This cavern is infested by giant stirges, roughly five times as dangerous as normal types (these are not included as "New Monsters" since they are merely a variant of the normal stirge).

5 Giant Stirges: AC 15, HD 5*, #At 1 bite, Dam 1d12 + 1d12/round blood drain, Mv 10' Fly 60', Sv F5, MI 10, XP 405 ea.

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7. WAITING ROOM. A dozen ogres are fussing over several giant-sized tables with chairs set around them; food has been laid out and large clay urns of beer and wine are nearby. A large carcass (perhaps a lizard) is sizzling over a fire pit of glowing charcoals; a crude chimney captures and raises most of the smoke. Clothing (giant-sized) is resting on long wooden beams to keep it off the floor (see room #8 for a general inventory). Scavengers can collect ten silver serving plates worth 500 gp each; two dozen silver forks and knives worth 100 gp each; a dozen silver goblets worth 250 gp each; and two gem encrusted golden goblets worth 1500 gp each. A silk table cloth is worth 3,000 gp.

12 Ogres: AC 15, HD 4+1, #At 1 weapon, Dam 2d6, Mv 30', Sv F4, MI 10, XP 240 ea.

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8. STEAM ROOM. Extremely hot natural springs bubble up here, forming a hot pool of mineral water and filling these caverns with steam. Unless alerted by untoward noise elsewhere the frost giant king, queen and some toadies will be found here along with visiting fire giants, talking business, relaxing after a drunken feast, and getting ready for a civil dinner.

Their weapons are stacked against a wall nearby, next to robes hanging on wooden pegs driven into the wall. A leather shoulder sheath holds a **Hand Axe of Returning +2** (it can be thrown to twice the normal range of a normal hand axe, and returns to the thrower on the round it is thrown, if not destroyed or stuck) and a magical **War Hammer +2 of Giant Slaying** (2d6+2 damage against ogres, trolls, minotaurs, giants, and similar creatures).

Six suits of scale mail in white-enameled steel and four suits of coal black chain mail are nearby, all giant-sized.

"King" Passeul and "Queen" Quiff are both wearing various pieces of jewelry. Each also wears a platinum ring with a gem valued at 750 gp. They are fire giants in disguise; they return to their normal form when the ring is removed and frost giant form when it is placed back on a finger. These rings are not magical but rather they serve as keys that control the disguise spell each giant is under.

The King and Queen have 25,000 gp in jewelry between them. The fire giant envoys have 5,000 gp each and the frost giants 3,000 gp each.

King Passeul: AC 17 (13 unprepared), HD 12+2* (+10), #At 1 giant weapon or 1 thrown rock, Dam 6d6 or 3d6, Mv 20' unarmored 40' (10'), Sv F12, MI 9, XP 1,975

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Queen Quiff: AC 17 (13 unprepared), HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' unarmored 40' (10'), Sv F11, MI 9, XP 1,670

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4 Fire Giants: AC 17 (13 unprepared), HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' unarmored 40' (10'), Sv F11, MI 9, XP 1,670 ea.

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4 Frost Giants: AC 17 (13 unprepared), HD 10+1* (+9), #At 1 giant weapon or 1 thrown rock, Dam 4d6 or 3d6, Mv 20' (40' unprepared) (10'), Sv F10, MI 9, XP 1,390 ea.

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9. MANIACAL GIANT. A maniacal frost giant has barricaded itself inside this cavern, taunting and hurling boulders at anyone who gets near. It has 10,000 gp in coins in a bag in the back of the cave. It knows that the actual king and queen were replaced and has been driven mad by a spell to prevent it from divulging said information.

Frost Giant: AC 17, HD 10+1* (+9), #At 1 giant weapon or 1 thrown rock, Dam 4d6 or 3d6, Mv 20' (10'), Sv F10, MI 9, XP 1,390

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10. NPC PARTY. Hiding in the dark here are a group of humans, dwarves, and elves as shown below. They will claim to be a party of characters who were just teleported into the lair to explore it, but they are in league with the giants, infiltrating areas the giants cannot to gain information. Each wears normal plate mail and carries a shield. Each has 2d6 x 200 gp in coins, plus torches, food, and water, plus a smattering of other gear (50' rope, iron spikes, etc.). Between them they have three normal long bows and two dozen magical **Arrows of Acid +1** (each does acid damage when it strikes, burning creatures that regenerate for example; the arrow is destroyed when shot, whether or not it strikes a living target; see **New Magic Items**).

3 Human Fighters: AC 17, HD 7, #At 1 weapon (axe/sword/axe), Dam 1d8, Mv 20', Sv F7, MI 9, XP 670 ea.

HP 60 □□□□ □□□□ □□□□ □□□□
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3 Dwarf Fighters: AC 17, HD 7, #At 1 weapon (sword/sword/axe), Dam 1d8, Mv 20', Sv F7, MI 9, XP 670 ea.

HP 56 □□□□ □□□□ □□□□ □□□□
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3 Elf Fighters: AC 17, HD 7, #At 1 weapon (axe/sword/mace), Dam 1d8, Mv 20', Sv F7, MI 9, XP 670 ea.

HP 49 □□□□ □□□□ □□□□ □□□□
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11. SECRET CONFERENCE ROOM. This massive cavern has been stocked with barrels and bags of food stuffs; it is also stocked with three long giant-sized dining tables, six square writing tables, a dozen chairs, and six beds. A cloud giant and storm giant are huddled over plans at one table. Three fire giants are standing guard at the locations marked with "g" and a frost giant is nearby, ready to help.

The giants are using a fire giant code for their scribbling. A **read languages** spell will reveal that they are working on devious plans to use the local giants as part of an army with an overall goal of conquering the world; a thief's read languages skill will reveal a vague impression of the same thing, but not in any depth unless the thief also knows the fire giant language.

The cloud giant has a matching set of platinum head bands and wrist guards set with diamonds, all worth 8,000 gp total; the storm giant has a single giant ruby set in a gold-silver combination necklace worth 10,000 gp; each fire giant has 1,000 gp in coins and 30 onyx gems worth 100 gp each; the frost giant has 500 gp in coins and wears sable furs worth 2,000 gp.

There is a single large steel chest in the east end as well as three wooden chests. The steel chest cannot be broken open, and has three extremely complex locks engineered by the fire giants; failing to pick any lock means the Thief cannot figure it out and must

gain a level of experience level before trying again. It contains 1,000 pp, 5,000 gp, 2 fire opals worth 5,000 gp each, 5 black opals worth 1,000 gp each, 10 deep blue spinels worth 500 gp each, 60 green tourmalines worth 100 gp each, 200 carnelians worth 50 gp each, 400 assorted gems worth 25 gp each, and 500 assorted worth 10 gp each. Wooden chest #1 contains 1,600 small, low-grade pearls worth 10 gp each; chest #2 contains 10,000 sp; and chest #3 contains 8,000 ep.

Hidden by an **invisibility** spell under one table is yet another chest: it contains 2,000 pp, 6,000 gp, 150 small black pearls worth 100 gp each, 20 yellow topazes worth 500 gp each and 100 pieces of amber worth 100 gp each.

Storm Giant: AC 19, HD 15** (+11), #At 1 giant weapon or 1 lightning bolt, Dam 8d6 or 15d6, Mv 30' (10'), Sv F15, MI 10, XP 3,100

HP 100 □□□□ □□□□ □□□□ □□□□
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Cloud Giant: AC 19, HD 12+3* (+10), #At 1 giant weapon or 1 thrown rock, Dam 6d6 or 3d6, Mv 20' (10'), Sv F12, MI 10, XP 1,975

HP 65 □□□□ □□□□ □□□□ □□□□
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3 Fire Giants: AC 17, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F11, MI 9, XP 1,670 ea.

HP 57 □□□□ □□□□ □□□□ □□□□
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Frost Giant: AC 17, HD 10+1* (+9), #At 1 giant weapon or 1 thrown rock, Dam 4d6 or 3d6, Mv 20' (10'), Sv F10, MI 9, XP 1,390

HP 49 □□□□ □□□□ □□□□ □□□□
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11a. PET CAVE BEAR. This area holds the pet cave bear of the cloud giant in room #11. A fire giant is standing guard and keeping it from getting in trouble (it is curious and affectionate, and annoys the owner when he is busy).

Fire Giant: AC 17, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F11, MI 9, XP 1,670

HP 55 □□□□ □□□□ □□□□ □□□□
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Cave Bear: AC 15, HD 7, #At 2 claws/1 bite + hug, Dam 1d8/1d8/2d6 + 2d8, Mv 40', Sv F7, MI 9, XP 670

HP 40 □□□□ □□□□ □□□□ □□□□
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12. FROGS. The burbling of croaking sounds can be heard now and then near this area. Double-sized giant toads leap from the darkness. Deep in the southwest jag of this chamber is a muddy pool.

5 Giant Toads: AC 15, HD 4, #At 1 tongue or 1 bite, Dam grab or 1d10, Mv 30' Swim 30', Sv F4, MI 7, XP 240

HP 33 □□□□ □□□□ □□□□ □□□□
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14. BLOCKED. The west entry of this chamber has been blocked by boulders. The north passage ends at a pile of boulders.

15. WEASEL KEEPER. A frost giant and two hill giants are often found in this area. They breed (and serve as keepers and veterinarians for) the giant weasels and other such beasts in the area. The cells to the north are pens for keeping young or injured animals. The pens are full of straw, bones, and wooden bowls with water. The giants have 1,500 gp in carved ivory necklaces between them.

Frost Giant: AC 17, HD 10+1* (+9), #At 1 giant weapon or 1 thrown rock, Dam 4d6 or 3d6, Mv 20' (10'), Sv F10, MI 9, XP 1,390

HP 49 □□□□ □□□□ □□□□ □□□□
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2 Hill Giants: AC 15, HD 8, #At 1, Dam 2d8, Mv 30', Sv F8, MI 8, XP 875 ea.

HP 48 □□□□ □□□□ □□□□ □□□□
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15a. Birthing Room. Two mated giant weasels are here, expecting a litter in their heavily padded nest.

2 Giant Weasels: AC 17, HD 5, #At 1 bite + hold, Dam 2d4 + 2d4 per round, Mv 50', Sv F5, MI 8, XP 360 ea.

HP 35 □□□□ □□□□ □□□□ □□□□
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15b. Sick room. Four listless winter wolves are slumped in this chamber. They do nothing unless approached too closely, and then they attack with rabid ferocity.

4 Winter Wolves: AC 15, HD 6*, #At 1 bite or breath, Dam 1d6 or 4d6, Mv 50', Sv F6, MI 7, XP 555 ea.

HP 27 □□□□ □□□□ □□□□ □□□□
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15c. Sickroom. Three sick giant weasels are here, driven mad by some unknown disease.

3 Giant Weasels: AC 17, HD 5, #At 1 bite + hold, Dam 2d4 + 2d4 per round, Mv 50', Sv F5, MI 8, XP 360 ea.

HP 32 □□□□ □□□□ □□□□ □□□□
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15d. Empty.

15e. Old Pet. An old toothless polar bear is here, feeding on ground meat and fish.

Polar Bear: AC 14, HD 6, #At 2 claws/1 bite + hug, Dam 1d6/1d6/1d10 + 2d8, Mv 40', Sv F6, MI 8, XP 500

HP 35 □□□□ □□□□ □□□□ □□□□
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15f. Food. This area is full of hay, vegetable scraps, and several dozen man-sized giant rabbits (which are harmless and hence no statistics are given for them). These are food for the weasels and giants.

16. SPIDER HAUNT. These ragged chambers are the haunted domain of several ice spiders: the crystal-clear spiders are adapted to cold weather. They can spit a web-like substance that freezes a victim in their tracks. Two giant-sized victims can be found at the places marked "c1" and "c2". The corpse at c1 has a bag with gear and 2,300 gp. The corpse at c2 looks normal, but disturbing it causes a dozen small ice spiders to come pouring out of a hole in the torso.

3 Ice Spiders: AC 16, HD 6*, #At 1 bite+ poison, Dam 1d10 , Mv 50', Sv F6, MI 8, XP 555 ea.

HP 37 □□□□ □□□□ □□□□ □□□□
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12 Baby Ice Spiders: AC 12, HD 2*, #At 1 bite+ poison, Dam 1d4, Mv 50', Sv F2, MI 8, XP 100 ea.

HP 14 □□□□ □□□□ □□□□
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17. FLAME ALCOVE. A burning jet of gas emerges from a pipe in this alcove, illuminating the area in blue-white light. It will burn anyone touching it (1d4 points of damage or as seems appropriate).

18. EXIT. A short tunnel leads to the ice giant's shipping yards, hidden under the rim of a massive underground river that flows through a glacier for miles. The quays that are intended to hold ships are all empty. The vessels are gone, and clues lead to fire giants. A scrap of paper on a table gives sailing directions to Eromle Island, an island of volcanoes and jungle.

Scattered among the scrap lumber left on the shipyard are hundreds of haggard and starving humans, dwarves, elves, and other creatures. They can provide endless tales of being captured and led north, tortured and fed only enough to keep them alive, toiling for endless days cutting lumber and building ships. Dozens of ships, scores of ships claim some, all huge and suited more for giants than men. The ships were incomplete, lacking most of their iron fittings and they certainly had no rams or weapons.

Lurking in this region is a giant octopus, which will attack anyone getting near the edge of the quays.

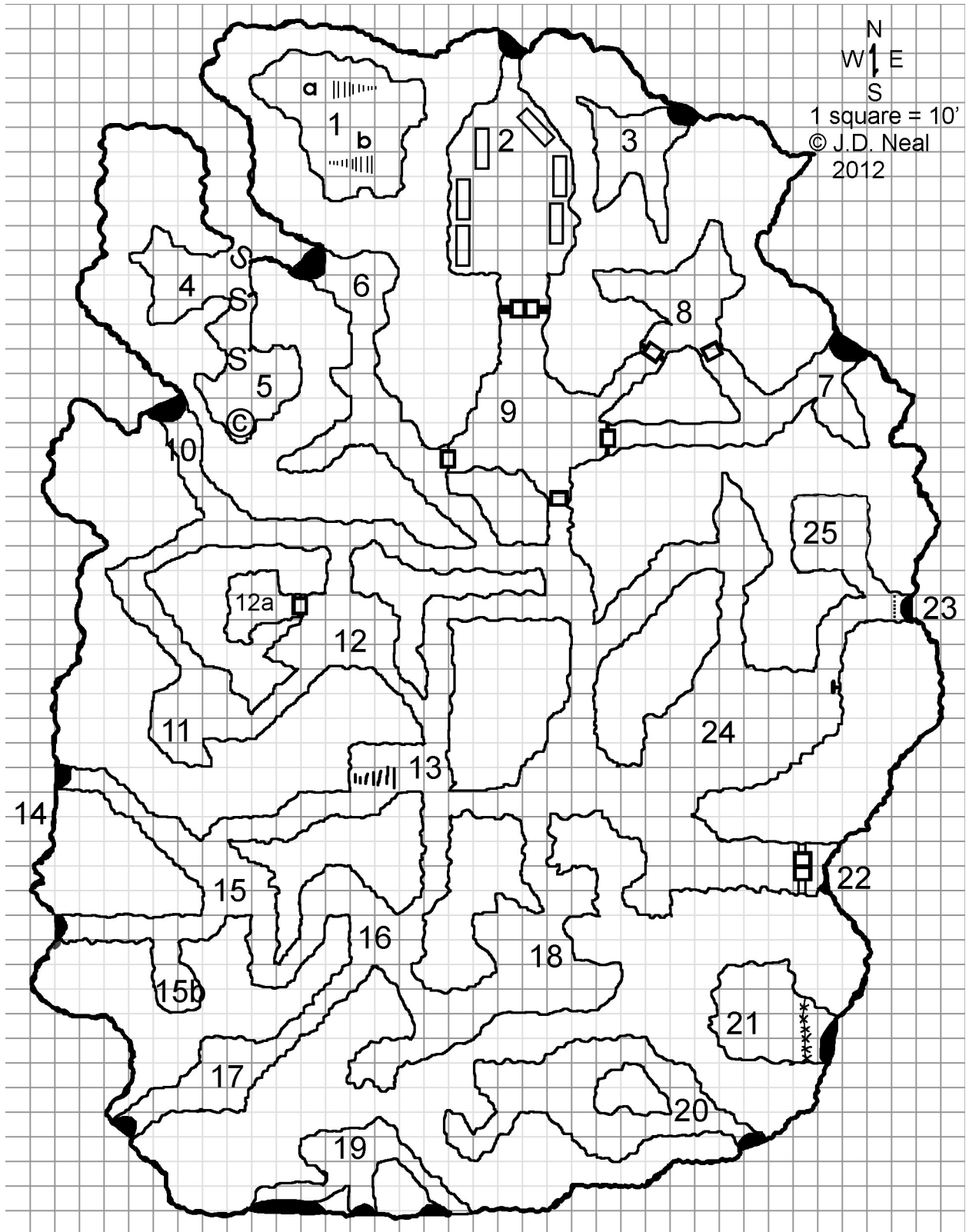
Giant Octopus: AC 19, HD 8, #At 8 tentacles/1 bite, Dam 1d4 per tentacle/1d6, Mv Swim 30', Sv F8, MI 7, XP 875

HP 60 □□□□ □□□□ □□□□ □□□□
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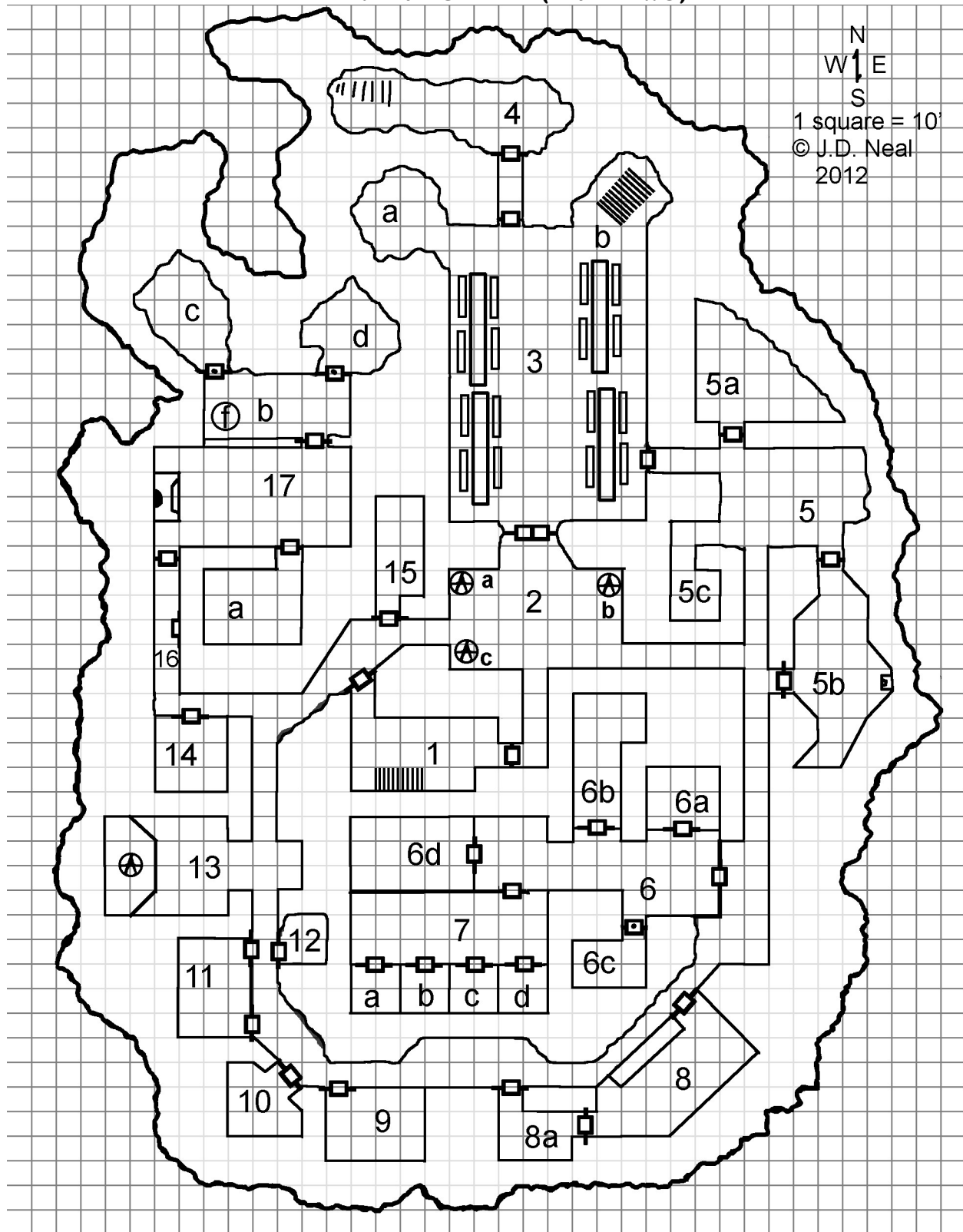
END OF THE ADVENTURE

This expedition against the frost giants revealed a startling secret: the frost giant king was actually a fire giant in the shape of a frost giant, leading the frost giants towards aims they little realized. A map to volcanic Eromle Island reveals the location of the fire giants responsible for this subterfuge, and coded messages reveal that the fire giants are responsible for much of the mayhem so far. Or at least it seems.

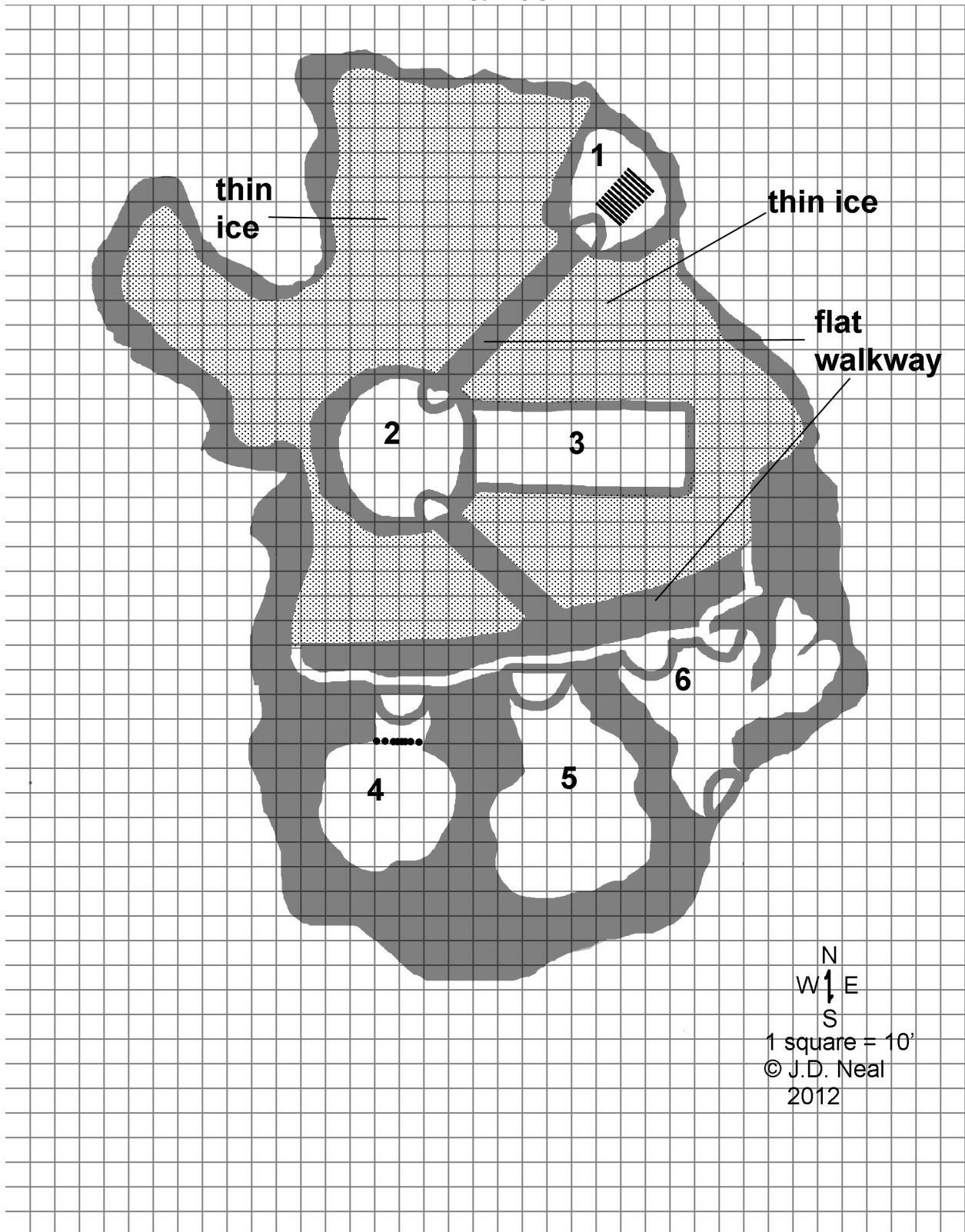
MAP 1: GROUND LEVEL (LEVEL ONE)



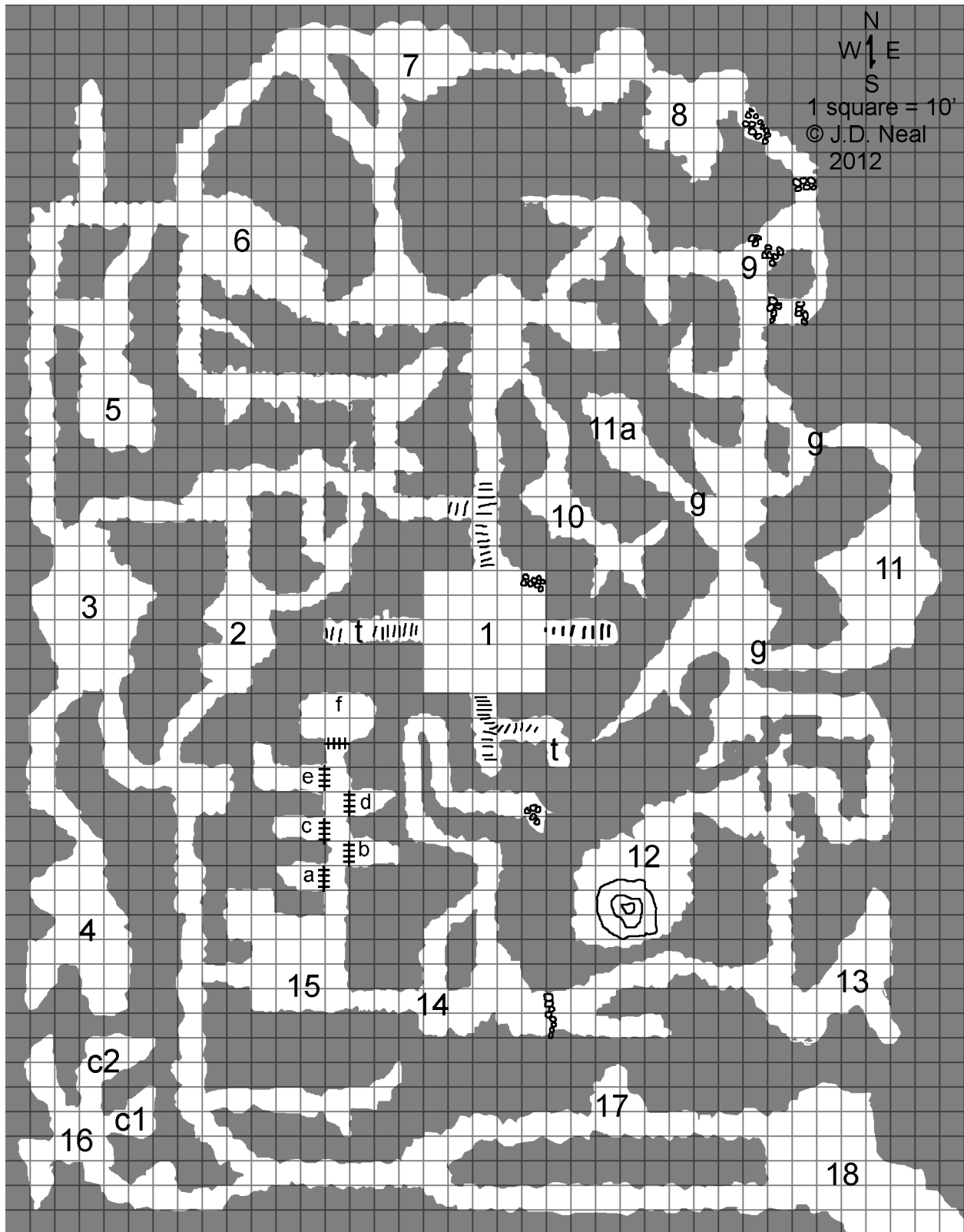
MAP 2: LIVING AREA (LEVEL TWO)



MAP 3: ROOF



MAP 4: DUNGEON LEVEL



Fire Giant Forge

Game Master's Background Information

The expedition to the frost giant dungeons led to the discovery that the fire giants were controlling the frost giants. Working together, the giants had amassed a fleet of ships to use in blockading ports and shipping lanes and to wage piracy on the small people with.

The fire giants are power mad, driven by a psychotic obsession with conquering the known lands and crushing all minor races underneath their boot heels. They can be charming and erudite, but only to fool others into letting down their guard.

Traveling to Eromle Island, the PCs make their way through jungle paths to the smoking mountain of the fire giants. A single entrance yawns ahead of them, flanked by fire giant statues. What lies inside?

PLAYER CHARACTERS: This was designed to challenge a large party of dangerous PCs (see the pre-generated characters for general ideas). Giants have 8 or more hit die and hence well-equipped PCs with 9 or more levels are preferred.

Fire Giant Bags

A list of potential contents for the fire giant's bags.

d100	d66	Bag Contents
1-3	11	Six silver-headed spears.
4-6	12	A silver bowl, cup, and 3 spoons.
7-8	13	1d10 Rocks (boulder-sized).
9-11	14	A half-dozen ceramic pots, each with a spice: salt, pepper, chili peppers, ash, or coal dust.
12-14	15	A human skull fashioned into a tea cup.
15-17	16	A pouch with 1d6 x 500 cp.
18-19	21	A silk cloth pouch with 3d6 x 50 sp.
20-22	22	A fine steel-chain pouch with 1d6 x 100 gp and 3d6 x 50 brass coins (each worth a little more than copper). The brass coins are of a very odd make (fire giant).

d100 **d66** **Bag Contents**

23-25	23	A miniature fire salamander and 1d6 x 1,000 cp, 1d6 x 300 sp, 2d6 x 200 gp, 2d6 gems (worth 1d6 x 100 gp each), and 3d6 x 100 brass coins (each worth a little more than copper). The brass coins are of a very odd make (fire giant).
26-28	24	A pair of heavy boots.
29-31	25	50' of fire-resistant fiber rope.
32-33	26	A cloak made of spun silver and gold worth 250 gp.
34-36	31	A globe of volcanic glass full of wine (2d6 gallons).
37-39	32	3d6 shining brass beads for hair and nose (worth 2 cp each)
40-42	33	5d6 iron spikes and a hammer
43-44	34	A dagger made of black volcanic glass (sharp but brittle).
45-47	35	A 20-pound skein of wool and wooden knitting needles (giant-sized.)
48-50	36	A bag containing toasted centipedes and scorpions.
51-53	41	A headband made of polished volcanic glass set with 1d6 gems (worth 100 gp each).
54-56	42	A steel-bladed knife with an ebony handle.
57-58	43	A bundle of firewood, fluffy tinder and small kindling.
59-61	44	The steel idol of a fire giant god with a single ruby eye worth 500 gp.
62-64	45	A dozen silver-tipped arrows.
65-67	46	Six iron ingots weighing five pounds each.
68-69	51	An iron pot with a lid that is screwed shut containing old but good cheese (1d6 pounds).
70-72	52	Per above but containing salt (1 pound) instead.
73-75	53	Per above but containing coal (2d6 pounds) instead.
76-78	54	Per above but containing worms and crickets for fish bait/snacking instead.
79-81	55	Per above but empty.

d100	d66	Bag Contents
82-83	56	A gallon of oil in a fragile glass container with a cork stopper.
84-86	61	A dozen silver sling bullets.
87-89	62	A poisonous snake kept as a pet (will bite at anyone roughly handling the bag).
90-92	63	Giant-sized crossbow with 20 huge quarrels.
93-94	64	A potion bottle: 1 = healing 2 = strength 3 = neutralize poison 4 = resist fire 5 = gaseous form 6 = healing 7 = speed 8 = heroism
95-97	65	1d10 iron-tipped throwing darts
98-100	66	Miscellaneous: 1 = old sandals 2 = patched and ratty fur cloak 3 = wooden comb 4 = ratty fur cap 5 = leather belt 6 = handful of wool/cotton

Key to Map 1: Entrance

CEILINGS: Ceilings are 30' high, unless otherwise noted.

DOORS: Doors are typically 18' tall and 8' wide, built of heavy wood 2 feet thick and braced by iron. They can be barred from the inside.

FLOORS: The floors are usually stone.

HEAT: The fire giants maintain a sweltering heat inside their lair. Anyone relying on heat based vision will see little more than a white fog of heat past 10 feet. Characters must have plenty of water (8 times normal) or they will suffer rapid dehydration and become comatose and die within a day.

Wandering Monsters

Roll 1d6 once per hour; a result of 1-2 indicates an encounter. Or use an arbitrary check now and then for more randomness.

1	1d6 Giant Tuatara Lizards
2	1d6 Hellhounds
3-4	1d6 Fire Giants
5	1d6 Hellhounds and 1d6 Fire Giants
6	2d6 Giant Bats

1d6 Fire Giants: AC 17, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F11, MI 9, XP 1,670 ea.

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2d6 Giant Bats: AC 14, HD 2, #At 1 bite, Dam 1d4, Mv 10' Fly 60' (10'), Sv F2, MI 8, XP 75 ea.

HP 15	□□□□□ □□□□□ □□□□□
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1d6 Giant Tuatara Lizards: AC 16, HD 6, #At 2 claws/1 bite, Dam 1d4/1d4/2d6, Mv 40' (10'), Sv F5, MI 6, XP 500 ea.

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1d6 Hellhounds: AC 17, HD 6**, #At 1 bite or 1 breath, Dam 1d6 or 6d6, Mv 40', Sv F6, MI 9, XP 610 ea.

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4 Fire Giants: AC 17, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F11, MI 9, XP 1,670 ea.

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1. NORTH ENTRANCE. Statues flank the entryway, which is built into the lower base of a volcanic mountain. If the player characters make too many obvious hit-and-run attacks, the giants will assemble a great ballista at 2b and load it with a large clay jar of oil; a jar of red-hot coals in punky material is glued to it; it will be aimed to shatter on the floor around the "2" on the map, showering the hall with flaming oil which burns for 1d6+1 rounds (everyone in the impact area suffers 1d8 points of damage per round). Invisible ropes will be strung across the floor halfway up the hall, tied to the ballista's release in order to fire it.

2. LAVA MOAT. To the south is a 30' deep x 20' wide x 40' long chasm; it is filled by lava and anyone falling inside will be burnt to a crisp in seconds. To the west is a huge iron wheel on the wall; cranking the wheel clockwise causes a bridge to emerge from the east wall and slide over into a groove in the west wall. If the bridge is in place, turning the wheel the other way causes it to retract and uncover the lava moat. Any activity will alert the fire giants in the alcoves at "a" (two in each) to keep a watch through peepholes; on sighting intruders, they will burst out to attack. Each giant has a black bag with 1,100 gp.

2b. MOAT WHEEL. This is a large iron wheel used to operate the moat, per the same sort of wheel in room #2 above.

3. HALLWAY. Four alcoves (six if you count the 2 at the corners in the east end) line this hall; each has a statue of a giant in it. Most are depicted wearing plate or chain mail and wielding weapons. The traps near the center ("X") are set by walking across them; the first time someone passes over them readies them and the second triggers them. Behind the center statue in the south wall is a small button that (when pressed) disables the traps. Finding this button is not very difficult if a search is made for such details. The traps are pits 20' deep, with stakes on the bottom (3d6 points of damage is taken with a fall).

4. GUARDS. A secret door hides fire giants in an alcove, ready to hear (or see through peep holes) any intruders. They will come bursting out if discovered (if they are not found and intruders pass by, they try to attack from behind.) They lounge in wooden chairs around tables. There is a secret door 3' in diameter in the ceiling in the center of the room; it can be pushed up and out of the way, giving access to a 10' high and 10' wide cubicle with the giant's bags, each with 5,000 gp and random items.

4 Fire Giants: AC 17, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F11, MI 9, XP 1,670 ea.

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5. COMMON ROOM/DINING AREA. This area is furnished with tables, benches, and coat racks. A wooden box contains leather balls, simple iron darts, a thick cork dartboard chewed up by heavy use, and other gaming accessories. A large, cooked, headless bird carcass (upon close inspection a giant owl) sits on a black glass platter on one of the tables, picked to the bone. The fire giants that finished the meal are still sitting at the table, holding a drinking contest. Each has 1,100 gp in coins inside a bag.

5 Fire Giants: AC 17, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F11, MI 9, XP 1,670 ea.

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5a. NIGHT WATCH BUNK ROOM. Three fire giants are sleeping here. There are six locked wooden chests shoved under bunks. Three contain various pieces of clothing and bedding; the others have random items including 1,100 gp each.

3 Fire Giants: AC 17, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F11, MI 9, XP 1,670 ea.

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5b. STORAGE. Standing against the west wall are ten spears, three hammers, and four axes (all giant-sized).

5c. BUNK ROOM. Four fire giants are sitting at a table, wedged between bunks, tossing dice. Piles of coins (1,000 gp and 1,000 ep) are scattered on the table.

4 Fire Giants: AC 17, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F11, MI 9, XP 1,670 ea.

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6. LONG HALLWAY. The ceiling is 40' high in this hall, supported by arched ribs along the sides. Tapestries festoon the walls. Behind the northeast tapestry is a fake secret door that will appear to be a secret door if it is discovered; a push on it will release a massive axe which swings down from the ceiling, arcing across the square in front of the door (AB +8; 4d6 points of damage). Only a careful person looking for overhead traps should have any chance of noting the axe.

At the south end of the hall is the huge statue of a fire giant cut from black glass, standing on a stone base close to the wall. A close inspection might reveal that it has been scooted aside (giants can manage this, but not a few humans). Humans would have to squeeze behind and find (in the darkness) a secret door (see room #7).

7. SECRET TREASURES. To the south, the PCs will note a faint glint of coins and gems in a heap. These are mostly copper (33,000) and silver coins (20,000) with many glass beads strewn about (the fact that they are glass will not be apparent until the PCs pick them up). This pile is intended to distract the foolish and greedy from the two traps directly south of the secret door. The traps are also intended to distract from the secret door in the east wall. The traps are pits 20' deep with stakes in the bottom (3d6 damage with a fall).

7b. SECRET TREASURE. Large piles of coins and gems (20,000 gp in coins; 100 rock crystals worth 50 gp each; 20 x 100 gp chunks of amber; 30 x 100 gp pieces of jade; and 50 x 100 gp red spinels) are in this dark, damp, unlit natural cavern. Dwelling underneath the pile is a black pudding that will heave out to attack if it is disturbed by someone collecting treasure or poking around. A bone tube contains a **Cleric Scroll** with six spells: **cure light wounds, resist cold (x2), charm animal, resist fire, and locate object.**

Black Pudding*: AC 14, HD 10* (+9), #At 1 pseudopod, Dam 3d8, Mv 20', Sv F10, MI 12, XP 1,390

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8. ANNEX. This chamber contains a row of pennants, a few suits of ordinary armor, and ceremonial weapons from defeated humanoid military forces.

9. WEAPONS STORAGE. The door to this room is locked by a very clever lock (only a Thief could pick it). Giant-sized spears, swords, axes, and other weapons are stored here, as well as suits of leather, chain and plate armor. A row of polearms have been stood up such that there is a 1 in 6 chance that each person walking past them causes several to fall over atop them (1d12 damage); inspecting them causes an immediate fall. A dozen **Sling Bullets +2** hang in a leather pouch, like so many marbles.

10. BUNK ROOM FOR GIANTS. A set of steps allow access to the lower region to the south.

10a. STONE GIANTS. Three stone giants are inside this room, two sitting at a table and one napping on a bunk. Each has a necklace with 10 x 100 gp gems on it.

3 Stone Giants: AC 17, HD 9 (+8), #At 1 stone club or 1 thrown rock, Dam 3d6 or 3d6, Mv 30', Sv F9, MI 9, XP 1,075

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10b. Frost giants and their gear are bunked here. They have little treasure (1,000 gp each).

2 Frost Giants: AC 17, HD 10+1* (+9), #At 1 giant weapon or 1 thrown rock, Dam 4d6 or 3d6, Mv 20' (10'), Sv F10, MI 9, XP 1,390 ea.

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10c. Fire Giants. Inside this room are tables and bunks. Fire giants from a different tribe are waiting here.

4 Fire Giants: AC 17, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F11, MI 9, XP 1,670 ea.

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11. SECRET CAVERN. The secret door to this room is hinged to swing inward at a push. Opening it attracts the always-hungry giant lizards that are kept here to guard the treasure horde inside. The treasure horde includes:

- A treasure chest with 10,000 gp.
- A chest with 20,000 sp.
- A bag with 50,00 cp.
- A **Wand of Magic Detection (12 charges).**
- A **Battle Axe +2.**
- A **Potion of Control Giant.**
- A **Potion of Speed.**

A **Potion of Delusion** (appears to be **Potion of Fire Resistance** but the drinker will believe it works for 1d3 rounds at most, after which any damage they were "protected against" returns as burns).

8 Giant Tuatara Lizards: AC 16, HD 6, #At 2 claws/1 bite, Dam 1d4/1d4/2d6, Mv 40' (10'), Sv F5, MI 6, XP 500 ea.

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12. HALLWAY. This long hallway is supported by thick, high columns carved from volcanic basalt. There are staggered traps as shown. The north trap is a pressure plate; if it is trod on, a flash of light will occur and everyone within 10' will have one randomly-chosen metallic item of useful value turn to rust (magic items are allowed a save vs. Spells per the carrier's save; if a magic item makes its save, check for another item). If coins or similar items are stricken, some 1,000 are lost and turned to dust rather than rust. The south trap is also a pressure plate and

releases an insect swarm that buzzes down to attack anyone nearby.

Insect Swarm: AC 13, HD 4*, #At 1 swarm, Dam 1d3 (double against no armor), Mv 10' Fly 20', Sv N/A, MI 11, XP 280

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13. OVERPASS. The north-to-south hall passes over the east-to-west hall here. The area underneath is a storage room with barrels, boxes, and bags containing tons of food, water, and ale. Note that a set of steps allows movement between the hallway (#12) and area #10.

14. COMMON MESS HALL. Long tables and benches are set up here.

15. KITCHEN: Rather than stoves or ovens, food is cooked here over pools of lava, which have been coaxed to flow through ceramic troughs. There is a littering of tables for food preparation and several shelves for storage along the walls. Beside one table is a bucket with feathers, entrails and the head of a giant owl. Hung on the wall over the stove is a piece of folk art made of colorful rocks: thirty are gems worth 500 gp each (10 each of emeralds, rubies, and diamonds).

5 Fire Giants: AC 17, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F11, MI 9, XP 1,670 ea.

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2 Hill Giants: AC 15, HD 8, #At 1, Dam 2d8, Mv 30', Sv F8, MI 8, XP 875 ea.

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15b. FRESH FOOD STORAGE: Six crude wooden cages contain giant vultures. Three giant owls are lashed to standing cross-trees beside them; three cross-trees are empty (one has blood on it.) A dozen docile wild boars are hobbled by their hind feet, rooting through or resting on some grass thrown down for them.

16. CEREMONIAL HALL. Two rows of heavy wooden beams carved with decorative scrolling separate the chambers to the north and south. Three fire giants stand on guard on each side; each has 1,100 gp and a bag. Massive tapestries line the walls.

6 Fire Giants: AC 17, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F11, MI 9, XP 1,670 ea.

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17. THRONE ROOM. Six hellhounds are always here, sleeping and guarding the throne. This is a ceremonial room with a huge throne. The giant steel doors are not locked but have a key hole. If anyone enters without using a key (see room #19) an alarm rings over of the door, attracting a random monster from the wandering monsters table and alerting the hellhounds. The column to the north is thick and hollow, with a secret door opening on the south side; underneath the column is a narrow tunnel leading north to a similarly-hollow column inside the royal bedroom at #19c. The throne has faint runes etched in the common language ("WISDOM"): the first non-fire giant to sit on the throne will have their Wisdom score permanently increased by 1 point; the runes then fade and never return. The throne glistens with 100 gems, each worth 1,000 gp: 50 rubies, 30 diamonds, and 30 emeralds.

6 Hellhounds: AC 17, HD 6**, #At 1 bite or 1 breath, Dam 1d6 or 6d6, Mv 40', Sv F6, MI 9, XP 610 ea.

HP 30	□□□□ □□□□ □□□□ □□□□
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18. ADVISER'S QUARTERS. The main chamber has common living-room furniture: table, padded chair, and padded divan. The two advisers to the king are often here or inside the laboratory, with their bodyguard of four minotaurs (each armed with a pole-arm). One of the main fixtures of the room is a huge, circular silver platter with golden rays on it, each extending to a planet or other astronomical symbol represented by a gem (worth 1,000 gp in gold; 500 gp in silver; 24 gemstones worth 250 gp each). A silk bag contains 30 gems of different colors used for divination (each worth 500 gp; 6 each of large chunks of jade, purple garnets, pure black pearls, deep blue spinels, and golden-yellow topaz). The advisers have 2,000 gp in jewelry each and the minotaurs 500 gp each as a wage.

18a. This is a bedroom. Chained to the wall and sitting on the bed are two human females (normal non-combatants), being kept as pets.

18b. This is the private laboratory. There are a number of bowls and braziers scattered here, as well as sacks of herbs and minerals and clay jars full of liquids. The PCs will recognize the scent of herbs and a burnt smell caused by creating common medicinal creams, poultices, and such. Little of this has any real value, except a magical cream that (smeared on a person) grants fire resistance for 2d6 turns per the **resist fire** spell (enough for two uses) and two **Potions of Healing**. Three jars the size of a flask contain acid, caustic enough to do 2d6 points of damage if hurled at a single creature (with the same range as a flask of oil). They will slowly corrode metal.

2 Fire Giants: AC 13, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 40' (10'), Sv F11, MI 9, XP 1,670 ea.

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4 Minotaurs: AC 14, HD 6, #At 1 gore/1 bite or 1 pole arm, Dam 1d6/1d6 or 1d10+2, Mv 30', Sv F6, MI 11, XP 500 ea.

HP 48 □□□□ □□□□ □□□□ □□□□
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19. PRIVATE ROOMS. The royal pair's private rooms. The main chamber is cluttered with chairs, divans, and a low table (a foot rest). A high table in the northwest has four chairs around it for casual meals. A silk bag (value 150 gp) atop it contains a message written in the storm giant tongue as well as fifty gems (worth 100 gp). The message reads: "Thanks to your information we have captured the dumb brutes. I'm sure we now have the muscle needed to continue our plans." It is signed "Noi." (The writing is girlish, with swooping curls.)

Three bird cages made from strong steel wire hang from a hook in the ceiling (they are hung one atop the other). These contain large (though not giant) parrots of gaudy colors, which squawk and utter giant-language words now and then. Each cage has a water bowl of fine glass and grass scattered as litter on the bottom. On a shelf beside the three cages is a plain, unlocked wooden box full of nuts, hard fruit, and the sweet, fleshy stems of some plant. Underneath the box is a key that fits the keyhole to the main throne room #17.

19a. The secret door opens into a room with treasure and magic items. Three large iron boxes (each weighs 200 pounds empty) contain coins: 3,000 pp, 16,000 gp, 8,000 ep, and 30,000 sp. A wooden strong box holds 10,000 cp. Three giant-sized swords hang in

their sheaths from pegs; none are magical, but one has a gem worth 1,500 gp in the cross-guard. Emptying the iron box that has platinum coins inside it reduces its weight enough to allow it to rise slightly off the floor, releasing a toxic gas from a spring-loaded valve underneath it; the gas does 2d6 points of damage to everyone inside the room unless they save vs. Poison.

19b. The secret door to the east opens into a room full of pet hellhounds (who might be heard if a careful listen is made, but they are often snoozing). Each has a gem-encrusted leather collar worth 2,000 gp.

4 Hellhounds: AC 18, HD 7**, #At 1 bite or 1 breath, Dam 1d6 or 7d6, Mv 40', Sv F7, MI 9, XP 800 ea.

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6 Hellhounds: AC 17, HD 6**, #At 1 bite or 1 breath, Dam 1d6 or 6d6, Mv 40', Sv F6, MI 9, XP 610 ea.

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19c. Bedroom. A massive hanging curtain provides further privacy if needed. The single four-poster bed is covered by various furs (10 of which are worth 200 gp each). The members of the bed frame are perhaps a foot thick; the posts at the head board can be pulled apart to reveal a hidden cache of coins (in the left one: 1,200 cp, 1,300 sp, 1,500 gp, and 300 pp) or gems (in the right one: 30 x 100 gp and 50 x 10 gp).

A huge table with a chair (giant-sized) and mirror of glass backed by silver sits to one side. The table is cluttered by feminine brushes, combs, and hairpins (5 ivory items are worth 100 gp each and the rest at

best a novelty). A large bottle contains a green-tinted liquid (it will make anyone who drinks it nauseous; it is perfume and worth 200 gp) and a short clay jar with a tight-fitting lid contains a white, creamy unguent (this is a perfumed skin cream worth maybe 100 gp; if someone tests it to see if it is a magical ointment by rubbing some on their skin, the scent will linger for a day and be noticeable to anyone within 30 feet.)

A single jewelry box rests on the table. It is trapped by two needles; until they are found and disarmed, anyone who tries to open it has a 3 in 6 chance of being jabbed by one and (if jabbed) they must save vs. Poison or die. Each needle must be found separately. Inside the box is a clutter of plain silver and gold rings (20 worth 50 gp each), a necklace with a ruby (worth 1,000 gp), and a half-dozen hooped golden ear rings (worth 50 gp each).

There is a great armoire to one side, inside which are twenty pieces of fairly ordinary noble clothing, the majority being for a woman. A silk night gown is worth 1,900 gp and there is a cloak with hood (a **Cloak of Displacement**).

The column to the south is both thick and hollow, with a secret door opening on the north side; underneath the column is a narrow tunnel leading south to a similarly-hollow column inside the throne room at location #17.

19d. SECRET TREASURE ROOM. The fire giant king and queen are here taking inventory along with trusted guards. If the PCs search this area but do not find the secret regions, the royal pair will be encountered elsewhere, perhaps gathering fire giants from elsewhere or emerging behind them from a secret door to attack. The king and queen each wear jewelry worth 15,000 gp and the other giants have jewelry worth 6,000 gp each.

King Vaallowf: AC 17, HD 13+2* (+10), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F13, MI 9, XP 2,285

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Longsword +3 (which adjusts to the size of the user)

Queen Amaga: AC 17, HD 12+2* (+10), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F12, MI 9, XP 1,975

Ring of invisibility (which she will use to try to surprise intruders)

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6 Fire Giants: AC 17, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F11, MI 9, XP 1,670 ea.

HP 57 □□□□ □□□□ □□□□ □□□□
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The royal treasure is contained inside heavy iron boxes. Each box weighs 500 pounds by itself, plus its contents. They are locked but also fastened shut by a steel bar twisted in place through hoops. It will take incredible strength to unbend each bar enough to open each chest.

- #1 2,000 pp, **Leather Armor +2**, **Dagger +1**, **Wand of Magic Detection** (9 charges), **Wand of Illusion** (8 charges), a large collection of colorful human-sized clothing.
- #2 10,000 gp in loose coins and a silk bag (weight 1 pound and worth its weight in gold; capacity 100 pounds) containing a **Ring of Control Animal**, 13 **Heavy Quarrels +3**, a **Potion of Control Undead**, a **Potion of Invisibility**, and a **Potion of Speed**.
- #3 **Helm of Reading Languages and Magic**, a fireproof fiberglass pouch, and a pair of fiberglass boots.

- #4 10,000 cp and 10,000 sp.
- #5 10,000 gp and a silvery ring with a miniature fish engraved in its surface (it is a **Ring of Water Breathing**; see **New Magic Items**).
- #6 1,000 pp and 9,000 gp.

Underneath box #1 is a cleverly-hidden hole covered by packed earth: inside it is a bag with 100 gems worth 250 gp each (25 red garnets, 25 yellow-green chrysoberyl, and 50 purple amethysts).

20. GUARDS. Three lazy fire giants are placed here, sitting in chairs, swilling ale, and bragging. Each has 1,100 gp and a bag of random items.

3 Fire Giants: AC 17, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F11, MI 9, XP 1,670 ea.

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21. JAIL AREA. Two frost giants and three hill giants have been recruited as jail keepers. They have 5,000 gp in treasure between them.

2 Frost Giants: AC 17, HD 10+1* (+9), #At 1 giant weapon or 1 thrown rock, Dam 4d6 or 3d6, Mv 20' (10'), Sv F10, MI 9, XP 1,390 ea.

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3 Hill Giants: AC 15, HD 8, #At 1, Dam 2d8, Mv 30', Sv F8, MI 8, XP 875 ea.

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Cell A. Two ogres are in this cell. These creatures are wild and dangerous, hence they have not been

recruited as mercenaries by the giants. While they act fairly tame, if they are released they will cause chaos the first chance they get, trying to steal treasures and flee.

2 Ogres: AC 15, HD 4+1, #At 1 weapon, Dam 2d6, Mv 30', Sv F4, MI 10

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Cell B. Seven ordinary people are crammed together in this cell, frightened. They were recently captured and are being held for ransom.

Cell C. Empty.

Cell D. Three elves are in this room. They were part of an adventuring party that attempted to sneak into the giant lair; the others were killed.

3 Elves: AC 11, HD 5, #At 1 unarmed or with weapon, Dam 1d2 or by weapon, Mv 40' Unarmored, Sv F5, MI 10, XP 360 ea.

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Cell E. Empty.

Cell F. Empty.

22. FALSE DOOR. What appears to be a normal door is set into the north wall here. Listening to it reveals a faint noise as if something is moving behind it (a rat has made a home behind it). Opening it releases a dozen twenty-foot long spears that spring from the wall to the south, attacking anyone standing in front of the door (AB +6; 2d6 points of damage).

23. ALCOVES. A slope in the south heads down to level 2 below.

Key to Map 2: Dungeon Level

This level is lit by dimly-glowing orbs set in each corner where walls meet ceilings, spaced every 30 feet or so; the orbs do not provide bright light and create many shadows, and are extremely hot to the touch.

Wandering Monsters

Roll 1d6 once per hour, with a result of 1-2 indicating an encounter. Feel free to add an arbitrary check now and then for more randomness.

1-2	1d6 Fire Giants
3	2d6 Giant Bats
4	1d6 Giant Tuatara Lizards
5	1d8 Hellhounds
6	1d6 Trolls

1d6 Fire Giants: AC 17, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F11, MI 9, XP 1,670 ea.

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2d6 Giant Bats: AC 14, HD 2, #At 1 bite, Dam 1d4, Mv 10' Fly 60' (10'), Sv F2, MI 8, XP 75 ea.

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1d6 Giant Tuatara Lizards: AC 16, HD 6, #At 2 claws/1 bite, Dam 1d4/1d4/2d6, Mv 40' (10'), Sv F5, MI 6, XP 500 ea.

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1d8 Hellhounds: AC 17, HD 6**, #At 1 bite or 1 breath, Dam 1d6 or 6d6, Mv 40', Sv F6, MI 9, XP 610 ea.

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1d6 Trolls: AC 16, HD 6*, #At 2 claws/1 bite, Dam 1d6/1d6/1d10, Mv 40', Sv F6, MI 10 (8), XP 555 ea.

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1. ENTRY. The slope/steps led up to room #23 on the level above (map #1). Be sure to read the description of area #3 below, as the lava fall can be heard and seen from here.

2. GUARDS. Fire giants are inside this room, which has cots, tables, and other furnishings. The giants have 1,200 gp each, and one has a leather pouch with 10 gems worth 50 gp each (tiger eyes).

Two steel wheels are set into large metal boxes embedded in the wall on the west wall (between the doors as shown). Attempting to turn the south one will shock anyone who grips it for 2d6 points of damage (they take half damage if a save vs. Spells is successful). Attempting to turn the north one generates a temporary magnetic field that grabs everything within 20 feet and hurls it to cling to the wheel for 1d6 turns (living beings take 1d6 damage on impact). Both wheels give plenty of resistance and are hard to turn, making loud noises as if they are working gears, but cranking them has no real affect. Disassembling them will reveal they are tricks.

5 Fire Giants: AC 17, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F11, MI 9, XP 1,670 ea.

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3. BLOCKED HALLWAY. Two rows of three-foot thick iron bars flank a curtain of red-hot sizzling lava, which falls from the ceiling and passes into a deep hole underneath. There is barely a foot of room between the bars and they are locked into place and too thick and strong for even a giant to bend. The lava will kill anyone entering it (see room #7b). To the south is an iron wheel which functions like the one in #7b.

4. SLAVE PEN. Two dozen gnolls are kept here in a slave pen. Each entrance is blocked by a stout steel grate with bars six inches apart and three inches thick. The jail keeper at room #7a has the keys to each locked grate.

24 Gnolls: AC 13, HD 2, #At 1 weapon, Dam 2d4 or by weapon +1, Mv 40', Sv F2, MI 8, XP 75 ea.

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5. SLAVE PEN. As with room #4 but occupied by bugbear slaves.

15 Bugbears: AC 15, HD 3+1, #At 1 weapon, Dam 1d8+1 or by weapon +1, Mv 30', Sv F3, MI 9, XP 145 ea.

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6. BARRACKS. Fire giants are assigned to this room, which is furnished with bunks, tables, and chairs. Each has 1,200 gp in a bag. A rack of giant-sized weapons is against the west wall: hammers, swords, pole-arms, axes, and a single **hammer +3** (human-sized).

6 Fire Giants: AC 17, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F11, MI 9, XP 1,670 ea.

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7. JAIL. This jail area has ten pits, each 20' wide, 20' deep, and covered by a steel mesh with a padlocked door in the center (the warden in #7a has keys). These holding cells are detailed below as c1 to c10.

Cell C1. A dozen human-sized skeletons in a jumble.

Cell C2. Empty.

Cell C3. Empty.

Cell C4. Empty.

Cell C5. Empty.

Cell C6. Full of rubbish, under which is buried three giant bags. One has 3,000 gp and 2,000 sp; another has 2,000 gp and 500 pp; the third has 2,000 ep and 3,000 cp.

Cell C7. Empty.

Cell C8. Empty.

Cell C9. This cell contains a male frost giant, King Passeul (see the **Frost Giant Fortress** adventure.) He is being kept here due to a disagreement on exactly how to use the giant's resources to better their ends; as such, he was replaced (along with his wife) by fire giants that were shape-changed into the form of the king and queen to better control the frost giants.

Note that these two personages are evil and freeing them is not necessarily going to benefit the party, as they will feign loyalty only to gladly turn on the PCs and join the other giants.

King Passeul: AC 13, HD 12+1* (+10), #At 1 giant weapon or 1 thrown rock, Dam 6d6 or 3d6, Mv 40' (10'), Sv F12, MI 9, XP 1,975

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Cell c10. A female frost giant is sitting here, bored. She is Queen Quiff and wife of King Passeul in cell C9 above.

Queen Quiff: AC 13, HD 11+1* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 40' (10'), Sv F11, MI 9, XP 1,670

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7a. JAIL WARDEN. The warden is here along with several fire giants and five werewolf assistants. There is a loose flagstone in the floor where they have hidden loot taken off prisoners: 10,000 cp, 20,000 sp, and 4,500 gp.

5 Fire Giants: AC 17, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F11, MI 9, XP 1,670 ea.

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5 Werewolves*: AC 15 †, HD 4*, #At 1 bite, Dam 2d4, Mv 60' Human Form 40', Sv F4, MI 8, XP 280 ea.

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7b. MACHINERY ROOM. The door to this room is locked; the head jailer at #7a has the key. A bronze wheel is attached to an iron box in the south wall. Turning it clockwise (when facing it) shuts off the lava flow at room #3 on this level, unlocks and raises the iron bars into the ceiling, and slides a bridge out from the south to allow passage to the south. Turning it counterclockwise lowers the bars, retracts the bridge and allows lava to flow.

8. TEMPLE. At "d" is a set of steps that goes down to level three. The temple is separated into areas "a", "b", and "c" by three-foot thick, strong steel bars. Although it looks like a creature might pass between "b" and "c", the central "eye" prevents this.

The central "pupil" is made of what appears to be black flames flickering with purple highlights. Viewing it from any direction gives the viewer the eerie feeling that there is an eye inside, always watching them. Rather than illuminate the area, this flaming eye casts darkness about it, smothering and dimming but not completely extinguishing **continual light spells** and **light spells**, let alone normal lanterns and torches. **Dispel magic** has no effect; this is not a spell *per se* but some otherworldly incursion on the prime plane.

Living beings who attempt to approach within the octagonal boundary that is shown on the map will suffer 1d6 points of damage from searing cold and each ability score will be drained of 1d6 points for 1d6 rounds. None can pass by (they will be shoved back in the direction they came from), even those with various forms of magical protection (again, this is not a magic effect and hence magic has little effect on it).

STATUES: Standing in each corner of the room is a blackened bronze statue of a fire giant gloating or chortling in evil glee. The one in the southeast is actually the residence of an efreeti. When the PCs enter the area through "a" and/or "b", it will use its

create illusions ability to create a phantasmal force of "fire lions" to try to drive them off. If they penetrate the area (entering "c"), it will create a **wall of fire** in front of the stone steps going down and then attack. If severely routed it tries to turn into gaseous form and retreat out through "a" or "b" (roll randomly if it isn't obvious which) to prevent others from finding its lair. Unless the PCs destroy the statue that is its home, it will return there to rest and heal, otherwise it is driven out of the complex entirely. Inside the statue that serves as its home are 1,500 pp, thirty garnets worth 100 gp each, three **Potions of Healing**, and a small clay jar that with radiate magic if it is detected for (it is a **Flask of Smoke**; see the **New Magic Items**). When it is unstopped, a huge cloud of smoke erupts from it in one round, enough to engulf a 30' x 30' x 30' region with enough density to obscure sight and dim light. Its magic is exhausted after four uses.

Efreet*: AC 21 †, HD 10* (+9), #At 1, Dam 2d8 or special, Mv 30' Fly 80' (10'), Sv F15, MI 12 (9), XP 1,390

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9. HALL OF TOMBS. Lining this eerie, cobwebbed hallway are 44 tombs, arranged in 22 pairs (each pair is labeled for the convenience of the referee). These are 9' wide and high, and 20' deep as shown. Most are empty or have the decayed, dusty remains of giant nobles within. There are numerous pieces of brass or bronze jewelry (tiaras and crowns and arm bands set with glass beads) of no real worth beyond scrap metal or curios (maybe 1d6 gp each). There are many brass or bronze swords, axes, and hammers of giant size.

The door for the top tomb at "j" is ajar and anyone crawling through the jumble of bones inside will note the far wall is damaged and cracked. It can be kicked or bashed through to access the secret cavern below.

10. SECRET CAVERN. A humanoid skeleton is sprawled in a calm pool of water, as if it crawled off to die here, leaving behind a trail of silver (a total of 120) and gold coins (a total of 300). Jammed into the mud is a **Sword +1**. A rotten leather satchel contains two **Potions of Healing** and a **Potion of Giant Strength**; a leather pouch on a cord around its neck (rotten) holds five amethysts worth 100 gp each, two aquamarine gems worth 500 gp each, and a single sapphire worth 1,000 gp.

11. CYCLOPS. This is the lair of three cyclops, living in backless divans and wooden stools padded by sheepskins. One carries a **Spear +3** (man-sized) and there are 3 magical **Spears of Lightning +3** (see **New Magic Items**) resting in a wicker basket. The basket is full of wool, some of which is on a stick and being spun to yarn.

There are three giant bags in the room: they contain 6,000 cp, 4,000 sp, and 2,000 gp respectively. There are a half dozen over-stuffed pillows on the furniture (one contains a small bag with 70 pieces of coral (worth 100 gp each) and 800 pp. A tapestry on one wall illustrates a distant island with a single eye situated in a pillar-like ring in the middle. Two dozen gaudily-painted giant terracotta urns stand in the shadows of the west end. Four contain wine; two contain beer; eight have wheat kernels waiting to be ground into flour; six contain dried fruit of many types; two contain olive oil; one contains 5,000 gp, and the last one contains dried fish (the bottom is hollow and contains 40 pearls worth 250 gp each). Three sheep and three goats are hobbled by fiber rope amid hay. The ceiling is supported by thick pillars. The upper region is thick with spider webs, but only common (small) spiders live in them.

3 Cyclops: AC 15, HD 13* (+10), #At 1 giant club or 1 rock (thrown), Dam 3d10 or 3d6, Mv 30', Sv F13, MI 9, XP 2,285 ea.

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12. BLOCKED BY LAVA. This is exactly as room #3 on this level, except it is controlled by the wheels beyond it or in room #16.

13. GUEST ROOM. Hill giants will be met here, including survivors from previous modules. They have 10,000 gp, 6,000 ep, and 12,000 sp in bags.

7 Hill Giants: AC 15, HD 8, #At 1, Dam 2d8, Mv 30', Sv F8, MI 8, XP 975 ea.

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14. TROLL GUARDS. Trolls infest this filth-strewn chamber, ravenously attacking any intruders. Heaps of rotting corpses (many of which are cattle) provide them food. They have no treasure.

12 Trolls: AC 16, HD 6*, #At 2 claws/1 bite, Dam 1d6/1d6/1d10, Mv 40', Sv F6, MI 10 (8), XP 555 ea.

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15. GUEST ROOM. This room is home to frost giant guests, and any survivors from the previous modules. They have 3,000 gp, 100 ivory figurines worth 100 gp each, and 10 black opals worth 1,000 gp each.

6 Frost Giants: AC 17, HD 10+1* (+9), #At 1 giant weapon or 1 thrown rock, Dam 4d6 or 3d6, Mv 20' (10'), Sv F10, MI 9, XP 1,390 ea.

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16. ETTINS. Hunkered here are two ettins (see the **Basic Fantasy Field Guide Volume 1**), guarding the machinery used to pass through the halls to the south. One wields two huge spiked clubs and the other a giant-sized flail and mace. The chamber is furnished by hide pallets and three wooden boxes. One box contains foodstuffs (mainly dried meat, cheeses, and breads); the other two are tied shut by thick rope. Untying the ropes will take almost an hour each; they can be cut open. Inside one box is 2,300 cp and 4,700 sp and in the other are 3,100 gp and 400 pp.

Attached to the east wall is a steel wheel; turning it clockwise raises the bars, stops the lava flow, and slides a bridge out to allow passage at room #12. Turning it counter-clock wise retracts the bridge, lowers and locks the bars, and allows the lava to fall.

2 Ettins: AC 18, HD 13 (+10), #At 2 weapons, Dam by weapon type, Mv 30', Sv F13, MI 7, XP 2,175 ea.

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17. DARK ELF CLERICS. The main area is furnished for lounging with couches, tables, chairs, and decorations (tapestries and candelabras of low value).

"a" has bedroom furnishings including six beds in three double-bunks. There are three small black boxes, each trapped by a caustic gas that does 2d6 damage to anyone opening it without disarming it (half damage with a save vs. Poison). Inside each is a necklace worth 1,400 gp.

"b" has bedroom furnishings, including a plush bed for two. Ten black candles are placed on a table; they are streaked red and made of a wax-like substance containing a quantity of blood, radiating evil. As soon as one is lit they all ignite, filling a 30' area with darkness and toxic fumes, burning out in 1d6 turns. There is a single locked chest with a gas trap as in "a"; inside it is a bag with 2,100 gp and sixteen rings worth 250 gp each.

3 Female Dark Elves: AC 20, HD 4, #At 1, Dam 1d6+1, Mv 30', Sv F4, MI 8, XP 240 ea.

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Fey magic: The leader with 32 hit points has a fey magic ability – anyone struck by her in combat must save vs. Spells or be stunned for 1d3 rounds, unable to do more than defend themselves (opponents get a +2 bonus to hitting them).

Equipment: dark elf **Short Sword +1**, dark elf **Chain Mail +1**, a dark elf **Shield +1**, and Dexterity of 16 each for a +2 AC bonus.

Male Dark Elf Cleric: AC 23, HD 6, #At 1, Dam 1d8+1, Mv 30', Sv C6, MI 8, XP 500

HP 27

Spells: 1st (2) **cure light wounds, darkness**
 2nd (2) **hold person, charm animal**
 3rd (1) **blindness**

Fey Magic: This elf is allowed two saving throws against the first spell cast against him each hour.

Equipment: dark elf **Mace +1**, dark elf **Chain Mail +2**, dark elf **Shield +2**, and Dexterity of 18 each for a +3 AC bonus.

Female Dark Elf Cleric: AC 23, Cleric 7, #At 1, Dam 1d8+1, Mv 30', Sv C7, MI 8

HP 34

Spells: 1st (3) **darkness, protection from good, cause fear**
 2nd (2) **hold person, charm animal**
 3rd (2) **striking, curse**
 4th (1) **dispel magic**

Fey Magic: Once per day she can heal herself for 1d6+1 HP.

Equipment: dark elf **Mace +1**, dark elf **Chain Mail +2**, dark elf **Shield +2**, and Dexterity of 18 each for a +3 AC bonus. Wears a magical **Amulet of Protection From Fire** that increases saving throws versus fire by +1 and reduces damage taken by 1 per die (1 in 6 if a set amount of damage is taken).

Key to Map 3: Deep Caverns

These natural caverns feature stalactites on the ceiling, stalagmites on the floor, rocks, and boulders. There is no illumination beyond glowing lava flows unless other light sources are mentioned. The steps marked "d1" to "d8" go down 100 feet to corresponding steps at "u1" to "u8" on level 4 underneath.

Wandering Monsters

Roll 1d6 once per hour, where a result of 1-2 indicates an encounter.

1. 2d6 Dark Elves (such as room #7, #11, #14)
- 2-3. 1d6 Fire Giants
4. 1d6 Fire Giants and 1d6 Hellhounds
5. 2d6 Giant Bats
6. 1d6 Giant Scorpions
7. 1d6 Giant Spiders
8. 1d6 Giant Tuatara Lizards
9. 1d6 Hellhounds
10. 1d6 Trolls

1d6 Fire Giants: AC 17, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F11, MI 9, XP 1,670 ea.

HP 66

 55

 51

 46

 45

 40

2d6 Giant Bats: AC 14, HD 2, #At 1 bite, Dam 1d4, Mv 10' Fly 60' (10'), Sv F2, MI 8, XP 75 ea.

HP 12
 11
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 8 8
 8 8
 7 7
 6 6

1d6 Giant Scorpions: AC 15, HD 4*, #At 2 claws/1 stinger, Dam 1d10/1d10/1d6 + poison, Mv 50' (10'), Sv F2, MI 11, XP 280 ea.

HP 28 □□□□ □□□□ □□□□ □□□□
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1d6 Giant Spiders: AC 15, HD 6*, #At 1 bite, Dam 1d10 + poison, Mv 50', Sv F6, MI 8, XP 555 ea.

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1d6 Giant Tuatara Lizards: AC 16, HD 6, #At 2 claws/1 bite, Dam 1d4/1d4/2d6, Mv 40' (10'), Sv F5, MI 6, XP 500 ea.

HP 36 □□□□ □□□□ □□□□ □□□□
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1d8 Hellhounds: AC 17, HD 6**, #At 1 bite or 1 breath, Dam 1d6 or 6d6, Mv 40', Sv F6, MI 9, XP 610 ea.

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1d6 Trolls: AC 16, HD 6*, #At 2 claws/1 bite, Dam 1d6/1d6/1d10, Mv 40', Sv F6, MI 10 (8), XP 555 ea.

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Dungeon Key

1. ENTRY FROM MAP #2 ABOVE. Water drips constantly from a seep in the ceiling, forming clear, drinkable pools on the floor. Worms and slugs wiggle away from the party's light on the wet, mossy floor.

2. DARK SILENCE. This chamber is dark and silent, with an occasional drop of water plopping down into small pools. The occupants hide at 2a.

2a. GIANT GUARDS. A pile of wood, bones, metal, and other debris rests atop this 20' high shelf. Misshapen, raggedly-haired humanoid beasts (fire giants) will hide behind it, hurling boulders and bellowing at intruders. They fight with maniacal yelps and whoops.

Amid piles of clothing and bedding are their bags, full of rocks and sundries. Hidden in a hole under the volcanic rubble is a bag with 5,000 gp in it. One of

the stalagmites on the floor is hollow (which is not apparent unless it is tapped on); breaking it open reveals a cache of electrum coins (3,000) and gems (30 rock crystals worth 100 gp and 20 pieces of amber worth 200 gp).

7 Fire Giants: AC 17, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F11, MI 9, XP 1,670 ea.

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3. INSECTS. This area is crawling with ordinary insects (roaches, centipedes, and scorpions) feeding on piles of mold, old leaves, and each other. There are enough here to fuel 12 HD worth of insect swarms, if summoned. Unless the PCs wallow in them, they are otherwise harmless.

4. TROLL CAVERN. This cavern is littered with bones, fur, and skin. Lurking in the darkness is a bunch of trolls. They have buried their treasure underneath a pile of skulls and bones: 1,600 pp, 7,300 gp, 4,800 sp, 1,400 ep, and 23,000 cp.

16 Trolls: AC 16, HD 6*, #At 2 claws/1 bite, Dam 1d6/1d6/1d10, Mv 40', Sv F6, MI 10 (8), XP 555 ea.

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5. POOL OF WATER. A clear, clean pool of water flows here. Drinking from it restores 3d8 HP once per day per drinker. Water removed from the pool can be drunk, but will not heal injuries.

6. LAVA POOLS. Massive pools of lava bubble and boil in this chamber, lighting it with an eerie orange glow. Fire salamanders will come slithering out of said pools to attack intruders. A giant skeleton encrusted with lava lies amid the pools. This was once a titan, sent to investigate the goings on in the giant realms. Amid its remains are a red-hot glowing belt buckle with the common language letters for Strength on it; if it is pressed against the skin, the recipient is branded and their Strength score is permanently

increased by 1. When used this way, it is absorbed by the recipient.

4 Flame Salamanders*: AC 19 †, HD 8*, #At 2 claws/1 bite + heat, Dam 1d4/1d4/1d8+1d8/round, Mv 40', Sv F8, MI 8, XP 945 ea.

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7. DARK ELF OUTPOST. This is a group of 12 male and 4 female dark elf Fighters (equipment: dark elf **Spear +1**, dark elf **Chain Mail +1**, wielding a dark elf **Shield +1**, and Dexterity of 16 each for a +2 AC bonus) being led by a male Cleric (5th level) and female Cleric (6th level) (Equipment and stats for both: dark elf **Mace +1**, dark elf **Chain Mail +2**, dark elf **Shield +2**, and Dexterity of 18 each for a +3 AC bonus). Each Fighter has 100 gp and the Cleric leaders have 500 gp each in a pouch.

12 Male Dark Elves: AC 20, HD 2, #At 1, Dam 1d6+1, Mv 30', Sv F2, MI 8, XP 75 ea.

HP 14	□□□□□ □□□□□ □□□□
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4 Female Dark Elves: AC 20, HD 3, #At 1, Dam 1d6+1, Mv 30', Sv F3, MI 8, XP 145 ea.

HP 20	□□□□□ □□□□□ □□□□□ □□□□□
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Male Dark Elf Cleric: AC 23, HD 5, #At 1, Dam 1d8+1, Mv 30', Sv C5, MI 8, XP 360

HP 20	□□□□□ □□□□□ □□□□□ □□□□□
Spells:	1st (2) cure light wounds, darkness
	2nd (2) resist fire, bless

Fey Magic: None.

Female Dark Elf Cleric: AC 23, HD 6, #At 1, Dam 1d8+1, Mv 30', Sv C6, MI 8, XP 500

HP 24	□□□□□ □□□□□ □□□□□ □□□□□
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Spells:	1st (2) cure light wounds, resist cold
	2nd (2) hold person, silence 15' radius
	3rd (1) continual darkness

Fey Magic: This female elf can assume a semi-invisible status simply by concentrating, appearing as a translucent dark shape and gaining a +2 bonus to armor class and increased stealth and surprise bonuses. Being hard pressed in combat or taking heavy damage (such as from a **fireball** spell) can break her concentration for 1d6 rounds, during which time she does not receive these bonuses.

8. INTERSECTION. When the PCs enter this intersection, a fire giant steps out of nowhere as if it has surprised the party and attacks. The combat may last a few rounds but then it disappears; any wounds taken by the characters are revealed to be illusory as well. The ceiling of this chamber is extremely unstable; there is a 1 in 6 chance per round spent in the chamber that a stalactite or rock will fall on each person (AB +4; Damage 2d6).

Illusory Fire Giant: AC 17, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 30' (10'), Sv F11, MI 9, XP 1,670

HP 55	□□□□□ □□□□□ □□□□□ □□□□□
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9. TROLL CAVERN. These erratic chambers are haunted by trolls. Their treasure includes a **Potion of Invulnerability** and a **Potion of Healing**. A huge rotten sack holds 2,500 pp, 3,000 gp, and 12,000 sp.

18 Trolls: AC 16, HD 6*, #At 2 claws/1 bite, Dam 1d6/1d6/1d10, Mv 40', Sv F6, MI 10 (8), XP 555 ea.

HP 48	□□□□□ □□□□□ □□□□□ □□□□□
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10. DARK ELF GUARD POST. This is a group of 12 male and 4 female dark elf Fighters led by a male Cleric (5th level) and female Cleric (6th level). Each Fighter has 100 gp and the Cleric leaders have 500 gp each in a pouch. The female leader wears **Boots of Levitation**. They have a cozy collection of fire pits, firewood, bed rolls, tents (for privacy), bags of food, skins of wine brewed from some strange dark purple berry, and barrels of water.

12 male Dark Elves: AC 20, HD 2, #At 1, Dam 1d6+1, Mv 30', Sv F2, MI 8, XP 75 ea.

HP 15	□□□□□ □□□□□ □□□□□□
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Equipment and stats: dark elf **Spear +1**, dark elf **Chain Mail +1**, wielding a dark elf **Shield +1**, and Dexterity of 16 each for a +2 AC bonus.

4 Female Dark Elves: AC 20, HD 3, #At 1, Dam 1d6+1, Mv 30', Sv F3, MI 8, XP 145 ea.

HP 22	□□□□□ □□□□□ □□□□□ □□□□□ □□
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Equipment and stats: dark elf **Spear +1**, dark elf **Chain Mail +1**, wielding a dark elf **Shield +1**, and Dexterity of 16 each for a +2 AC bonus.

Male Dark Elf Cleric: AC 23, HD 5, #At 1, Dam 1d8+1, Mv 30', Sv C5, MI 8, XP 360

HP 20	□□□□□ □□□□□ □□□□□ □□□□□
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Spells: 1st (2) **cure light wounds** x 2
 2nd (2) **resist fire, spiritual hammer**

Fey Magic: This male elf is imbued with a minor form of regeneration; it cannot bring him back to life if his hit points are reduced to zero, but otherwise damage (other than from fire) heals at a rate of 1 HP per hour.

Female Dark Elf Cleric: AC 23, HD 6, #At 1, Dam 1d8+1, Mv 30', Sv C6, MI 8, XP 500

HP 24

Spells: 1st (2) **cure light wounds, protection from good**
2nd (2) **hold person, charm animal**
3rd (1) **striking**

Fey magic: This elf can **detect magic** within 10 feet three times per day.

Equipment and stats for both: dark elf **Mace +1**, dark elf **Chain Mail +2**, dark elf **Shield +2**, and Dexterity of 18 each for a +3 AC bonus.

11. HUMONGOUS SCORPIONS. This alcove is home to two humongous-sized scorpions (double the HD and damage of common giant types) and 5 ordinary giant scorpions.

2 Humongous Scorpions: AC 17, HD 8*, #At 2 claws/1 stinger, Dam 2d10/2d10/2d6 + poison, Mv 50' (10'), Sv F4, MI 11, XP 945 ea.

HP 52

40

5 Giant Scorpions: AC 15, HD 4*, #At 2 claws/1 stinger, Dam 1d10/1d10/1d6 + poison, Mv 50' (10'), Sv F2, MI 11, XP 280 ea.

HP 27

23

23

19
17

12. RED DRAGON LAIR. The exact location of the dragon is left to the GM, who might change it between adventures. The dragon is nesting on a pile of coins (30,000 cp, 100,000 sp, 20,000 ep, 50,000 gp, and 3,000 pp), gems (500 worth 10 gp each, 100 worth 50 gp each, 50 worth 100 gp each, and 10 worth 1,000 gp each), and jewelry (18 pieces worth 3d6 x 1,000 gp each). Numerous ordinary weapons can be found (12 with gemstones worth 500 gp each in the scabbard, haft, or pommel). There is a magical **Sword +3** and **Plate Armor +3** mixed in.

Red Dragon: AC 21, HD 10** (+9), #At 2 claws/1 bite or breath/1 tail, Dam 1d8/1d8/4d8 or breath/1d8, Mv 30' Fly 80' (20'), Sv F10, MI 8, XP 1,480

HP 80

13. DARK ELF STATION. This area has been carved from black volcanic rock and is lit by bright neon purple lights glowing here and there that hover in mid-air. It is busy with dark elves (see below). They have a cozy collection of fire pits, firewood, bed rolls, tents (for privacy), bags of food, skins of wine brewed from some strange dark purple berry, and barrels of water.

There is a pool of lava on the west end. Two boar carcasses are roasting on steel pits over it. Pieces of meat and vegetables are boiling in a cast iron pot that swings in place on a pivoting steel rod. Bread is baking in a covered pan. These items are all perfectly edible by the player characters.

There are four columns shown on the map, each carved from glossy, dark red and black stone and embellished with carvings of tentacled monsters attacking creatures. Any non-dark elf who gets within 10' of one will be attacked by a glowing purple tentacle that extrudes out at them with a scream (of course, this will likely alert the dark elves if someone tries to sneak up on them by hiding behind said columns). A natural 20 on the 1d20 means the victim must save vs. Spells or be captured and squeezed automatically until they fight free (see the **Tentacle Column** stats below).

In the center of the chamber is a cage of glowing yellow light; inside is an other-worldly being that glows almost pure white; it is helpless and captured by the elves. If freed, it raises any one dead party member, removes any single curse, and heals all party members 3d6 HP. It otherwise leaves, having no other power in the character's world.

Each dark elf Fighter has 100 gp and the Cleric leaders have 500 gp each in a pouch. There is a large, locked treasure chest in the room, made of black wood with shiny steel banding. The main lock on the front is a trap; trying to pick it or use the supposed key that the lead dark elf has releases a blast of electricity at anyone within 10', inflicting 2d6 points of damage (save vs. Spells for half damage). The actual lock is not worked by a key, but rather it is

a puzzle of studs on the back that have to be pressed in the correct order (the same one might have to be pressed two or three times). Inside is jewelry worth 5,000 gp, three **Potions of Healing**, and six vials of holy water. There is a glowing yellow stick; if it is broken, the other-worldly creature in the cage is freed. There is also a bottle of what looks like blood mixed with unholy water and other magical ingredients. While the dark elf Clerics relish it as a drink, anyone else drinking it will become violently ill for 1d6+1 rounds.

8 Male Dark Elves: AC 20, HD 3, #At 1, Dam 1d6+1, Mv 30', Sv F3, MI 8, XP 145 ea.

HP 20 □□□□ □□□□ □□□□ □□□□
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Equipment: dark elf **Spear +1**, dark elf **Chain Mail +1**, dark elf **Shield +1**, and Dexterity of 16 each for a +2 AC bonus; 4 have repeating crossbows with quarrels coated in poison (save vs. Poison or be paralyzed the current round and suffer a -2 penalty to all d20 rolls and -1 to damage rolls for the 3 rounds after that).

6 Female Dark Elves: AC 20, HD 4, #At 1, Dam 1d6+1, Mv 30', Sv F4, MI 8, XP 240 ea.

HP 30 □□□□ □□□□ □□□□ □□□□
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Equipment: per males above, except wielding swords made of dark elf metal (**Swords +1**).

Male Dark Elf Cleric: AC 23, HD 5, #At 1, Dam 1d8+2, Mv 30', Sv C5, MI 8, XP 360

HP 20 □□□□ □□□□ □□□□ □□□□

Spells: 1st (2) **cure light wounds, protection from good**
 2nd (2) **hold person, charm animal**

Fey Magic: This elf can extrude a web-like substance at one victim from one hand in place of one attack once per hour. A victim is attacked per a **web** spell; this webbing turns to dust within a few minutes.

Equipment: dark elf **Mace +2**, dark elf **Chain Mail +2**, dark elf **Shield +2**, and Dexterity of 18 for a +3 AC bonus.

Female Dark Elf Cleric: AC 23, HD 6, #At 1, Dam 1d6+3, Mv 30', Sv C6, MI 8, XP 500

HP 31 □□□□ □□□□ □□□□ □□□□
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Spells: 1st (2) **cure light wounds, protection from good**
 2nd (2) **hold person, charm animal**
 3rd (1) **striking**

Fey Magic: Three times per day she can cast a single **magic missile** in addition to her normal attacks; unlike the normal spell, victims of this effect may save vs. Spells to avoid it, but if the save fails 1d6+1 points of damage are inflicted.

Equipment: per male above, except wielding a dark elf **Hammer +3** and a **Whip of Stunning** (see **New Magic Items**) that glows on each lash and does 1d6 points of damage, plus a to-hit roll of 20 or higher means the victim must save vs. Spells or be stunned for the current and next round.

4 Tentacle Columns: AC 18, HD 8, #At 1, Dam 2d8, Mv 0', Sv F8, MI 12, XP 875 ea.

HP 40 □□□□ □□□□ □□□□ □□□□
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14. URNS. This chamber is stocked with a vast array of urns, most with wooden or clay seals, others sealed with wax. They contain various stores including some 10,000 gallons of strong red wine and 30,000 pounds of wheat.

14b. LAVA FLOW. A wide flow of lava cuts across the chamber that leads out of the room to the northeast here. The PCs must turn back, fly over it some way, or make a bridge of boulders to pass by. Said bridge will melt after 1d6 turns; there are boulders on the other side which can be used to re-cross it. Stranded in the northern end are three human-sized skeletons. One grips a **Staff of Healing** with 1d6+3 charges left in it, and another holds a **Battle Axe +3**.

15. GIANT SPIDER STATUE. This cavern features a dais with the huge statue of a giant spider resting atop it; the spider's semi-humanoid features stare out over the cave. Engraved along the front of the dais are old runes spelling out the words "THE MOTHER OF ALL LIFE." Covering the wall behind it is a 20' high and 30' long tapestry depicting spiders rampaging against humans: capturing them in webs, holding them down to suck their bodies dry, and so on.

The statue will come to life and attack the party as they enter the cavern. It can both bite someone in front and eject a stream of webbing from behind per the **web** spell. It is immune to normal and silver weapons unless they do 8 or more points of damage (reduce damage by 7 points and count anything less than 0 as 0).

Stalagmites and stalactites in the cavern will suddenly change shape, unfolding to become long-legged giant spiders that also attack. These spiders have very humanoid features.

Embedded in the borders of the lining of the tapestry are 200 gems worth 100 gp each. The statue was resting on a pile of coins (15,000 gp and 3,000 pp), a **Wand of Fear**, and a **Broom of Flying**.

If all of the spiders are slain, a pool of water begins bubbling up from the center of the dais, revealing the ten-foot deep and wide depression. This was once a fountain that has been crusted over by volcanic ash (any overflow circulates back down through the ash). This is a healing fountain that will restore 3d8 HP once per day to a drinker. Water removed from it does not heal, but is clean and drinkable.

Giant Spider Statue*: AC 24, HD 15* (+11), #At 1 bite + special and 1 web, Dam 2d12 + poison, Mv 30' (10'), Sv F15, MI 12, XP 2,975

HP 120

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6 Giant Spiders: AC 15, HD 6*, #At 1 bite, Dam 1d10 + poison, Mv 50', Sv F6, MI 8, XP 555 ea.

HP 48

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16. PORTAL. Pools of lava along the edges light this chamber with an orange glow. It is crawling with biting worms and stinging insects feeding on each other and on minerals in the ground. They are harmless unless someone picks one up, in which case they might bite or sting. If a character handles one of the creatures, he or she must save vs. Poison or suffer 1d3 point of damage and weakness equivalent to a Strength of 8 (or one point less than the character's normal Strength, whichever is less) for 1d6 turns.

At the end of the dog-leg, set carefully into the wall, is what looks like a mirror 10' wide and 30' high with a rim of shiny black volcanic glass that has been elegantly scroll-worked. Nothing can be seen through its inky black, mirror like surface (a **wizard eye** spell or such will reveal where it exits). Stepping through this portal sends the PC to room #18. Attacking it will damage or destroy it, which would be foolish.

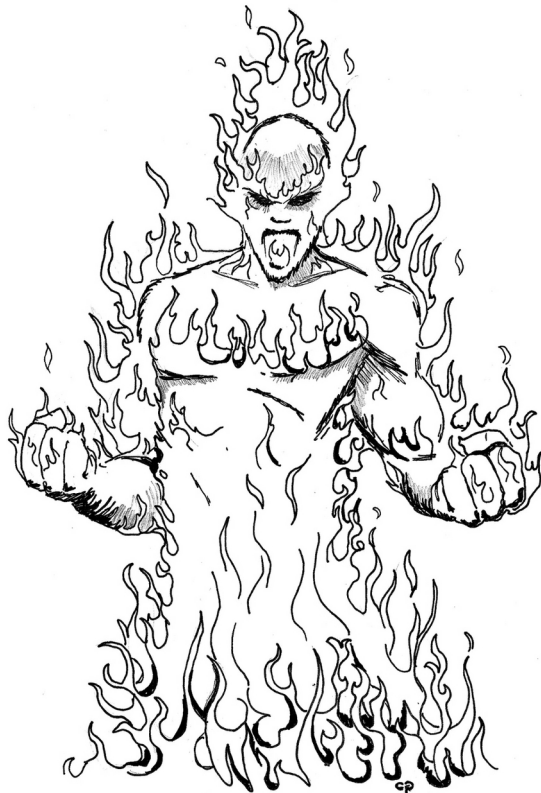
17. BLOCKED HALLWAY. As shown on the map, this hallway is blocked by a series of heavy stone partitions. The PCs might be able to get past via magic, otherwise the easiest escape route is to locate the controls that will raise/lower the blocks out of the way (see room #20).

18. ENTRY FROM ROOM #16. Anyone stepping through the portal in room #16 appears at the spot marked with an "x".

19. GREAT IRON STATUE. On the north side of this cavern is a massive lava pit, in which flames belch and boil up constantly. The south side is occupied by a great black-iron statue of a giant that acts much like an iron golem: squirting fire along with weapons adhering to it. Anyone hitting it might be splashed by volcanic lava for damage equal to what they inflict. Once it is slain, the iron shell falls off with a clang and pools of lava flow out. Observant PCs will note that said pools are scuttling across the floor towards the huge fiery inferno. In just a few rounds an elemental beast appears for yet another fight. Searching the remains of the golem shell will reveal 120 gems worth 250 gp each.

Iron Golem*: AC 25 ‡, HD 17** (+12), #At 1 + special, Dam 4d10 + special, Mv 20' (10'), Sv F9, MI 12, XP 3,850

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Fire Elemental*: AC 20 ‡, HD 12* (+10), #At 1, Dam 2d8, Mv 40' Fly 30', Sv F12, MI 10, XP 1,975

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20. LEVER AND PORTAL. This room is empty except for two features: (1) a single lever is mounted in a metal box near the east wall. The lever is "up" and can only be pushed down. Pushing it down has no obvious effect; someone who makes a *hear noise* roll will note that there are distant mechanical noises (loud thumps) coming from the west through the stone. That is the sound of the blocking stones in the hallway there (see room #17) being drawn up.

(2) There is a black glass portal that is the mate to the one in room #16. It looks exactly the same and stepping through it transports the PC to that room. They find themselves standing in front of the portal there.

21. END OF THE FIRE GIANT ADVENTURE. The northwest tunnel leads some 1,000 yards through the volcanic rock. It opens up into a low but massive natural chamber full of numerous smelting furnaces set over lava. Mounds of slag and unused ore form a hilly landscape.

This is also a hidden port, the coastal waters washing inward. Rows of massive ships sit in gloomy quays. These vessels are nearly complete, sporting rams and huge steel-limbed ballistas, catapults, and other such weapons.

An outcrop over the port serves as a guard post. There are also levers in it.

A massive lake of lava has been captured by the fire giants behind a dam and forced to flow away from the port. The path lava used to follow is blocked by massive stone doors, preventing it from reaching the port.

Pulling or pushing the levers opens the gates of the massive volcanic lake, freeing a torrent of lava to flow down its natural channel into the dark waters containing the ships. They flame up and spew smoke, burning like a forest set aflame, until one by one they disappear into the waves. The threat of the invasions by giant pirates has ended.

If the PCs do not burn the ships, the giants will return *en masse* with allies to drive them off and regain

control of the ships. The PCs might escape, but they will be faced by fleets of giants in future adventures.

Key to Map 4: Miscellaneous Areas

At "u1" through "u8" are twisting, spiraling stone steps that go up 100 feet to corresponding steps of "d1" to "d8" on level 3 above.

1. RUST MONSTERS. Skittering around here are several rust monsters, munching on black sands that contain plentiful iron ore. They will turn and attack fresh metal items if they smell them or detect interlopers.

6 Rust Monsters*: AC 18, HD 5*, #At 1 antenna, Dam special, Mv 40', Sv F5, MI 7, XP 405 ea.

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2. LAVA POOL. See #3 below, as the hellhounds there will attack intruders on sight. A pool of lava burns red hot, bubbling and hissing, illuminating the region with a red glow. A set of hot but walkable stones cross it to the area at #3. The rocks are wide enough to require a person to jump to each one (bridging them with thick wooden planks or such works fine). If the PCs elect to jump rock to rock, each rolls a 1d20 and modifies as follows: a result of 4 or less indicates a slip, meaning he or she takes 3d6 points of damage from sliding near or into the lava.

Modifier	Value
Dexterity modifier	-3 to +3
Leather Armor	-1
Chain Armor	-2
Plate Armor	-2
Carrying light load of encumbrance	0
Carrying heavy load of encumbrance	-2

3. HELLHOUND LAIR. A pack of hellhounds have made a nest of stone and fur here, and will lope across the rocks in area #2 to attack intruders. There

are bits of rust monsters scattered around, as well as two orc skulls. They are guarding three iron treasure chests.

One contains ten 5-gallon demijohns of extremely fine wine (distilled to a high alcohol content and burns like oil), 3 **Potions of Healing**, 2 **Potions of Gaseous Form**, 2 **Potions of Strength**, a **Potion of Longevity**, and a **Potion of Poison**.

Another contains a bag with 100 platinum coins, 5,000 gp, and 30,000 sp. The "platinum coins" are actual metal-eating bugs and will (when mixed with other coins) eat five coins each before laying two gem-like eggs (which will be mistaken for 10 gp gems at first glance), dying and becoming insect-like husks. If the eggs hatch (in 1d6 days) they in turn consume 5 coins each, lay two eggs and die. If not discovered, these coin bugs will eventually eat the entire hoard.

The third chest contains twelve **Arrows +3**, a **Sword +3**, a **Mace +2**, and a long silver scepter broken into three parts. The scepter radiates weak magic at best and seems to mainly be ceremonial. It functions only as a mediocre weapon if used in combat; there is a 1 in 6 chance that each hit that is made with it will break it. It was once a powerful item but was ruined by a strike from a **Rod of Cancellation**.

2 Hellhounds: AC 18, HD 7**, #At 1 bite or 1 breath, Dam 1d6 or 7d6, Mv 40', Sv F7, MI 9, XP 800 ea.

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Hellhound: AC 17, HD 6**, #At 1 bite or 1 breath, Dam 1d6 or 6d6, Mv 40', Sv F6, MI 9, XP 610

HP 32 □□□□ □□□□ □□□□ □□□□
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3 Hellhounds: AC 16, HD 5**, #At 1 bite or 1 breath, Dam 1d6 or 5d6, Mv 40', Sv F5, MI 9, XP 450 ea.

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4. FOOD LARDER. A pig-sty odor assaults the nose. This area has been cordoned off at each end by a fence of crudely-cut but thick and strong wooden stakes lashed together by heavy fiber rope. The area inside is littered with grass and tree branches. There

are numerous pools and mud wallows. Entering the area is hazardous; it is home to two dozen wild boars, six of which have grown to immense size (they are not included as new monsters because they are merely variants on the standard statistics).

6 Giant Boars: AC 13, HD 9 (+8), #At 1 tusk, Dam 2d12, Mv 50' (10'), Sv F9, MI 11, XP 1,075

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24 Boars: AC 13, HD 3, #At 1 tusk, Dam 2d4, Mv 50' (10'), Sv F3, MI 9, XP 145 ea.

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5. ORCS. Hidden in the gloom here are two dozen orcs who feign alliance with the dark elves but have other motives in mind. Among their ranks are chiefs banded together for loot, a shaman, and a very rare witchdoctor (who may very well have hobgoblin blood). Their treasure includes 3,000 gp, 20 vials of holy water, an **Arrow of Dragon Slaying (Black Dragons) +1** (see **New Magic Items**), and a **Potion of ESP**. There is also personal gear such as cloaks, blankets, 24 days of rations, and 24 quarts of water in two-quart skins.

Orc Shaman: AC 18, HD 2, #At 1 weapon, Dam 1d8 (+2 with **Mace +2**) or by weapon, Mv 20', Sv F2, MI 9, XP 75

HP 15	□□□□□ □□□□□ □□□□□
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5th Level Clerical Ability:

Spells: 1st (2) **detect magic, purify food & water**
 2nd (2) **bles, find traps**

Equipment: **Plate Mail +1**, shield, **Mace +2**, **Bag of Holding**, **Cleric Scroll** with 3 spells: **find traps** (2nd), **hold person** (2nd), and **striking** (3rd).

Orc Witchdoctor: AC 11, HD 2, #At 1 weapon, Dam 1d4 or by weapon, Mv 40', Sv F2, MI 8, XP 75

HP 15	□□□□□ □□□□□ □□□□□
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4th Level Magic-User ability:

Spells: 1st (2) **read languages, light**
 2nd (2) **wizard lock, web**

Equipment: **Dagger +2**, **Dagger +1**, 4 silver daggers

4 Orc Chiefs: AC 18, HD 4, #At 1 weapon, Dam 1d8+1 or by weapon+1 (strength), Mv 20', Sv F4, MI 9, XP 240 ea.

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Equipment: Dark elf **Chain Mail +1** and **Shield +1**, Dark elf **Spear +1**

6 Orc Warriors: AC 16, HD 2, #At 1 weapon, Dam 1d8 or by weapon, Mv 20', Sv F2, MI 9, XP 75 ea.

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Equipment: Chain mail & shield, sword, axe or mace

12 Orcs: AC 14, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 30', Sv F1, MI 8, XP 25 ea.

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Equipment: leather armor & shield, spear, axe or sword.

6. BEETLE CAVERN. This cavern is dimly-lit by pockets of lava; several boiling-hot mineral streams flow through it (too shallow to matter), feeding fungi. A single cold stream nurtures fish and blind frogs. The cavern is inhabited by double-sized sized giant bombardier beetles (these are not new monsters, merely variants of common types).

8 Double-sized Giant Bombardier Beetles: AC 18, HD 4*, #At 1 bite + special, Dam 1d10 + special, Mv 40', Sv F4, MI 9, XP 280 ea.

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7. UNDERGROUND AREA. This area is empty of living beings. This sub-network has been meticulously carved from volcanic stone. The floors are smooth and flagged by varying colors of dark red, green, blue, or black marble. It is spotlessly clean.

8. WORSHIP ROOM. The floor is polished slick and smooth. In the center is a huge circle with the image of a giant spider with female humanoid features sprawled in it. It has six gem-like eyes (they look like sapphires but are colored glass).

The eight legs are sprawled about and at the end of each is a planet-like circle with an image: pentagon, circle, diamond, square, star, figure-eight, cross, and an image of three concentric circles. This design was created with carefully-cut and inlaid marble: blacks, greens, blues, etc. [The intent would be to tie these symbols in with adventures elsewhere; said adventures are not planned out and hence these generic symbols may need to be replaced by the referee].

Above the head of the image is an altar of red marble. A slab of black marble sits on the altar and is decorated with a gorgonian image (females with snaky hair) vaguely inlaid in it. There are old bloodstains on the face. The altar is flanked by three brass candelabras on each side. Each has three places for candles, but there are no candles. Instead a mystic flame of blue light burns where the candles would be. Placing a normal candle here will cause it to melt and fly at the person who does so as punishment, inflicting 1d6 damage.

On the floor in front of the altar is a single brazier of black metal (see dark elf descriptions), full of red-hot coals that burn as long as the brazier is not disturbed. They appear to be 1,000 gems of 10 gp value but are actually clear ceramic.

Attacking the altar affects the attacker and everyone associated with the attacker as follows:

- 1) Permanent loss of 1 point on a randomly-rolled ability score.
- 2) Hit points are reduced by 1d6 permanently.
- 3) Save vs. Death Ray or die.
- 4) Save vs. Petrification or turn to stone.
- 5) Loss of 1d6 x 1000 experience points. This is not an energy drain as such and will not reduce their level, but it makes it harder to gain levels.
- 6) They fly into a berserker rage for 1d6 rounds, during which they attack any allies. A save vs. Spells means they avoid this, but are occupied for that many rounds trying to conquer said rage.

Performing any of the following actions summons a being from another world (see later):

- 1) Attempting to pry the eyes from the statue or take the "gems" from the brazier.
- 2) Placing candles from room #17 on level 2 in the candelabras ignites them. See that room for a description of what the candles do.
- 2) Striking the gong with any object. Everyone in the room who is not a dark elf and fails a save vs. Spells will be deafened for 1d6 rounds.
- 3) Anointing the altar with blood, which in itself will cause wracking spasms for 1d6 points of damage to everyone in the room who is not a dark elf and fails a save vs. Spells.

Summoning a being from another world. A spidery female face appears in the air over the altar and will (upon seeing the presence of intruders) open its mouth and exhale in a rage, flooding the room with vile gargoyle/spider hybrid creatures with wings who will attempt to kill everyone, chasing down any who flee. The being then breaks the summoning and returns to whence it came. The summoned creatures can only be harmed by spells, holy water, or magic weapons.

6 Large Vile Creatures: AC 18 †, HD 8, #At claw/claw/bite, Dam 1d6/1d6/1d8, Mv 40' Fly 50', Sv F8, MI 8, XP 875 ea.

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12 Medium Vile Creatures: AC 18 †, HD 6, #At claw/claw/bite, Dam 1d4/1d4/1d6, Mv 40' Fly 50', Sv F6, MI 8, XP 500 ea.

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18 Small Vile Creatures: AC 18 †, HD 4, #At 2 claws/1 bite, Dam 1d3/1d3/1d4, Mv 40' Fly 60', Sv F4, MI 8, XP 240 ea.

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THE END OF THE SAGA (OR IS IT?)

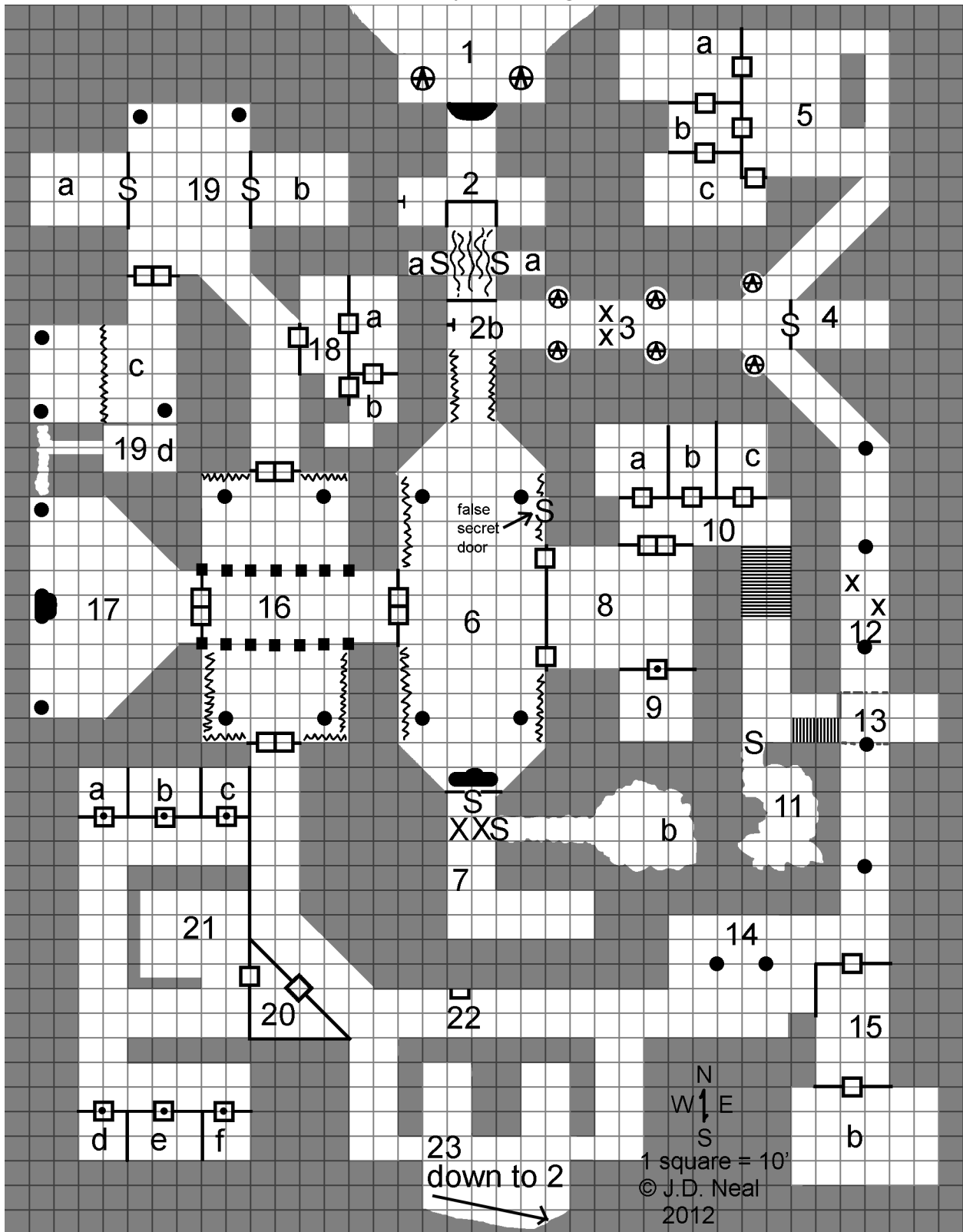
So ends the saga of the giants. Or does it? Before the party leaves the island, a tribunal of natives hurries to them. They are angry and flustered: someone has stolen their pet monkeys. That is, they have absconded with "The Great Ones", the three apes the locals worship as god-sent protectors. The tribunal shows the party a carving of three gorillas, one noticeably larger than the others. If the GM needs more information fielding any questions the players may have about "The Great Ones", they will have to read the other adventures and decide what information they wish to divulge.

It seems that the Great Ones were abducted by giants. Most notably a giant witch who left days before the PCs arrived with some of the fire giants on the island. The only clue the natives have is a piece of paper found on the scene which mentions a safe haven with the giants of the clouds.

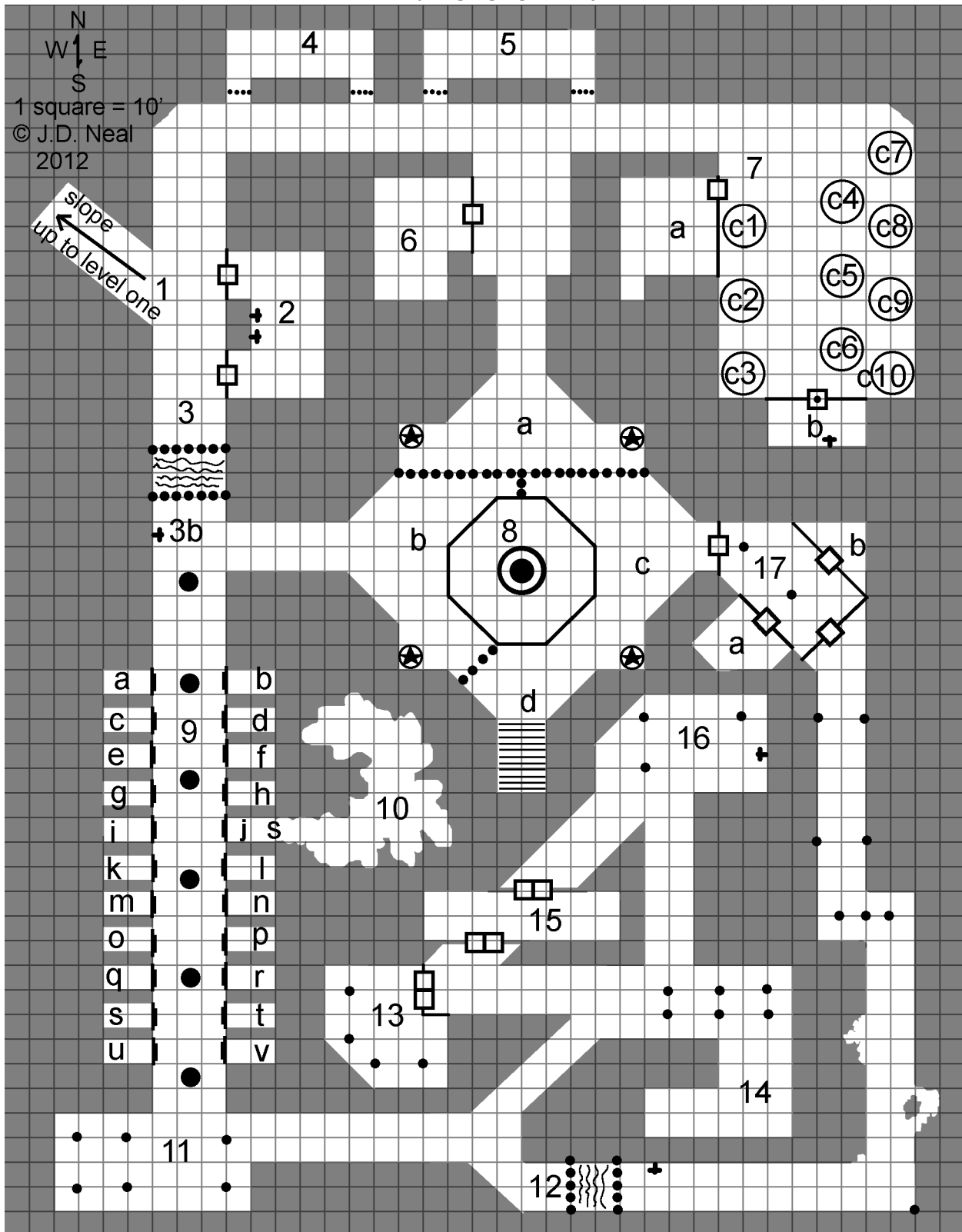
Before they can do anything else, the PCs are met by representatives of an alliance formed by some of the rulers of the land to track down the cause of the problem with giants and deal with it. Various adventuring parties are scouring the world in search of information and the culprits. The alliance is not directing these attempts (the individual groups are working on their own), they are supporting them. Thus the PCs will have future support to help uncover the mystery. It is this alliance that helps them discover the next leg of their journey, a stone bunker built into a high mountainside that is said to eventually lead to the Castle of the Cloud Giants.

If the PCs discovered the note signed by "Noi" in the royal rooms (area 19, PRIVATE ROOMS), members of the alliance can only state that it is a common name among some giant tribes. Too common to be important by itself.

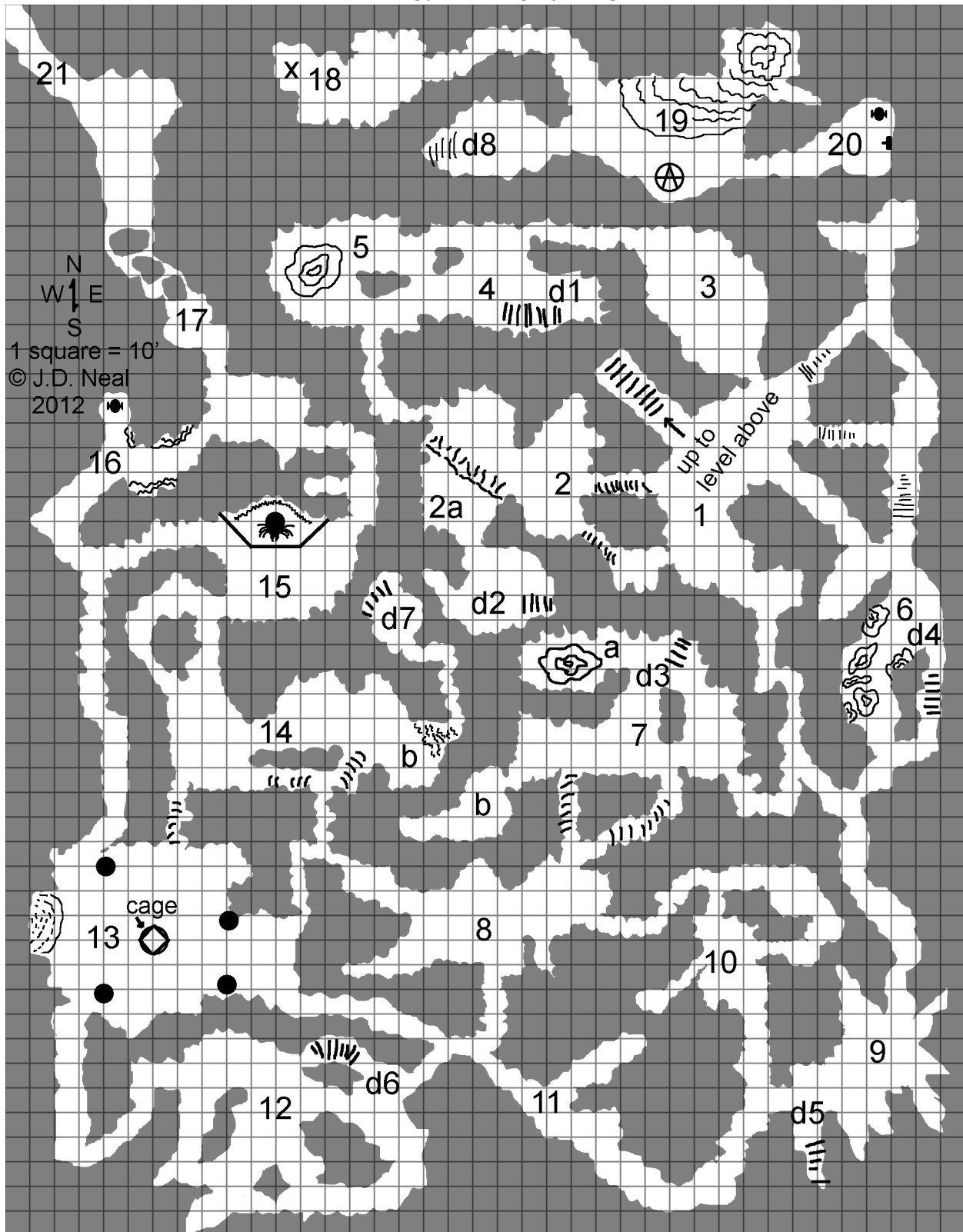
MAP 1: ENTRANCE



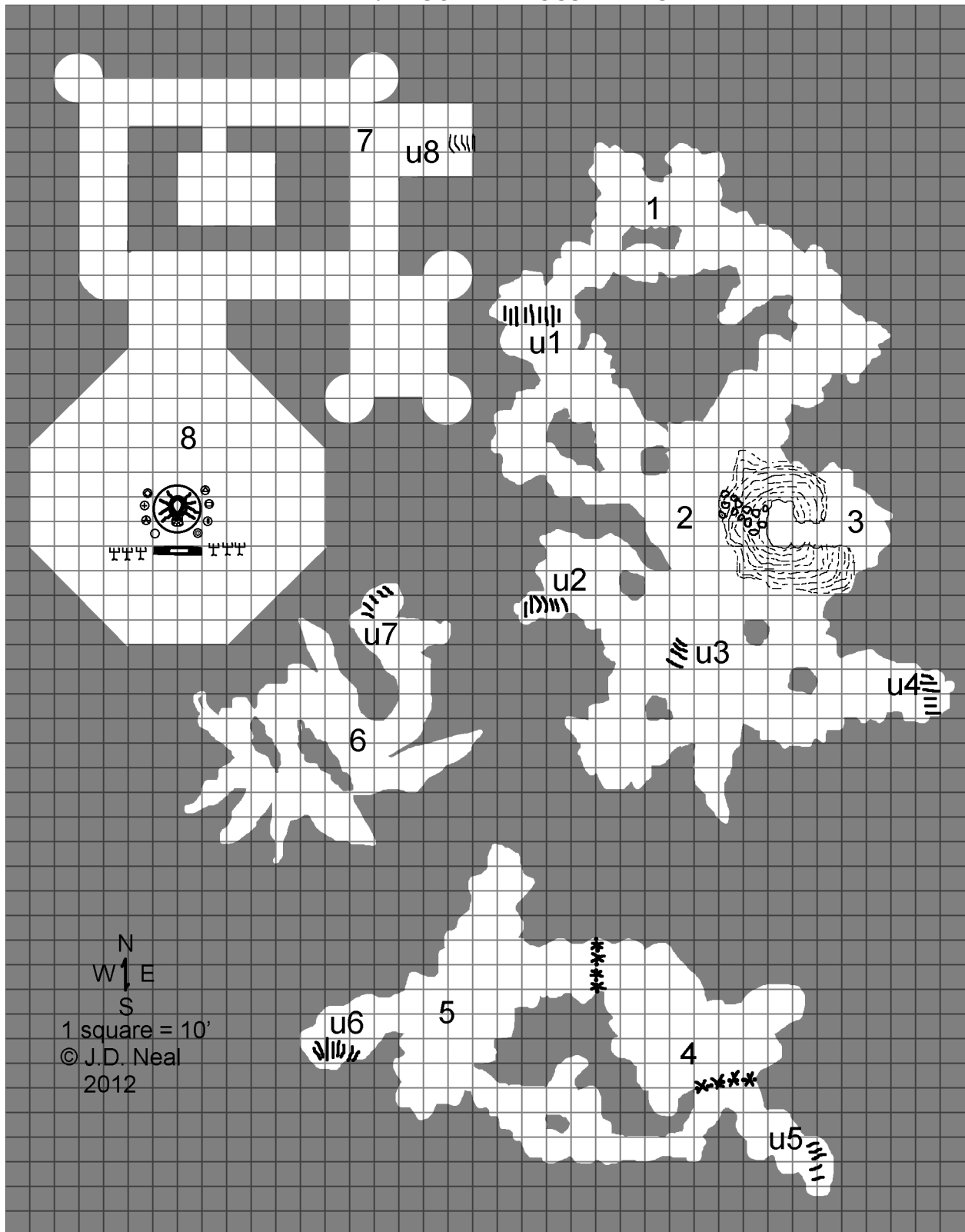
MAP 2: DUNGEON LEVEL



MAP 3: DEEP CAVERNS



MAP 4: MISCELLANEOUS AREAS



Cloud Giant Castle

Game Master's Background Information

The fire giants were defeated, their plans to conquer the lands of the small crushed by intrepid adventurers. Even support from a strange race of dark elves could not save them.

And yet, peace has not returned to the lands. Not that it was ever really peaceful, but there are rumors and events indicating that the threat is not over. The only clues lead to the imposing castle of the Cloud Giants, hidden somewhere on an island floating in the sky.

FINDING THE CLOUD GIANT'S FLOATING CASTLE: The Cloud giant's built the ground level entrance to their lair as a winding path to wear down intruders. If the players get bored or do not find (or fail to figure out how to deal with) the teleporter to the actual castle, the game master can always fast forward or have a magical entity appear with information to help them. Additional clues and other help can always be added by the GM.

The Cloud Giants

These particular cloud giants are elitist snobs. They consider barbarity and slavery to be signs of weakness and do not indulge in either. Any "slaves" and lesser beings in their domain have been brought (to their annoyance) by their guests.

Not that they are not evil. They will gladly wield their might over anyone they can.



Key to Map 1: ENTRY GROUND LEVEL

Maps 1 and 2 are part of the cloud giant's defenses. This is not so much a living space as a series of stairways which intruders must negotiate to find their way into the main castle. The cloud giants are "railroading" intruders with a "maze" of stairs and rooms, forcing them to follow a wandering path to find the main lair. **S1** through **S6** are stairwells that wind between the two levels.

1. ENTRY. The player characters will have to find some way of infiltrating the lower dungeons of the giants. They are faced by a semi-circular dome of thick stone with arrow slits and a heavy iron door that is kept shut and barred at all times. Carved into the face of the dome over the doors is the image of a huge spider. A cloud giant (in silvered plate armor and carrying a demi-lune axe with a moon-like blade) and two fire giant mercenaries (with plain axes and chain armor) are usually on guard around or near the doors at all times.

Cloud Giant: AC 19, HD 12+3* (+10), #At 1 giant weapon or 1 thrown rock, Dam 6d6 or 3d6, Mv 20' (10'), Sv F12, MI 10, XP 1,975

HP 52

2 Fire Giants: AC 17, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F11, MI 9, XP 1,670 ea.

HP 59

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1a. The cloud giant captain of the guard is usually on duty here, dressed in plate armor with a giant-sized scimitar on one hip. There are four bunks but only two heavy wooden lockers for personal goods. A single locked chest contains the payroll for the watch (1,500 gp) as well as 1 **Potion of Healing**, 1 **Potion of Gaseous Form**, and 12 **Arrows +1**.

Cloud Giant: AC 19, HD 12+3* (+10), #At 1 giant weapon or 1 thrown rock, Dam 6d6 or 3d6, Mv 20' (10'), Sv F12, MI 10, XP 1,975

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1b. Three fire giant mercenaries are usually bunked here; each has chain armor and one carries a mace while the other two have axes. There are eight bunks but only 5 heavy wooden personal lockers for gear. Among the lockers' mundane contents are 1,000 gp, 20 x 50 gp pearls, 15 x 100 gp pearls, and 4 x 500 gp garnets.

3 Fire Giants: AC 17, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F11, MI 9, XP 1,670 ea.

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2. STATUES ON GUARD. These iron statues (twice as deadly as normal living iron statues) will dismount from their bases and attack non-giant intruders, unless they are escorted by giants. The two flanking the entrance ("a" and "b") are sculpted like male cloud giants in scale armor with pole axes while the one facing it ("c") is a very lovely female giant in robes. Each wears a gem-studded silver necklace worth 1,000 gp.

3 Iron Living Statues: AC 18, HD 8*, #At 2 fists, Dam 1d12/1d12 + special, Mv 10', Sv F8, MI 12, XP 945 ea.

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3. INTERSECTION. To the north are "butlers" who greet visitors and look after those who the visitors do not (or are not allowed to) take further. The door to their chamber has a huge red spider painted on it. To the west at the end of the corridor is a stairwell leading up to the ENTRY MISCELLANEOUS map described below. Immediately to the west at "p" in the hallway are pressure plates that cause a bell to ring in the butler's room (#4) any time someone steps on them. They are so worn from constant abuse that there is only a 2 in 6 chance that each human (or smaller creature) passing through triggers them, although this roll is made each time they pass.

4. BUTLERS AND WAITING ROOM. Members of visiting parties who do not have permission to access the giant castle are kept here and guarded and served by these giants. This chamber has several large barrels of water, kegs of cheap wine, nibbles ranging from fresh boar roast to rich iced pastries, cots, chairs and tables. Two large brass bells are set in the wall with machinery to drive them and will ring when the pressure plates described in room #3 are stepped on.

If the party does not deal with these giants directly and somehow detect and slip past the pressure plates, there is a chance they will discover the intrusion and track down the party once it comes time for their relief to arrive.

One fire giant usually lounges with his boots on a locked chest containing 2,000 gp and 3,000 ep (the key is in his left boot). In addition, each hill giant has a single 500 gp piece of jewelry.

6 Hill Giants: AC 15, HD 8, #At 1, Dam 2d8, Mv 30', Sv F8, MI 8, XP 875 ea.

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2 Fire Giants: AC 17, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F11, MI 9, XP 1,670 ea.

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5. SPIDERS. Dust covered cobwebs have engulfed this area. A torch or such will burn a few feet of them at a time but not all of them. The litter of bones and husks from previous victims includes: 800 gp, 2,800 sp, and 15 gems (10 x 10 gp value and 5 x 100 gp).

8 Giant Tarantula Spiders: AC 15, HD 4*, #At 1 bite, Dam 1d8 + poison, Mv 50', Sv F4, MI 8, XP 280 ea.

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6. HEAVY STEEL BARS. Heavy steel bars block this hall. They are 1' thick and no more than 1' apart.

7. STEPS UP. The steps go up to the second level. Three chimeras are chained to the wall (but can break free if attacked or strangers try to pass by). Each is branded on one hip with a spider symbol.

3 Chimeras: AC 16, HD 9** (+8), #At 2 claws/3 heads + special, Dam 1d4/1d4/2d4/2d4/3d4 + special, Mv 40' (10') Fly 60' (15'), Sv F9, MI 9, XP 1,225 ea.

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8. GUARD CHAMBER. A filthy chamber that reeks of sweat and rubbish, its only redeeming feature is a switch that operates the steel bars at room #6. That is, if one can get past the slavering, always-enraged two-headed monsters that guard it (and at least one head of which is always awake). Their pay is stashed in coarse hide bags hidden under a pile of fire wood: they contain a total of 9,900 gp and 1,800 ep.

3 Ettins: AC 18, HD 13 (+10), #At 2 weapons, Dam by weapon type, Mv 30', Sv F13, MI 7, XP 2,175 ea.

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9. GUARD CHAMBER. Hidden behind a secret door is a slavering ettin which will come bursting out if the switch in room #10 is in any way tampered with, after waiting 2 rounds for the poison gas to weaken and dissipate. The bell that alerts it is on the wall on the south side of the door. It lives in a squalid chamber which includes numerous clay jars with beer or water, various dried corpses, roots and greens, and crude furniture consisting of saplings tied together. A hide curtain cordons off the northwest area where sleeping furs are sprawled. Its pay of 3,400 gp can be found in a wormy, rotten hide bag.

Ettin: AC 18, HD 13 (+10), #At 2 weapons, Dam 2d6/2d6, Mv 30', Sv F13, MI 7, XP 2,175

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10. CHAMBER WITH SWITCH. The switch on the wall is a trap; pushing it in any direction releases poison gas into the entire western 30' section of this chamber. Everyone inside must save vs. Poison or take 2d6 points of damage. It also rings a bell in room #9, alerting the occupant there.

11. PETS. The giants have created a burrow here for their pet purple worms which they keep well-fed. The worms can come and go through several areas of softer ground, but do not leave a tunnel in doing so (they slide through soft earth like a fish). The exits of the room are blocked by massive iron bars (1' thick and no more than 1' space between them) that have to be swung up with great effort. Coins and one gem are scattered around the room as if tossed there for luck: 2,000 gp, 5,600 ep, 3,000 sp, 1,200 cp, and 1 gem (100 gp value). The chute in the entry for #24t on the level above discharges at "c".

3 Purple Worms: AC 16, HD 11* (+9), #At 1 bite/1 sting, Dam 2d8/1d8+poison, Mv 20' (15'), Sv F6, MI 10, XP 1,670 ea.

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12. STEPS UP. The steps go up to the upper level. The secret door in the west wall of this hallway behind the pillar opens when pushed on, swinging inward. It is 12' wide by 20' tall.

13. SECRET ROOM. The giants in this room are tasked to keep a watch and listen for intruders and burst out to attack (from the rear if possible) as best they can. The room is furnished with two tables, six chairs, a barrel of water, a keg of wine, two large kegs of beer, a bag with bread, and a leather bag with dried meat.

A secret compartment in the floor under a table may be found as a secret door; once found the flooring can be pried up. Inside is a bag with: 2,000 gp, four pieces of jewelry (worth 1,000 gp), 1,000 gp, 1,500 gp, a **Potion of Gaseous Form**, and a **Map to Treasure Type E** (3,600 sp, 1,300 ep, 1,400 gp, **Potion of control undead**). *Note that the GM must decide where to place the treasure referenced by the map. It need not be found in this adventure area.*

3 Cloud Giants: AC 19, HD 12+3* (+10), #At 1 giant weapon or 1 thrown rock, Dam 6d6 or 3d6, Mv 20' (10'), Sv F12, MI 10, XP 1,975 ea.

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14. ROOM OF MULTIPLE DOORS. Four cloud giants will accost anyone entering this room that they do not recognize. They have 1,200 gp in jewelry and 2 **Potions of Cloud Giant Strength**.

The doors in this room all look like magic portals, each displaying what looks like a wilderness scene as viewed through a window. They have various effects:

- a. This "portal" reveals a glade scene, with a pool of water surrounded by grass and trees. Clouds drift past behind the trees at eye level. It is just a door; anyone trying to walk through it bumps into it. There is a latch hidden behind the illusion, which can be found if a character feels around the door.
- b. This portal shows a castle on a tall mountain peak. Stepping into it teleports the recipient to room #3 on this same level.
- c. This portal shows another stony castle on a mountainside on the edge of a cliff. Stepping into it has no effect except that the recipient passes into the empty room behind it as if passing through an illusory wall.
- d. **Secret Door.** This secret door allows access to the stairway that leads to the level above. It is hinged on the east end and swings in and out at a push; it closes on its own unless held open by some obstructive means.

4 Cloud Giants: AC 19, HD 12+3* (+10), #At 1 giant weapon or 1 thrown rock, Dam 6d6 or 3d6, Mv 20' (10'), Sv F12, MI 10, XP 1,975 ea.

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15. STEPS UP. Steps go up to the miscellaneous level.

15a. GUARDS. A table, four bunks, and three chairs furnish this room. There is a small stove on which a stew pot bubbles and one table is set with plates, cups, and spoons; two giant ceramic jars contain wine and beer. A row of mugs rest on a shelf. It is lit by a **continual light** spell cast onto an iron fixture overhead. The fixture can be closed off to dim the light by turning a small knob beside it. Stashed inside one mug is a bag with 60 x 100 gp gems and 100 gp in coins.

4 Cloud Giants: AC 19, HD 12+3* (+10), #At 1 giant weapon or 1 thrown rock, Dam 6d6 or 3d6, Mv 20' (10'), Sv F12, MI 10, XP 1,975 ea.

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16. TRAPPED DOOR. This door is not locked and will open easily, but opening it without pushing the handle down first releases a massive axe that arcs across the hall in front of it, attacking everyone in that square with a +8 attack bonus and doing 4d6 points of damage with a hit.

17. TRAPPED DOOR. This door is **wizard-locked** (by an 11th level Magic-User), locked by a common lock, and trapped. If anyone opens it without pushing a hidden knob in the frame over the center, they release a cloud of insects from a cage overhead. The room that it opens into is full of storage barrels with little of value.

Insect Swarm: AC 13, HD 4*, #At 1 swarm, Dam 1d3 (double against no armor), Mv 10' Fly 20', Sv N/A, MI 11, XP 280

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18. TRAPPED DOOR. This door is both locked and stuck; it takes at least 60 points of Strength to wedge it open and doing so will releases a massive axe that scythes across the hall in front of it, attacking everyone in that square with (AB +8; 4d6 points of damage).

19. ILLUSORY EXIT. Chairs and tables provide a place to rest for the guards in this room: each wears scale armor and carries either a gigantic scimitar or war hammer. Each giant has 500 gp for pocket change and 500 gp worth of jewelry.

What appears to be long stairways going far down to the east are in fact illusions; those who fail to disbelieve them and fail a save vs. Spells will "walk" down them for 1d6 turns before bumping into the far wall and realizing where they are.

6 Cloud Giants: AC 19, HD 12+3* (+10), #At 1 giant weapon or 1 thrown rock, Dam 6d6 or 3d6, Mv 20' (10'), Sv F12, MI 10, XP 1,975 ea.

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Key to Map 2: ENTRY UPPER LEVELS

S1 through **S6** are stairwells that wind down to the same stairwells on the level below.

20. EMPTY ROOM. This large room is empty. A single, stout iron-bound wooden door provides an exit and stairs lead down to the level below.

21. FOYER. About a dozen giant-sized wooden chairs are arranged along the circular wall of this room. To the north, a row of three-foot thick iron bars (as shown on the map) are usually down, blocking access to the steps that lead down to the level below. Each giant occupying this room has 1,000 gp in jewelry, preferring necklaces and bracelets.

6 Cloud Giants: AC 19, HD 12+3* (+10), #At 1 giant weapon or 1 thrown rock, Dam 6d6 or 3d6, Mv 20' (10'), Sv F12, MI 10, XP 1,975 ea.

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22. SWITCH ROOM. A single lever is mounted on one wall in this room. It is in the down position; pushing it up opens the false wall to the north (marked "f") releasing the lions there to attack anyone in the room. The lions are kept in "a", which contains offal, bowls of water, and bones, but little else. Pushing it down and then pushing it left raises the iron bars that block access between room #21 and the stairwell (#s2) to the north. Pushing it right from the down position lowers them. Pulling it out causes a secret compartment underneath it to pop open revealing a fine red-and-green flower motif silk bag (worth 100 gp)

with: 30 x 100 gp gems, a **Ring of Protection +2**, **Scroll of Protection from Undead**, and a **Potion of Fire Resistance**. The giant on guard here is wearing 10 pieces of jewelry worth 200 gp each

Cloud Giant: AC 19, HD 12+3* (+10), #At 1 giant weapon or 1 thrown rock, Dam 6d6 or 3d6, Mv 20' (10'), Sv F12, MI 10, XP 1,975

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6 Lions: AC 14, HD 5, #At 2 claws/1 bite, Dam 1d6/1d6/1d10, Mv 50', Sv F5, MI 9, XP 360 ea.

HP 31 □□□□ □□□□ □□□□ □□□□
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23. EMPTY ROOM. Stairs lead down to the level below.

24. RESIDENCE. Bunks, tables, and chairs furnish this room. A single writing desk with a chair is beside the doorway; the papers atop it and the ink in pots beside them are mundane. One stack of filled-out papers contains the watch list, bonus pay marks, which guards are on sick leave, and other management drudgery.

Underneath the table is a button about two inches in diameter (hard to miss if looking under the table with a torch or lantern for light). The button is currently "out" and can be pushed in. Pushing it causes a satisfying *click!* and it will stay in. If it is pushed while in, the *CLICK!* is louder as if resetting and it pops back out. It will go back and forth between the in and out positions no matter how often it is pushed. The GM should roll 1d6 and write down the result every time it is pushed in, for later reference (see the entry #24† trap below).

The occupants of this room are part of the routine watch. Each cloud giant has 1,000 gp in jewelry. There is a puzzle-locked jewel box with 30 x 100 gp of gems and 3 x 1,000 gp pieces of jewelry in it; the lid has a poisoned needle trap in it and the contents are covered by an odorless, clear contact poison (which can be washed off by wine

or such). A puzzle-locked chest contains coins to pay off mercenaries (3,000 gp, 1,300 ep, and 3,300 sp) and 12 **Arrows +1** kept as a special prize incentive. The chest itself is a trap whereby anyone opening it except with the correct puzzle combination or a thief's open lock ability causes it to fly apart, attacking everyone within 20' with a (AB +8; 1d12 points of damage). Puzzle locks are opened by twisting, pushing, or moving the knobs and sliders in the right combination and not via keys.

3 Cloud Giants: AC 19, HD 12+3* (+10), #At 1 giant weapon or 1 thrown rock, Dam 6d6 or 3d6, Mv 20' (10'), Sv F12, MI 10, XP 1,975 ea.

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24a. STORAGE. A storage room with barrels of water, boxes of food, sacks of grain, water, bed clothes, and minor items.

24t. CHUTE TRAP. This trap is disarmed via the button in rooms #24 or #25: pushing it in and making it pop out has no effect (in the description of rooms #24 and #25 the GM is told to roll 1d6 and record the result every time the button is pushed, which is just to mess with the players if they are prone to fiddling with things too much). The proper method of disarming the chute trap is to pull the button out with force (a minimum Strength of 18 is required) and then twist it (it moves one direction, counter-clockwise). Twisting it back into place and pushing it back in re-arms the trap.

The trap here is by default armed and ready. It will trigger when three or more people cross over it (around 500 pounds or more weight), the floor splitting down the middle. Anyone wary of such a trap would have to make an Initiative roll (1d6 penalized by -1 for a heavy burden versus 1d6 for the trap) and get the highest score to leap away, if they are near the edge of the trap. Victims will go sliding down a chute to land atop a purple worm in room #11 on the level below (randomly roll for which one).

25. WEASELMASTER RESIDENCE. An eccentric cloud giant has made pets of giant weasels. Each weasel wears a leather collar studded with small diamonds worth 750 gp. Each giant has 500 gp in personal funds. Hidden behind a rack of dead rats on the west wall is a button that functions similarly to the one in room #24 above.

Cloud Giant: AC 19, HD 12+3* (+10), #At 1 giant weapon or 1 thrown rock, Dam 6d6 or 3d6, Mv 20' (10'), Sv F12, MI 10, XP 1,975

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2 Fire Giants: AC 17, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F11, MI 9, XP 1,670 ea.

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4 Giant Weasels: AC 17, HD 5, #At 1 bite + hold, Dam 2d4 + 2d4 per round, Mv 50', Sv F5, MI 8, XP 360 ea.

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26. STEPS DOWN. Steps lead down to the level below. Tables, beds, and chairs provide furnishings for the guards who monitor traffic through this room. Each giant wears 1,000 gp in jewelry.

2 Cloud Giants: AC 19, HD 12+3* (+10), #At 1 giant weapon or 1 thrown rock, Dam 6d6 or 3d6, Mv 20' (10'), Sv F12, MI 10, XP 1,975 ea.

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27. MEETING ROOM. A room with four long tables, a dozen chairs, and a podium. Three cloud giants have retreated to this room to mock their superiors and goof off. Each has 500 gp pieces of jewelry.

3 Cloud Giants: AC 19, HD 12+3* (+10), #At 1 giant weapon or 1 thrown rock, Dam 6d6 or 3d6, Mv 20' (10'), Sv F12, MI 10, XP 1,975 ea.

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28. HALL WITH FOUR IRON STATUES. The iron statues in this hallway are somewhat grotesque caricatures of humans in spiky armor with exotic weapons. Unless they are attacked, these statues are usually harmless (there is a 1 in 6 chance that any non-giant hiding behind them or otherwise getting too close will be attacked by that one; check each time someone gets too close). If one or more are attacked, they all animate and fight back. Each statue is animated by the assistance of a spell locked in a large, silvery 500 gp pearl, which can be recovered from the ruins if the statue is destroyed (the spell fades when each statue is destroyed). The armor of one is usable (**plate mail +1**), and the other three have items within their steely bodies: a **wand of secret door detection**, a **potion of control giant**, and a **cursed scroll**.

4 Iron Living Statues: AC 18, HD 4*, #At 2 fists, Dam 1d8/1d8 + special, Mv 10', Sv F4, MI 12, XP 280 ea.

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29. TEMPLE. A large, elaborate temple with four statues of giant gods (two male, two female). The walls are decorated by lurid paintings of giant spiders offset with gems. Treasure to be found includes decorative gems: 50 x 100 gp jade stones, 100 x 100 gp pearls, and 20 x 500 gp aquamarine. On the west wall (at "m") is a mural of indistinct

nature formed by coins glued to the wall: scavengers can recover 100 pp, 2,000 gp, and 4,000 cp. If left undisturbed and studied, it will become apparent that it is a map to some distant region of ocean.

There is a smoldering fire pit in front of the statues. The rim of raised red and green marble blocks has been edged with many ancient giant runes which (given some skill at decoding ancient languages) have something to do with magic. The fire pit will be revealed as magical if said spell is used.

If a battle takes place and the giants begin to lose, survivors will flee here and head for the fire pit. Each utters a guttural word, throws a gem into the pit (which disappears in a puff of smoke) and steps into the fire. A loud musical sound erupts and the giant disappears in a shimmer of light. As many of the giants will exit this way as possible.

The fire pit is a magic portal that allows access to **Map 3: Cloud Giant's Floating Castle**. See "USING THE TELEPORT" in the introduction for that map for further details on accessing the castle.

If any player character understands and remembers the words the giants are speaking (roll under their intelligence score with a d20) and steps inside the teleport, they wind up in an iron cage floored with sharp stakes atop the fire pit in room #13. (GREAT MEETING HALL on said map). Failure to remember the correct wording results in a mile high plummet through clouds to smash into the ground.

30. PRIEST ROOM. The first room is a living room. If the priest is attacked, he whistles and the two lions from room #30a come rushing to help (the door is unlatched and they can push it open). His golden holy symbol features a giant spider and is bejeweled with 30 x 100 gp beads of lustrous crimson coral.

Cloud Giant: AC 19, HD 12+3* (+10), #At 1 giant weapon or 1 thrown rock, Dam 6d6 or 3d6, Mv 20' (10'), Sv F12, MI 10, XP 1,975

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30a. PRIEST'S BEDROOM. Furnished with a simple bed. A collection box holds 1,200 cp and 4,700 sp. A red silk jacket with 20 pearls (value 2,500 gp; 500 for the silk and 100 gp per pearl) hangs on a wooden clothing horse.

2 Lions: AC 14, HD 5, #At 2 claws/1 bite, Dam 1d6/1d6/1d10, Mv 50', Sv F5, MI 9, XP 360 ea.

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30b. LOCKED STOREROOM. The door is locked by a very clever mechanical lock. The lock itself has a needle trap and the door is positioned over a small hole in the center; unless something like a slip of paper is slid over the hole, opening the door releases gas filling the square it is in and each one on either side with gas: all persons therein must save vs. Poison or take 3d6 points of damage.

A locked coffer contains gem studded vestments (23 gems worth 100 gp each), a ceremonial whip with a golden handle (weighs 1 pound; worth its weight in gold pieces) encrusted with 10 garnets worth 100 gp each, and six holy symbols from foreign faiths (each containing a central gem worth 100 gp) captured in battle. Hidden in a loose section of flooring under the bed is a second locked coffer containing 4 pieces of jewelry worth 3,000 gp each, 6,000 gp, 7,000 ep, 1,100 cp, and 200 more gems (50 gp value each).

31. EMPTY STORE ROOM. Nothing here but three water barrels, a barrel of salted pork, six empty barrels, and several blankets in a pile tied by a leather strap.

32. RESIDENCE. 4 sleeping giants are in this room. Each door has a brass bell hung high on its inward face; the bells ring loudly unless the doors are opened slowly and carefully. Their possessions include 200 cp, 800 sp, 400 ep, 5 pieces of jewelry worth 2,000 gp each, and 6,000 gp in personal treasures.

2 Cloud Giants: AC 19, HD 12+3* (+10), #At 1 giant weapon or 1 thrown rock, Dam 6d6 or 3d6, Mv 20' (10'), Sv F12, MI 10, XP 1,975 ea.

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2 Fire Giants: AC 17, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F11, MI 9, XP 1,670 ea.

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33. EMPTY RESIDENCE. The main door is locked. Once it is unlocked, lifting the latch frees it to swing it open, but also causes rocks to fall from the ceiling in the square in front of it (AB +3 (+5 against anyone without a helmet); Damage 1d6). The safe method of opening it is to push the latch down.

Chamber **#33a** is the living area and **#33b** is the bedroom.

34. STEPS DOWN. A stairwell leads down to the level below.

Key to Map 3: Cloud Giant's Floating Castle

See also the Players' Map for this area.

The cloud giants have used their magic to rip up a chunk of ground that was once part of a human castle and cast it into the air, floating it upon a bed of clouds that obscures it from the ground. They rely on inaccessibility and flying guards to fend off unwanted visitors.

USING THE TELEPORT: No one really knows where the castle is! The only feasible access for the PCs is through the teleport in the temple room in the entry dungeon above. Use of the portal, let alone any sort of visual device or teleportation, meets great resistance from the east end of the island. The safest location to pass through is on the very tip of the west-end of the island.

This access is also the PC's lifeline: when beat up and in need of rest they will have to retire back to the west-end of the castle ground and trigger a magic signal (crushing one of a dozen enchanted 10 gp gems they have been given). Wizards on the other side will bring them back to the temple.

The giants know they are being attacked, but the very magic that makes it hard to find the castle makes it hard for them to find where and when the attackers arrive. The giants seem to be cut off from the outside world by a lack of access to the temple, or at least they make little effort to flee the castle.

OPEN TERRAIN: Keep in mind the ability of local residents to see and hear over longer ranges than in dungeons. Likewise the effects of terrain on spells. A **lightning bolt** would likely be heard all across the castle grounds, while **fire ball** spells have a chance of setting fire to grass or the underbrush and cause smoke plumes.

The general grounds are patrolled by dire wolves (see #4) and giant eagles (see #11). The GM can place survivors from previous modules in the Saga in various locations to bulk up the defenses.

Some of the buildings are given in detail on **Map 4: Select Buildings on The Castle Grounds**. Unless stated otherwise, all furnishings inside the buildings are wooden and giant-sized.

CEILINGS: Ceilings are 30' high, unless otherwise noted.

DOORS: The exterior doors are 25 feet tall and 10 feet wide, built from three-foot thick wood supported by steel bands riveted in place. They can be barred from inside. On each side is a wooden brace with an iron hook intended for hanging lanterns. Inner doors are 18 feet tall and 8 feet wide, built of heavy wood 2 feet thick and braced by iron. They can be barred from the inside.

FLOORS: The floors are usually flagstone on lower levels and heavy wood on any upper levels.

DESIGN NOTE: *I got tired of dungeons. While the outdoor area (as given) has logic holes, my attempts to make it more "logical" resulted in pretty much another grinding dungeon, so I left it loose and "illogical", with the hope that the players will have fun skulking around above ground, hiding in the woods, sneaking around, going building to building in search of the culprits in charge to end the saga.*

Wandering Monsters

Roll 1d6 once per hour; a roll of a 1 or 2 indicates an encounter. Roll 1d6 again on the table below to determine what sort of encounter occurs. The GM should feel free to add a check now and then as desired, such as if the characters are making a lot of noise.

1	1d4 Fire Giants (from various locations)
2	1d8 Dire Wolves (from area #4, the kennels)
3-4	1d6 Cloud Giants (from various locations)
5	1d6 Dire Wolves + 1d3 Cloud Giants (from various locations)
6	2d6 Giant Hawks who have nested in the various wooded plots (see below)

2d6 Giant Hawks: AC 14, HD 4, #At 1 claw or bite, Dam 1d6, Mv Fly 150' (10'), Sv F4, MI 8, XP 240 ea.

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6 Fire Giants: AC 17, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F11, MI 9, XP 1,670 ea.

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Dungeon Key

1. OUTER GATES. From this point onward the ground slopes up towards area #2. This was once the outer (lower) gates of the human castle. The inner floors of the towers were too frail for the giants so they gutted them to make them over into a single-story tower, adding a giant-sized ladder to climb up to the reinforced roof where they can hurl boulders from a stockpile there. Each tower houses 3 fire giant mercenaries: Each giant has 300 gp in pocket change on their person. Each tower has a solid iron, heavy duty puzzle-locked pay box containing 3,000 gp. There is no key to the puzzle locks; one has to either know the correct combination of pushes and pulls and turns or beat the chest open (a Thief's Open Locks ability comes in handy).

2. MAIN GATES. Two thick square towers sandwich the massive gates to what was once the main walls of the castle. As with the towers at #1, the giants gutted the interior, transforming them into single-story structures. They installed a giant-sized ladder inside to allow them to climb to the top and hurl boulders from a pile of huge rocks stacked there. The doors on each tower are usually propped open so that the three giants inside each tower can watch the gate. There is a brass bell inside that they can ring to sound an alarm. The giants often sit on stools at a table with their feet propped up. There are 6 golden 5-gallon mugs encrusted with small gems worth 1,000 gp each (much less if picked apart or damaged) and each giant has a purse with 300 gp and 5 x 100 gp gems.

6 Cloud Giants: AC 19, HD 12+3* (+10), #At 1 giant weapon or 1 thrown rock, Dam 6d6 or 3d6, Mv 20' (10'), Sv F12, MI 10, XP 1,975 ea.

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3. OLD TEMPLE, NOW A BLACKSMITH FORGE. A foot path leads down to what was once a human temple but has since then been converted to a smithy by the giants. Two guards are always ready in a common room containing a fireplace for cooking food, several tables, a dozen chairs, cots, a keg of ale, and various pieces of gear hanging from the ceiling.

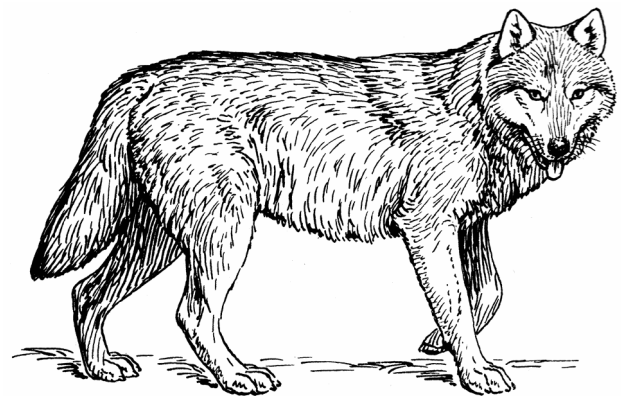
The northern end around the basilica contains the smith shop with three forges. Piles of iron ore are heaped in wooden stalls, bags of coal, barrels of water and oil, hammers, and other tools lie about. There is a small keg of nails and tacks of various sizes and bits of hardware (such as door hinges and latches). The smith is usually here with assistants working on tools or iron hardware for the local giants. Two barrels of water and three barrels of salt pork are kept in the corners. Wooden doors open into the southern end, which has bunks and several personal storage lockers full of odds and ends. The back of one can be ripped out to reveal a simple wooden box containing: 12,000 gp, 1,200 cp, a **Hand Axe +1, +3 vs. Lycanthropes**, a **Scroll of Protection from Elementals**, a **Scroll of Protection from Magic**, and an **Amulet of Proof Against Detection and Location**.

4 Cloud Giants: AC 19, HD 12+3* (+10), #At 1 giant weapon or 1 thrown rock, Dam 6d6 or 3d6, Mv 20' (10'), Sv F12, MI 10, XP 1,975 ea.

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2 Cloud Giant Guards: AC 19, HD 12+3* (+10), #At 1 giant weapon or 1 thrown rock, Dam 6d6 or 3d6, Mv 20' (10'), Sv F12, MI 10, XP 1,975 ea.

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4. KENNELS. This area (and #5 below) is covered in a thick fog wafting up slowly from the pool at #8. These wooden kennels are home to the two dozen dire wolves that patrol the area inside the castle grounds and are used as hunting hounds by the giants. Their living space is surrounded by bones of all sorts, mainly bugbear and ogre, many fresh and with flesh on them. If the player characters interrogate any giant or listen in to conversations they will find that the cloud giants forced the fire giants to get rid of their slaves to reduce the chance of spies, which is one of their theories as to why the other giant strongholds have fallen.

24 Dire Wolves: AC 14, HD 4, #At 1 bite, Dam 2d4, Mv 50', Sv F4, MI 9, XP 240 ea.

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5. BARRACKS. (See Map 4: SELECT BUILDINGS ON THE CASTLE GROUNDS). This area (along with #4 above and #6 below) is covered in a thick fog wafting up slowly from the pool at #8. This structure is home to many of the castle troops. The main door opens into the common room ("a"), which has tables and chairs for the soldiers, and a fireplace for cooking food and warmth in winter. A dozen giant-sized spears and polearms are stacked in a rack near the door.

7 Cloud Giants: AC 19, HD 12+3* (+10), #At 1 giant weapon or 1 thrown rock, Dam 6d6 or 3d6, Mv 20' (10'), Sv F12, MI 10, XP 1,975 ea.

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There are three bunk rooms (b1, b2, and b3), each with giant-sized double-bunks, along with bags hanging on the wall.

Hidden under a loose floorboard in one room (b1) is a sack containing a giant snake and treasure: 1,100 gp, a **Magic-User Spell Scroll (sleep, dispel magic, passwall, fireball)**, **Potion of Invisibility**, and 8 x **Shortbow Arrows +3**.

Python: AC 14, HD 5*, #At 1 bite/1 constrict, Dam 1d4/2d4, Mv 30', Sv F5, MI 8, XP 405

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Officer's Quarters (c). A table, desk, two beds, and four chairs furnish a room reserved for officers of the guard. Two giants sit at a table, throwing dice and playing cards at the same time. The giants have 600 gp, 311 ep, 424 sp, and 999 cp among them. There is a potted plant (a large green tree) in front of the window. It rests atop a secret compartment in which are three bags containing 4,500 gp, 2,300 sp, 1,400 cp, and 2,000 gp in jewelry.

2 Cloud Giants: AC 19, HD 12+3* (+10), #At 1 giant weapon or 1 thrown rock, Dam 6d6 or 3d6, Mv 20' (10'), Sv F12, MI 10, XP 1,975 ea.

HP 93

 68

ARMORY (d). A locked door leads into a windowless room containing a collection of giant-sized weapons, three dozen boulders, and barrels of hard tack and dried meat. The local payroll is kept in two puzzle-locked trunks: 19,400 gp, 5,400 sp, 1,200 cp, 5 pieces of jewelry (3 x 600 gp, 6 x 1,000 gp, 2 x 1,200 gp, 2 x 1,500 gp), and 10 x 500 gp gems. Another one, smaller than the rest, contains six **Potions of Healing**, a **Ring of Fire Resistance**, and a **Magic-User Scroll (fireball)**.

6. BARRACKS. (See Map 4: SELECT BUILDINGS ON THE CASTLE GROUNDS). This area is covered in a thick fog wafting up slowly from the pool at #8. A two story building with thick walls of granite blocks resides here (stone stairs allow access between the floors inside it). All doors are heavy duty siege doors and can be bolted and barred from inside. There are no windows on the bottom floor.

In the area outside the front of the building, two cloud giants have a pile of boulders and are hurling them at wooden targets they have set up at a distance.

2 Cloud Giants: AC 19, HD 12+3* (+10), #At 1 giant weapon or 1 thrown rock, Dam 6d6 or 3d6, Mv 20' (10'), Sv F12, MI 10, XP 1,975 ea.

HP 57

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The east door on the front is trapped with a stunning rune whereby anyone but a cloud giant officer or nobility must save vs. Spells or be knocked down for 1d3 rounds. It can do this repeatedly, but it does not inflict any major trauma, as it is intended to drive off pesky "underlings". The door opens into the officer's quarters.

Officer's Quarters (a). The officer of the guard is busy at a table writing out a roster and inventory. She wears scale armor and carries both a giant-sized sword and warhammer. She has a change purse with 70 gems worth 100 gp each inside. Hung on her belt is a golden key with three diamonds that works the lock on the armory (room "c") and is worth 1,600 gp as artwork in itself. She has common keys for the iron chests there.

Cloud Giantess: AC 19, HD 12+3* (+10), #At 1 giant weapon or 1 thrown rock, Dam 6d6 or 3d6, Mv 20' (10'), Sv F12, MI 10, XP 1,975

HP 68

There are several adjoining **bunk rooms (b1** through **b4)**, each with two sets of wooden bunks. Sleeping in one bunk room (**b2**) are two cloud giants. Their chain armor and massive silver-studded war clubs are hanging from the end of their bunk furthest from the door. Another (**b3**) is currently being used as a store room for old clothing, and tools: axes, hammers, saws, and shovels. In the third, three sets of twin bunks line the opposite walls but are unused. Under each set are two empty wooden lockers.

2 Cloud Giants: AC 19 or 13, HD 12+3* (+10), #At 1 giant weapon or 1 thrown rock, Dam 6d6 or 3d6, Mv 20' unarmored 40' (10'), Sv F12, MI 10, XP 1,975 ea.

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A locked, heavy-duty security door opens into an **armory (c)**: inside it are three dozen spears used for ballistas (which are not present), 2 dozen boulders, six barrels of salted pork, and six barrels of water. Two locked iron chests hold: 2 x 1,500 gp piece of jewelry, 31,800 gp, 2000 ep, and 18,500 sp

Common room (d) with three tables, six chairs, and two twin sets of bunks, all pushed aside to leave the center empty. A wooden barrel sits in one corner, full of water. A single giant sits at a table wolfing down the greasy parts of a fried giant bird. The giant wears scale armor and has a massive mace at its hip.

Cloud Giant: AC 19, HD 12+3* (+10), #At 1 giant weapon or 1 thrown rock, Dam 6d6 or 3d6, Mv 20' (10'), Sv F12, MI 10, XP 1,975

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Upper level common room (e). This room has three tables, six chairs, and two twin sets of bunks, all pushed aside to leave the center empty. A wooden barrel sits in one corner, full of water.

Upper level bunk room (f). Sleeping in one set of the two sets of wooden bunks here are two cloud giants. Their chain armor and gigantic swords are hanging from the end of their bunks.

2 Cloud Giants: AC 19 or 13, HD 12+3* (+10), #At 1 giant weapon or 1 thrown rock, Dam 6d6 or 3d6, Mv 20' unarmored 40' (10'), Sv F12, MI 10, XP 1,975 ea.

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Upper level bunk room (g). While this room has two sets of twin bunks, it is currently being used as a store room for old clothing and tools: axes, hammers, saws, and shovels.

Upper Level common room (h). Six quivers of giant-sized arrows are hanging along the wall, alongside three giant long bows (2d8 damage, range 100/200/300') for firing out the windows. A single giant sits at a table wolfing down greasy parts of a fried giant bird while a second belches and drinks strong beer from a golden chalice set with gems (5 gallon capacity; 1,000 gp value). Both giants wear scale armor and carry a many-tined mace at its hip.

2 Cloud Giants: AC 19, HD 12+3* (+10), #At 1 giant weapon or 1 thrown rock, Dam 6d6 or 3d6, Mv 20' (10'), Sv F12, MI 10, XP 1,975 ea.

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Upper level bunk rooms (i). Three sets of twin bunks line the north and south walls of these rooms, but they are unused. Under each set are two empty wooden lockers.

7. STONE GOLEMS. A pyramid of heavy granite blocks rests here, grown up with short brush and tall weeds. There is a set of stone steps leading to the top (one on each side). On a stone platform on top are four huge stone idols of giants. If player characters come within their field of view, they trundle down and attack.

4 Stone Golems*: AC 25 †, HD 14** (+11), #At 1 + special, Dam 3d8 + special, Mv 20' (10'), Sv F7, MI 12, XP 2,730 ea.

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8. POOL. A pool of water (fed by a stream controlled by cloud giant magic) bubbles up and then flows south over the edge of the castle. A thick cloud of fog rises from its surface and drifts to the northwest, created by the giants for comfort.

9. GUEST QUARTERS. (See Map 4: SELECT BUILDINGS ON THE CASTLE GROUNDS.) Quarters for elite visitors. The main door opens into a **common room (a)**: several potted plants and giant-sized furniture (three sofas, a half-dozen chairs, and two tables) are in this room. Four cloud giants are lounging in chairs gossiping about "...the visitors..." and speculating over the plans of the giant tribes. Each wears chain armor, has a shield, and wields a gigantic demi-lune axe. Each giant wears two pieces of jewelry worth 3,000 gp each, and there is a bag with 4,200 gp and 300 cp in one corner.

4 Cloud Giants: AC 19, HD 12+3* (+10), #At 1 giant weapon or 1 thrown rock, Dam 6d6 or 3d6, Mv 20' (10'), Sv F12, MI 10, XP 1,975 ea.

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There are three **BEDROOMS (b1, b2, b3)**. One (**b1**) is unoccupied and has two large beds, two chairs, four smaller wooden trunks, and a wooden night stand with a thick, hard ceramic jug atop it.

Listening to the door of the second bedroom (**b2**) might reveal an occasional scuffle (such as claws on wood) or a flip (a tail flipping). The occupants are four saber-toothed cats with ears notched in unusual ways (different than other animals herein) and wearing gem-studded collars (100 gp worth of gold; 10 gems worth 100 gp each, and jewelry worth 2,000 gp). A fur bag holds 400 cp, 3,500 sp, 2,000 ep, and 5,000 gp (the bag is worth 200 gp). The room contains a wooden trunk with three sets of fairly plain furs cloaks, heavy trousers, and thick fur lined boots. Two large beds, two chairs, four smaller wooden trunks, and a wooden night stand with a thick, hard ceramic jug are also present.

4 Sabre-Tooth Cats: AC 14, HD 8, #At 2 claws/1 bite, Dam 1d6/1d6/2d8, Mv 50', Sv F8, MI 10, XP 875 ea.

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The third bedroom (**b3**) is unoccupied and contains two large beds, three chairs, and two large semi-permanent wooden chests. A heavy black iron box sits in one corner. It has a lock of extreme cunning (ordinary people could never pick the lock) and is trapped: failure to turn three rivets on one side in the proper direction causes a shower of iron darts in each direction around it. Each person within 30' and a direct line of sight is attacked (AB +3; Damage 1d6). They must save vs. Poison or take another 2d6 damage from poison. It contains three black glass bottles with high-proof whiskey (they can be thrown like oil with a wick; value 50 gp each), three decorative necklaces of steel with gems (worth 1,000 gp each), and a set of silver plates, forks and drinking cups (value 100 gp in silver and 1,000 gp to a collector).

There is a **main suite (c)** to one side, furnished as a private room for visitors. It includes several sets of shelves. There are 30 pieces of fine crystal goblets and plates worth 100 gp each, and several common wooden bowls decorated with coins, from which one can pry 200 ep and 100 sp.

10. CLIFFSIDE AERIE AND STEPS. The cloud giants keep pets in tunnels dug into the side of the cliff at this spot to help ward off aerial intruders and guard the long stone steps that allow easy access up to the top of the plateau.

2 Chimera: AC 16, HD 9** (+8), #At 2 claws/3 heads + special, Dam 1d4/1d4/2d4/2d4/3d4 + special, Mv 40' (10') Fly 60' (15'), Sv F9, MI 9, XP 1,225 ea.

HP 59 □□□□ □□□□ □□□□ □□□□
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11 Giant Eagles: AC 15, HD 4, #At 2 claws/1 bite, Dam 1d6/1d6/1d8, Mv 10' fly 90', Sv F4, MI 7, XP 240 ea.

HP 32 □□□□ □□□□ □□□□ □□□□
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For more information see the **Basic Fantasy Field Guide Volume 1**.

11 KITCHEN AND STAFF. (See Map 4: SELECT BUILDINGS ON THE CASTLE GROUNDS.) Piles of firewood are stacked beside the doors. Rain barrels are at each corner of the building.

Kitchen (a). Various smoked or dried meats are hanging from the ceiling (legs, shoulders, entire bodies of cattle and such). A large crude oven is in the center of the room. Stoves line the walls, along with a cupboard with bags of spices and flour. A barrel holds lard.

A winsome cloud giant woman is working here, directing several other giantesses as the head cook. She has 65 HP and wears a single necklace worth 1,800 gp. If attacked, she will try to use her own personal bit of magic (as if casting a spell) and with success animate 6 objects from the kitchen to try to drive out intruders (see after the giant statistics). She is magical but not a Magic-User and had spent so many years in the kitchen that she developed this one talent instead of true magic use. She also has a huge piece of firewood to wield as a club and can tear paving stones from the floor to hurl them.

5 Cloud Giantesses: AC 13, HD 12+3* (+10), #At 1 giant weapon or 1 thrown rock, Dam 6d6 or 3d6, Mv 40' (10'), Sv F12, MI 10, XP 1,975 ea.

HP 65	□□□□□ □□□□□ □□□□□ □□□□□
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Objects animated by the head cook (HD are given to indicate the to-hit rolls of the items):

2 Bronze cleavers: AC 17, HD 8*, #At 1 slash, Dam 1d10, Mv 80', Sv F8, MI 12, XP 945 ea.

HP 15	□□□□□ □□□□□ □□□□□
15	□□□□□ □□□□□ □□□□□

Wooden rolling pin: AC 14, HD 8*, #At 1 bash, Dam 1d6, Mv 40', Sv F8, MI 12, XP 945

HP 15	□□□□□ □□□□□ □□□□□
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Stone pestle: AC 17, HD 8*, #At 1 bash, Dam 1d8, Mv 30', Sv F8, MI 12, XP 945

HP 20	□□□□□ □□□□□ □□□□□ □□□□□
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Large iron pot: AC 17, HD 8*, #At 1 bash, Dam 1d12, Mv 30', Sv F8, MI 12, XP 945

HP 30	□□□□□ □□□□□ □□□□□ □□□□□
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Large iron pot lid: AC 17, HD 8*, #At 1 slash, Dam 1d8, Mv 30', Sv F8, MI 12, XP 945

HP 20	□□□□□ □□□□□ □□□□□ □□□□□
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The **cook's room (b)** is a disorderly clutter of dirty clothes. There is a large bed for the parents and three smaller ones for their children. A wooden box holds 3 pieces of jewelry (1,000 gp, 900 gp, and 300 gp). Four wooden trunks hold clothing (half female and half male) and bedding. A writing table has a sheaf of paper and ordinary ink. Hidden on the bottom of the sheaf is a **Magic-User Scroll** with **knock** (2nd level), **wizard lock** (2nd),

and **conjure elemental** (5th). In a secret compartment in one trunk is a bag with 11 x 100 gp gems, 7,000 gp, 3,300 sp, and 800 cp. A bag in the bottom of the trunk with bedding contains 3 x 500 gp gems.

Scullery maid room (c). Three scullery maids share this room. The constant singing of songbirds livens up an otherwise sparse and undecorated room. There are five parakeets in a wire cage hanging from the ceiling, with a bag of seed on a table beside them. The room has four beds, four trunks with dresses and underwear, two chairs, three dressing tables, four bedside tables, and a single closet with three fine dresses hanging in it. Assorted hidden purses yield 5 x 100 gp gems, 800 ep, and 4,000 sp.

Store room (d). Vegetables and meats hang along the walls of this large store room. Bags of grain and tubers, and barrels of lard and salted meat are posted here as kitchen boys to clean pots, fetch fire wood, and do other errands. When they get underfoot they are scolded and told to go play in a corner and retreat to the store room. They have four dire wolf pups on leashes and are playing with them, wagering on the outcome of the pups natural rough housing, using copper coins and chunks of taffy candy as currency. The pups are non-combatants and thus no statistics are given for them.

3 Young Cloud Giants: AC 13, HD 7, #At 1 giant weapon or 1 thrown rock, Dam 3d6 or 1d8, Mv 40' (10'), Sv F7, MI 10, XP 670 ea.

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Goods Storage (e). This room contains pots, pans, wooden and ceramic mugs, bowls, cloth, a spinning wheel, a loom, and other house wares.

Smokehouse (f). Two large vent holes and piles of firewood are inside this building, where two stone firepits are kept stoked to smoke two hanging elephant corpses, sixteen deer carcasses, and four hanging beeves.

12. ROYAL KEEP. (See Map 4: SELECT BUILDINGS ON THE CASTLE GROUNDS.) The king and queen's private residence. The main door opens into a utilitarian **hallway (a)** guarded by two giants. It is furnished with tall potted plants, two boars heads mounted on trophy plaques, and little else. The guards have 1,000 gp total in their personal bags.

2 Cloud Giants: AC 19, HD 12+3* (+10), #At 1 giant weapon or 1 thrown rock, Dam 6d6 or 3d6, Mv 20' (10'), Sv F12, MI 10, XP 1,975 ea.

HP 57 □□□□ □□□□ □□□□ □□□□
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King's private chambers (b). A large round wooden table is in the center of this room, with six high-backed chairs with thick padded seats (soft leather stuffed with wool). Trophies hang from plaques on the wall: two long horn bison heads of immense size, an elephant head, and a half-dozen humans (most wearing military helmets, but two wear the soft caps of Magic-Users). The value of ivory and hides is 5,000 gp. Hidden in the elephant head is a bag with 2,300 gp, 3 x 100 gp gems, and a **Potion of Treasure Finding**.

A careful inspection of the floor under the table reveals it has been scooted aside fairly often. If it is pushed aside (it is heavy, being giant-sized and made of dense ironwood), the flag stones where it sat can be lifted aside (they are also massive). This reveals a dark well some 8' wide going down into the ground some 100' (remember that the player characters can likely only see a limited distance). It exits into room #8 of the lower level (see **Key to Map 5: Dungeon and Cellars**).

Parent's private room (c). Furnished with a table and four chairs, a wooden case with several scrolls (casual reading), and a small table with a half-knitted wool cap, skein of yard, and bone needles. A bag hung on a peg holds 700 cp, 2,700 sp, and 2,200 gp.

Parent's bedroom (d). A huge four-poster bed with fine linen drapery and a very soft mattress (stuffed with goose down). Three armoires stand against the north wall: one with dresses, skirts, trousers, and blouses, all of it feminine but mostly of utilitarian

cut. Another has tough trousers, shirts, vests, cloaks, and belts. The third has elegant male and female silk gowns and clothes worth 10,000 gp total.

A lady's jewelry box with some minor items: 9 pieces of jewelry (4 worth 1,500 gp, 3 x 1,000 gp, and 2 x 500 gp), 20 gems worth 50 gp each, 20 gems worth 100 gp each, and 2 gems worth 1,000 gp each. Taped underneath the box in the hollow under it is a sheath with a **Dagger +1, +3 vs. Regenerators**.

A **detect invisible** spell or such will reveal what looks like six invisible trunks against the wall furthest from the door. Four are actually air elementals given the task of guarding the treasure while the royal couple is busy elsewhere. They will not attack unless someone attacks them or investigates the trunks. If the party ceases all activities and listens, anyone who makes a successful roll to *hear noises* will hear a very quiet, ghostly whispering (the air elementals whispering to one another). The number of *hear noise* checks that succeed determines the information given: 1 to 3 means the listeners determine that the noise is within the room; 4 to 6 means they determine it is on the side of the room with the elementals; 7 or more means they detect the exact location.

4 Air Elementals*: AC 22 ‡, HD 16* (+12), #At special, Dam 3d6, Mv Fly 120', Sv F16, MI 10, XP 3,385 ea.

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Jewelry: 14 x 500 gp, 23 x 1,000 gp, 11 x 1,500 gp
 Gems: 120 x 10 gp, 14 x 50 gp, 20 x 100 gp, 20 x 500 gp, 2 x 1,000 gp
 Coins: 2,300 pp, 37,000 gp, 25,000 ep

Private dining (e). A long table is set with eight elegant chairs. Two candle holders sit in the middle (weighs 20 pounds each and made of gold; worth their weight in gold or 5 times as much as their

weight in gold to a collector). Against the south wall is a glass-fronted cupboard with various fine ceramic plates and cups in it.

The centerpiece of the room is a shining golden statue on a marble pedestal on the north end. It features a beautiful woman in a flowing gossamer gown running over the tops of the clouds, looking back at the onlookers with a serene face. She has dazzling blue sapphires for eyes. The statue is hollow, a sheath of gold on a bronze inner core. It weighs 150 pounds but is easily worth 5,000 gp to a collector (only about 2,000 gp if the eyes are missing; they are worth 1,000 gp each). Melting it down yields 100 gp in gold. Not to mention that melting or damaging it will attract the ire of a cloud giant goddess (which is whom the statue represents) and bad tidings will result from such defilement.

Children's room (f). This sparsely-furnished room has a table and two chairs. There are wooden trunks with child-sized giant clothing. A fine ceramic piggy bank holds 1,600 ep. The children are not presently on the castle grounds.

13. GREAT MEETING HALL. (See Map 4: SELECT BUILDINGS ON THE CASTLE GROUNDS). This structure is a wide, 100' high circular stone hall. A set of massive bronze portals block the east and west entrances. Two rings surround a fire pit. When there is a feast, royalty reside on the raised outer ring, sitting on comfy chairs behind a semi-circular table and attended by servants. In the center ring, 20' lower, minor giants will weave in and out of a crowd of others sitting on benches at long, plain square tables quaffing food and drink, serving themselves and each other as often as not. There is a fire pit, beside which stands a large iron cage on rollers with a door. It has a bed of wicked iron spikes for a floor.

The hall is currently the scene of noise and commotion. Barrels of ale and wine are along each wall to the north and south, and several whole animals (oxen or larger) are roasting on spits over the blazing hot fire pit, along with many smaller animals, such as deer or rabbits cooked like tidbits.

A set of steps in the northeast corner lead down into the rock some hundred feet to exit at location #1 on **Map 5: Dungeon and Cellars.**

The giants are feasting; there is an odd collection of superhuman monsters: 2 storm giants, 3 cloud giants, 5 fire giants, 4 frost giants, 3 stone giants, and 8 hill giants here.

If a battle erupts, the cloud giant queen (having the spell-casting abilities of a 7th-level Magic-User) will use **protection from normal missiles** and **shield**, then cast **confusion** (in the form of a cloud of alluring perfume) to try to reduce effectiveness of hostile attacks.

The cloud giant's chief adviser (also having the spell-casting abilities of a 7th-level Magic-User) will cast **protection from normal missiles** and **shield**, and try to use **hold person** and **dimension door** against the most aggressive attackers (for **dimension door**: roll 1d8 for direction: 1 = north, 2 = northeast, 3 = east, 4 = southeast, 5 = south, 6 = southwest, 7 = west, 8 = northwest).

Among the plethora of items that can be found among the possessions of the personages in the room is a "strange map" (see THE END OF THE ADVENTURE for more details on it).

The cloud giant king has a ring of keys that open the treasure chests in the hidden treasure at room #12. (TREASURE ROOM in the cellar of the Royal Keep). Assorted bags and purses contain:

Coins: 22,000 gp, 33,000 ep, and 44,000 sp
Gems: 500 x 10 gp, 100 x 100 gp
Jewelry: 20 x 500 gp, 10 x 1,000 gp
Boots of Levitation, Ring of Control Plants

Chests under the fire pit contain:

Coins: 30,000 gp, 22,000 ep
Gems: 200 x 10 gp, 100 x 50 gp, 20 x 100 gp, 7 x 500 gp, 2 x 1,000 gp
Jewelry: 20 x 500 gp, 10 x 1,000 gp, 6 x 1,500 gp, 3 x 2,000 gp

Potion of Heroism, Potion of Control Plant, Chain Mail +3

2 Storm Giants: AC 19, HD 15** (+11), #At 1 giant weapon or 1 lightning bolt, Dam 8d6 or 15d6, Mv 30' (10'), Sv F15, MI 10, XP 3,100 ea.

HP 100

 75

Cloud Giant King Luis Mucula: AC 21, HD 15+5* (+11), #At 1 giant weapon or 1 thrown rock, Dam 7d6 or 3d6, Mv 20' (10'), Sv F15, MI 10, XP 2,975

HP 80

Cloud Giant Queen Ebmin: AC 20, HD 14+4* (+11), #At 1 giant weapon or 1 thrown rock, Dam 6d6 or 3d6, Mv 20' (10'), Sv F14, MI 10, XP 2,615

Spells 7th-level Magic-User (3/2/2/1)
 1st Level: **hold portal, magic mouth, shield**
 2nd Level: **continual light, detect invisible, knock**
 3rd Level: **haste, protection from normal missiles**
 4th Level: **confusion**

HP 68

Cloud Giant King's Adviser Stratos: AC 19, HD 12+3* (+10), #At 1 giant weapon or 1 thrown rock, Dam 6d6 or 3d6, Mv 20' (10'), Sv F12, MI 10, XP 1,975

Spells 7th-level Magic-User (3/2/2/1)
 1st Level: **hold portal, shield, ventriloquism**
 2nd Level: **ESP, invisibility, mirror image**
 3rd Level: **hold person, protection from normal missiles**
 4th Level: **dimension door**

HP 50

4 Cloud Giants: AC 19, HD 12+3* (+10), #At 1 giant weapon or 1 thrown rock, Dam 6d6 or 3d6, Mv 20' (10'), Sv F12, MI 10, XP 1,975 ea.

HP 62

 60

 54

 53

5 Fire Giants: AC 17, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F11, MI 9, XP 1,670 ea.

HP 62

 60

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4 Frost Giants: AC 17, HD 10+1* (+9), #At 1 giant weapon or 1 thrown rock, Dam 4d6 or 3d6, Mv 20' (10'), Sv F10, MI 9, XP 1,390 ea.

HP 50

 46

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3 Stone Giants: AC 17, HD 9 (+8), #At 1 stone club or 1 thrown rock, Dam 3d6 or 3d6, Mv 30', Sv F9, MI 9, XP 1,075 ea.

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8 Hill Giants: AC 15, HD 8, #At 1, Dam 2d8, Mv 30', Sv F8, MI 8, XP 875 ea.

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14. INSECTS. This area is alive with buzzing, stinging, and biting insects. Anyone entering it will attract a constant swarm of insects (1d6 insect swarms per hour) while anyone camping on the edge will attract 1d6 insect swarms per 8 hours.

1d6 Insect Swarms: AC 13, HD 4*, #At 1 swarm, Dam 1d3 (double against no armor), Mv 10' Fly 20', Sv N/A, MI 11, XP 280 ea.

HP	32	□□□□	□□□□	□□□□	□□□□
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Key to Map 5: Dungeon and Cellars

Rooms 1 through 6: Gigantic Spider Lair.

The tunnels and chambers are (unless otherwise specified) natural, worn by eons of water and their verminous inhabitants. The floors are rough and rocky or sandy, usually wet in many places due to seeping water and streams. The ceilings and walls are irregular and rocky. This area is not lit other than by the opening in #1.

Since the unusual inhabitants are nothing but a statistical variation of standard monsters, they are not included as "new monsters".

Note that this area does not have a natural ecology that would support the spiders. They are being worshiped by the giants who bring them prey, as well as treasures to appease them.

1. SWAMP. On the west end of this cavern are steps which wind and twist up to the northeast corner of building #13. **GREAT MEETING HALL** on the cloud castle.

This region is an overhang on the edge of the castle and hence somewhat open to the sky. It is some 300' to the top of the castle. The swamp has been created by multiple streams oozing out of the rocky mountain and flowing over the cliff. It is full of marsh grass up to 6 feet tall. The mud slows movement to 1/3 normal (it takes 3 times as long to pass through each square). This is the domain of giant lizards, frogs, and flies which are met 1d3 at a time.

The gaping maw of each tunnel is blocked by massive iron bars (1' thick and no more than 1' space between them) that have to be swung up with great effort.



32 Giant Flies: AC 14, HD 2, #At 1 bite, Dam 1d8, Mv 30' Fly 60', Sv F2, MI 8, XP 75 ea.

HP 13	□□□□□ □□□□□ □□□
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8 Giant Frogs: AC 13, HD 2, #At 1 tongue or 1 bite, Dam grab or 1d4+1, Mv 30' Swim 30', Sv F2, MI 6, XP 75 ea.

HP 9	□□□□□ □□□□□
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4 Giant Tuatara Lizards: AC 16, HD 6, #At 2 claws/1 bite, Dam 1d4/1d4/2d6, Mv 40' (10'), Sv F5, MI 6, XP 500 ea.

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2. CHAMBER. This is a large, natural chamber strewn with stalagmites and stalactites. Area #2b is the home of three gigantic spiders, one of which keeps watch at the entrance. They will attack anyone getting near the entrance to their lair, or follow passersby and attack from behind.

3 Gigantic Spiders: AC 17, HD 15* (+11), #At 1 bite, Dam 4d6 + poison, Mv 40', Sv F15, MI 10, XP 2,975 ea.

HP 79 □□□□ □□□□ □□□□ □□□□
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3. SPIDER CHAMBER. A gigantic spider has made itself a lair here, lining this chamber with coarse spider silk and hairs.

Gigantic Spider: AC 17, HD 15* (+11), #At 1 bite, Dam 4d6 + poison, Mv 40', Sv F15, MI 10 XP 2,975

HP 75 □□□□ □□□□ □□□□ □□□□
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4. EMPTY CHAMBER. This stalagmite and stalactite-strewn chamber will appear to be empty at first, but is the home of a small group of giant spiders who lurk in the dark, hiding behind stalagmites to try to sneak up on prey.

The west wall opens into a rough tunnel blocked by massive iron bars (1' thick and no more than 1' space between them) that have to be swung up with great effort. They drop back unless braced open. The tunnel winds wildly, rising at a steep angle, for some 180' before meeting the cellar of the Royal Keep at room #13.

8 Giant Spiders: AC 15, HD 4*, #At 1 bite, Dam 1d8 + poison, Mv 50', Sv F4, MI 8, XP 280 ea.

HP 27 □□□□ □□□□ □□□□ □□□□
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5. SPIDER SHRINE. A massive spider statue rests on a high dais against the west wall. This chamber is the domain of a humongous spider bred and raised by the giants as their spider queen, as well as two gigantic consorts and a dozen of common giant spiders that are dwarfed by the gigantic ones.

The spider statue has six gemstone eyes worth 5,000 gp each and is encrusted with a hundred gems worth 100 gp each. A heap of treasure includes:

- Coins: 40,000 sp, 21,000 ep, 24,000 gp, 3,000 pp
- Gems: 300 x 50 gp, 200 x 100 gp, 12 x 500 gp, 6 x 1,000 gp
- Jewelry: 17 x 500 gp, 23 x 1,000 gp, 9 x 1,500 gp
- Magic Items: **Ring of Delusion, Longsword +1, Wand of Trap Detection** (12 charges), **Great Axe +1, Longsword +1, +2 vs. Dragons, Scroll of Protection from Elementals, Cleric Spell Scroll (hold person, regenerate, remove fear*), Potion of Flying**

Spider Queen: AC 21, HD 20* (+13), #At 1 bite, Dam 6d6 + poison, Mv 30', Sv F20, MI 10, XP 5,450

HP 120 □□□□ □□□□ □□□□ □□□□
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2 Gigantic Spiders: AC 17, HD 15* (+11), #At 1 bite, Dam 4d6 + poison, Mv 40', Sv F15, MI 10, XP 2,975 ea.

HP 80 □□□□ □□□□ □□□□ □□□□
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12 Giant Spiders: AC 15, HD 4*, #At 1 bite, Dam 1d8 + poison, Mv 50', Sv F4, MI 8, XP 280 ea.

HP 25 □□□□ □□□□ □□□□ □□□□
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6. SPIDER LAIR. This somewhat circular chamber has been softened by coarse spider silk and hairs. It is the home of three gigantic spiders.

3 Gigantic Spiders: AC 17, HD 15* (+11), #At 1 bite, Dam 4d6 + poison, Mv 40', Sv F15, MI 10, XP 2,975 ea.

HP 90 □□□□ □□□□ □□□□ □□□□
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7. EMPTY. This alcove is empty, except for spider webs and the husks of dead insects and frogs drained of all internal organs and fluids.

Rooms 8 through 13: Royal Keep Cellar

This dungeon is accessed by finding a tunnel in the floor of the King's Private Chambers ("b") in the Royal Keep (room #12 on **Map 3: Cloud Giant's Floating Castle**) or via the spider lair (room #4). This region is crudely dug from the sub-surface, full of loose stone and huge rocks, uneven and cave-like.

8. ENTRANCE/EXIT. This muddy, earthen chamber has a ladder that leads up to a trapdoor in the ceiling. Unless the player characters entered this way (via the **King's Private Chambers** ("b") in building #12 the Royal Keep on **Map 3: Cloud Giant's Floating Castle**), the table and flag stones over the trap door will block it. Determined player characters can probably undercut the floor with a massive feat of construction work.

9. GUARD DOGS. The wet, musty smell of damp earth and dog assaults the characters' noses along with a burnt ash smell. Not 30' down the hall are two huge hellhounds; these massive beasts are always awake and as soon as strangers are noted they jump up snarling and barking. Each has two heads and one is always awake. Each head can bite and breathe fire.

Although they are chained to huge boulders on each side of their lair, as soon as anyone attacks or makes ready to attack the chains are released and the hellhounds can attack. The chains are only a safety measure to protect anyone invited down by the king. The lair of the hellhounds is scattered with bones, offal, and fur. There is a large pool of fresh water fed by a slow spring seep.

2 Two-Headed Giant Hellhounds: AC 21, HD 15** (+11), #At 1 bite or 1 breath, Dam 3d6 or 15d6, Mv 40', Sv F15, MI 10, XP 3,100 ea.

HP 87 □□□□ □□□□ □□□□ □□□□
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10. PIT TRAP. Nothing fancy here: the earthen floor doesn't look unusual, but each person crossing over each 10' section has a chance of 1 or 2 on 1d6 of crashing through the thin surface of the trap, which consists of a layer of branches and leaves. Victims fall 20' into a pit with nasty sharp wooden stakes, taking 4d6 points of damage.

11. SLIDE DOWN. The hall slopes down here and is very slippery. Moreover, there is a magic trigger here that (when non-giants enter the hall) causes a stream of water to come trickling down, practically washing victims into the pool below. Only a rope or similar assistance can prevent being forced down into the pool at room #12.

12. TREASURE ROOM. The slide down drops victims into a pool of cold, muddy water 3' deep.

Stacked on a stone dais against the west wall are ten locked treasure chests. Chests #1 and #2 are locked by old padlocks and can be knocked open easily. The rest are sealed by very clever locks (the cloud giant chief has the keys). None are trapped. They contain:

Chest #	Contents
1	15,000 cp
2	15,000 sp
3	15,000 ep
4	15,000 gp
5	5,000 pp
6	100 weeks iron rations, 50' rope
7	2 Daggers + 1 , 24 Arrows + 1 , 12 Arrows +2 , 24 Quarrels +1 , 12 Quarrels + 2 (arrows and quarrels are a 50/50 mix of short/long and light/heavy)
8	Jewelry: 20 x 500 gp, 10 x 1,000 gp, 5 x 5,000 gp
9	Small coffer with 4 Resurrection Stones* (raise dead 12 th level/12 days), small coffer with gems: 100 x 100 gp, 50 x 500 gp, 20 x 1,000 gp
10	6 Potions of Extra-Healing* , 3 Potions of Flesh to Stone

* See **New Magic Items**.

13 TUNNEL. A ramp slopes up out of the water and into a wide tunnel that goes east. The entrance is blocked by massive iron bars that require great strength to lift them up and they drop back unless braced open. The tunnel rises some 10', then slopes down at a steep angle, traveling in a winding course for some 180' until it meets the spider lair at room #4.

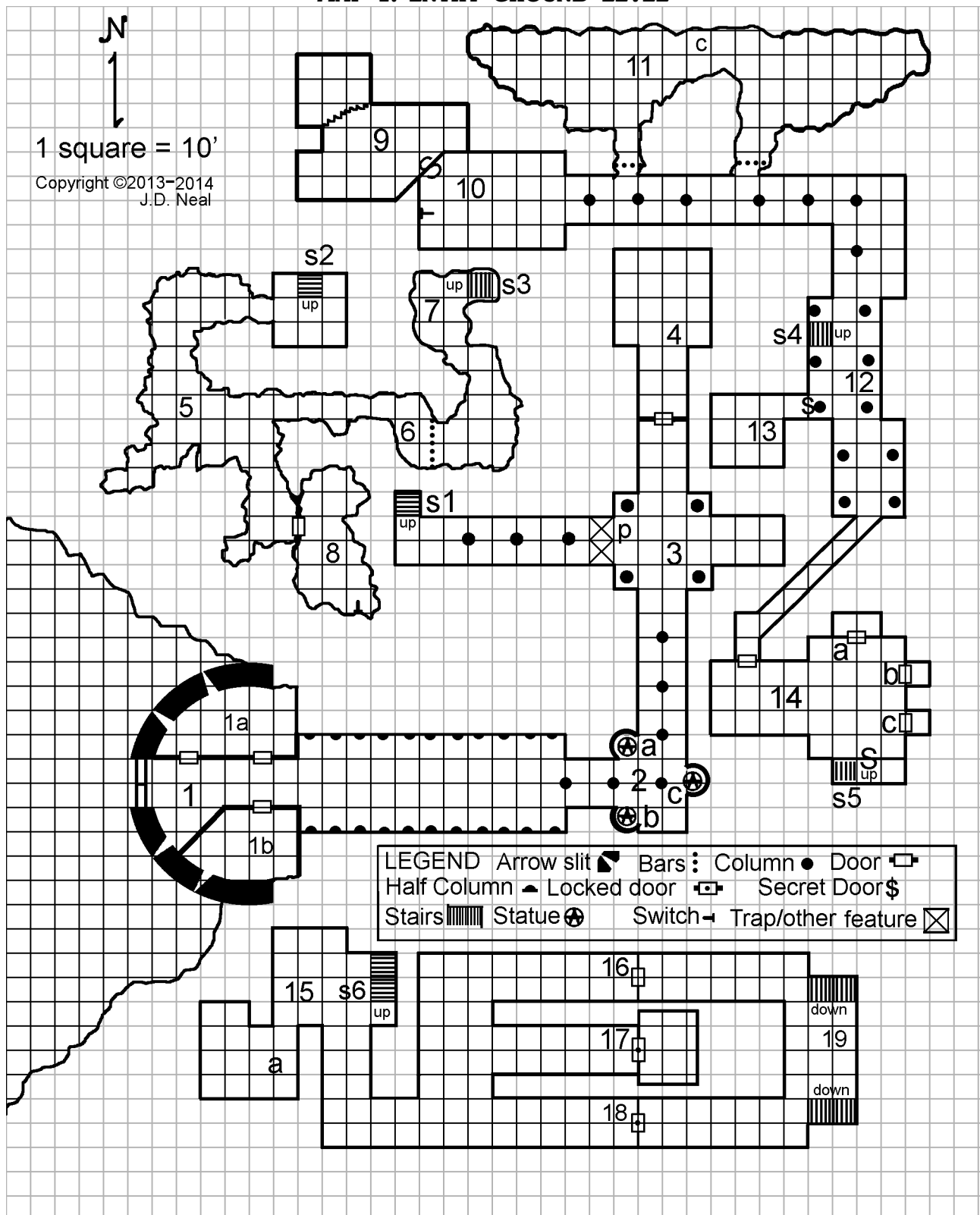
THE END OF THE ADVENTURE

If the player characters have played through the entire module then they have found the "strange map" amid the treasures of the Great Meeting Hall on the castle grounds. (If they did not find it, the GM has to work that out.) The map is guarded by extremely powerful magic, the sort of enchantments that only a wickedly-brilliant and very ancient mind could create and handle (and perhaps one could say, an intellect on the verge of insanity). Eventually the wards are broken, the layers of obscuring illusions and false writings are penetrated, and its full meaning is decoded.

And the general location of the villain's hidden lair is revealed. What is odd, though, is that the hideaway is located in a "Bermuda Triangle" region far off into the vastness of the ocean, where currents and winds converge to create a non-ending hurricane. But, that is where the map points to!

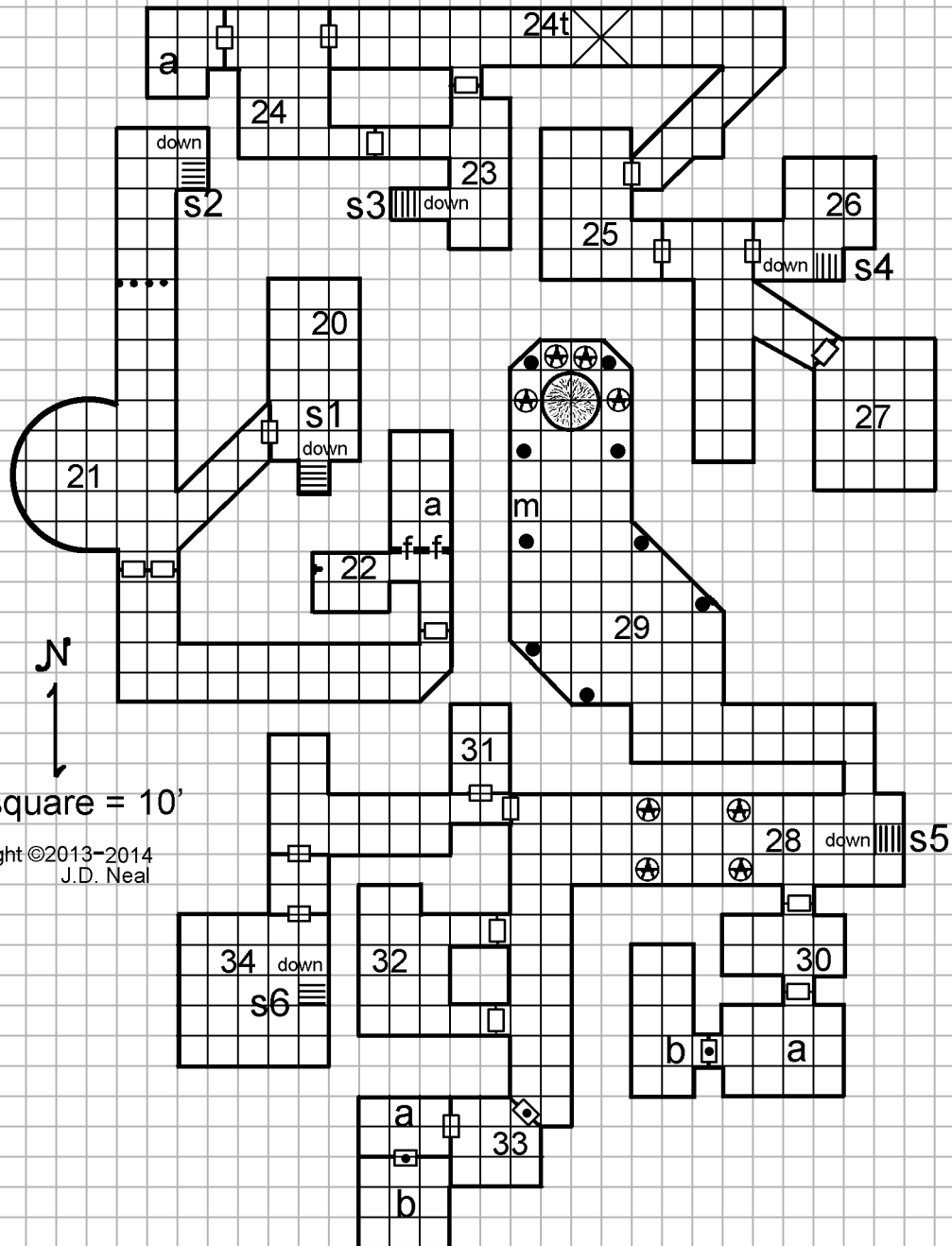
To find out what lies there, the party has to continue with the next adventure, the **Storm Giant Citadel**.

MAP 1: ENTRY GROUND LEVEL



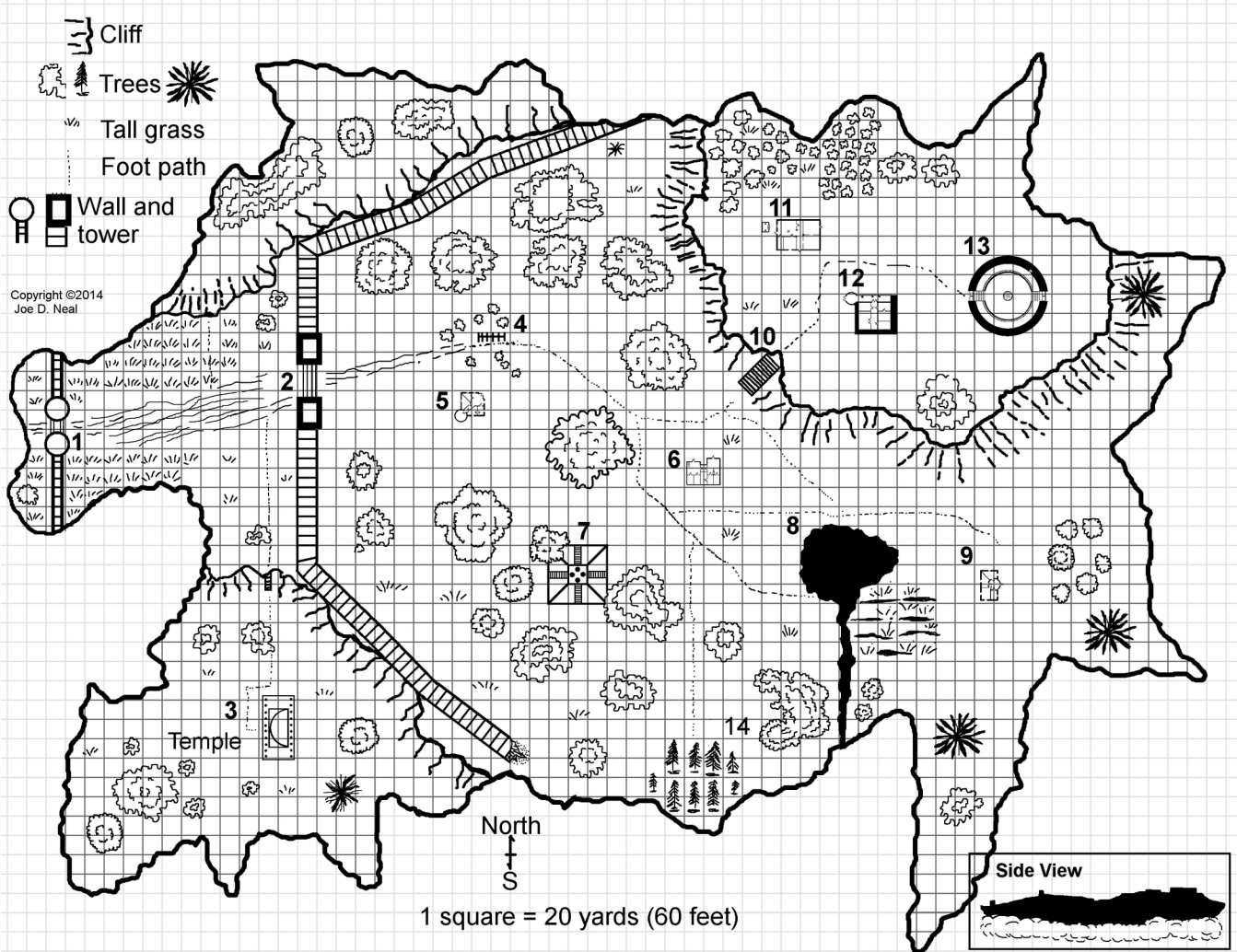
MAP 2: ENTRY UPPER LEVELS

LEGEND	Arrow slit	Bars	Column	Door
Half Column	Locked door	Secret Door	\$	
Stairs	Statue	Switch	Trap/other feature	

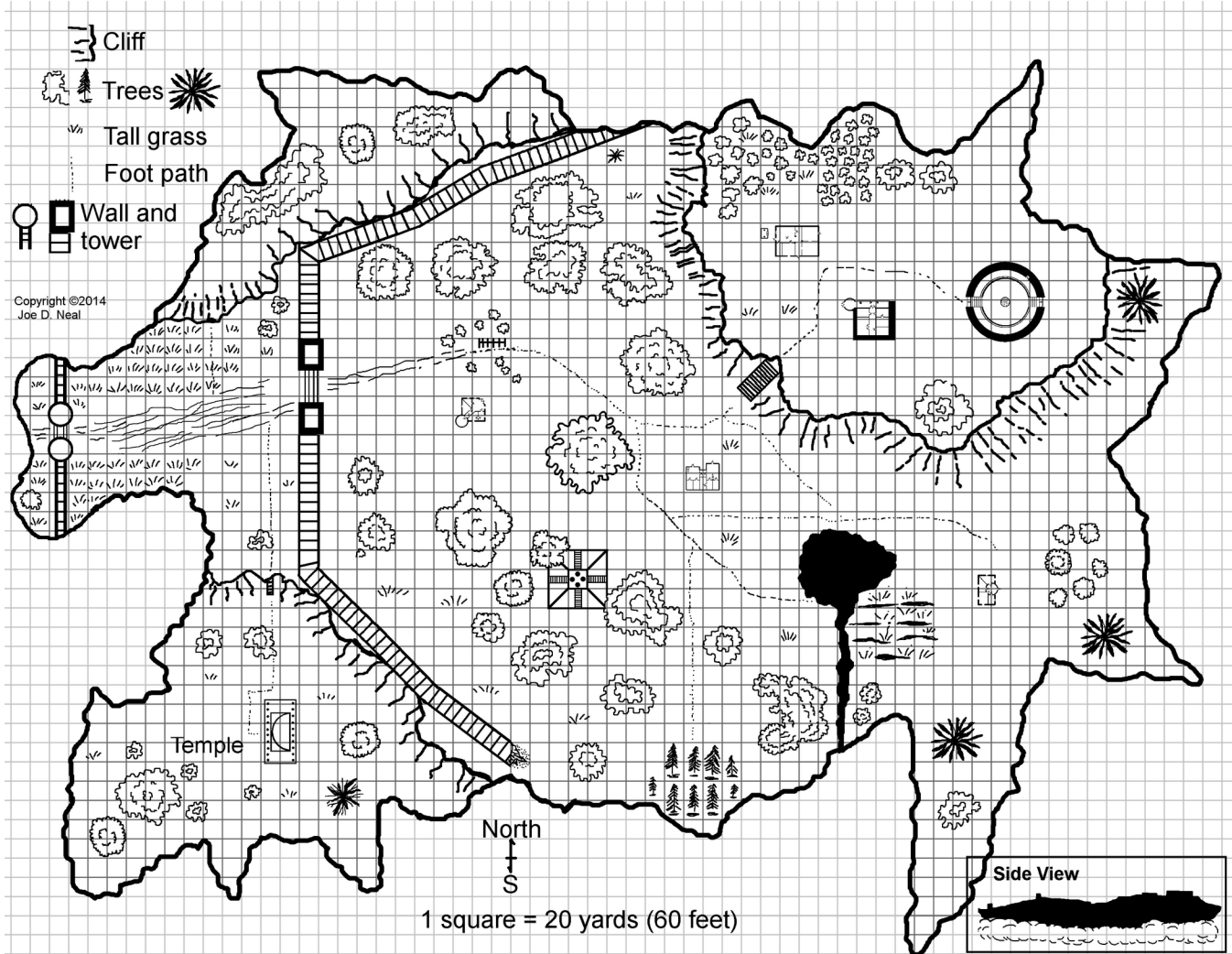


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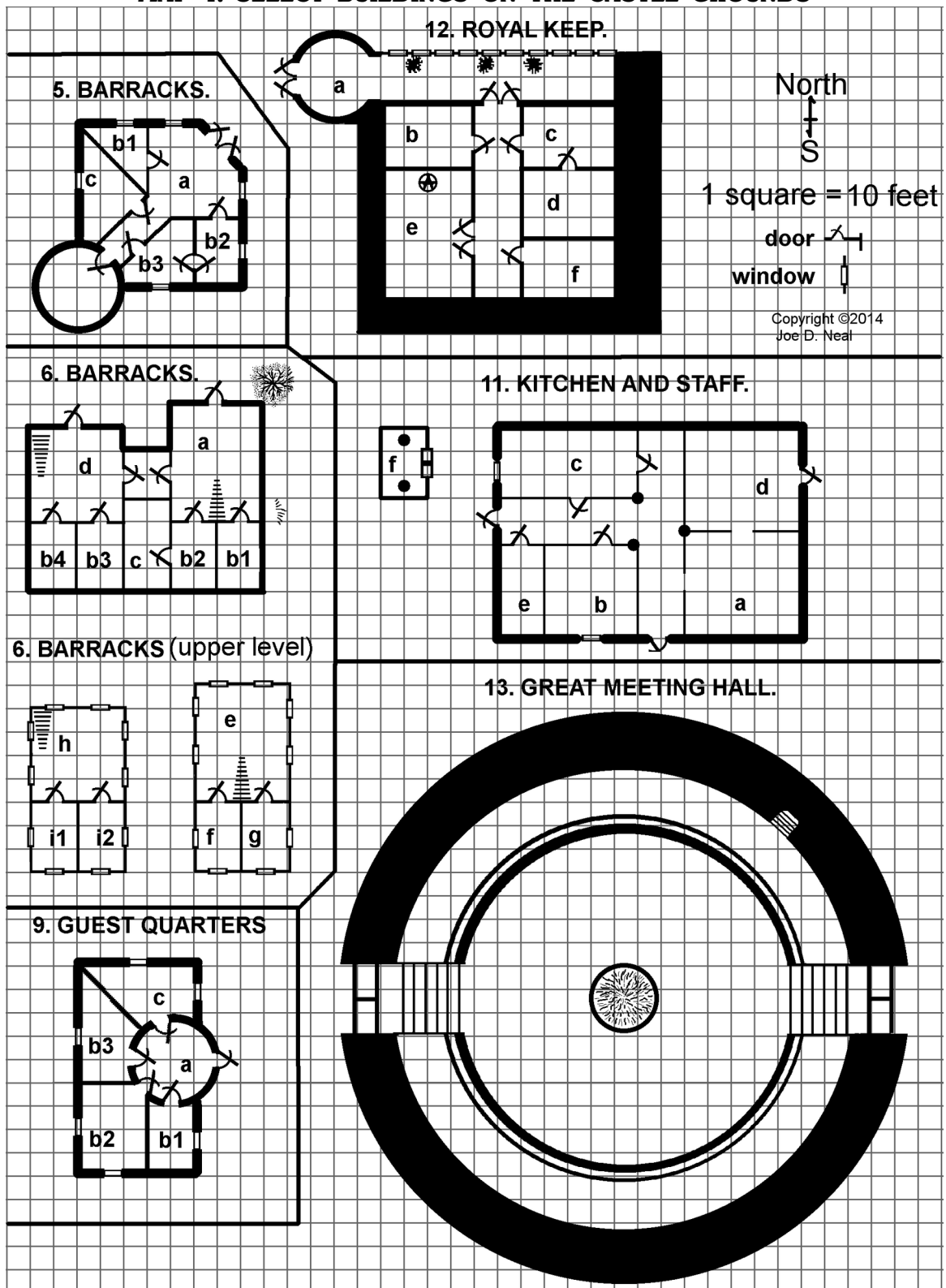
MAP 3: CLOUD GIANT FLOATING CASTLE



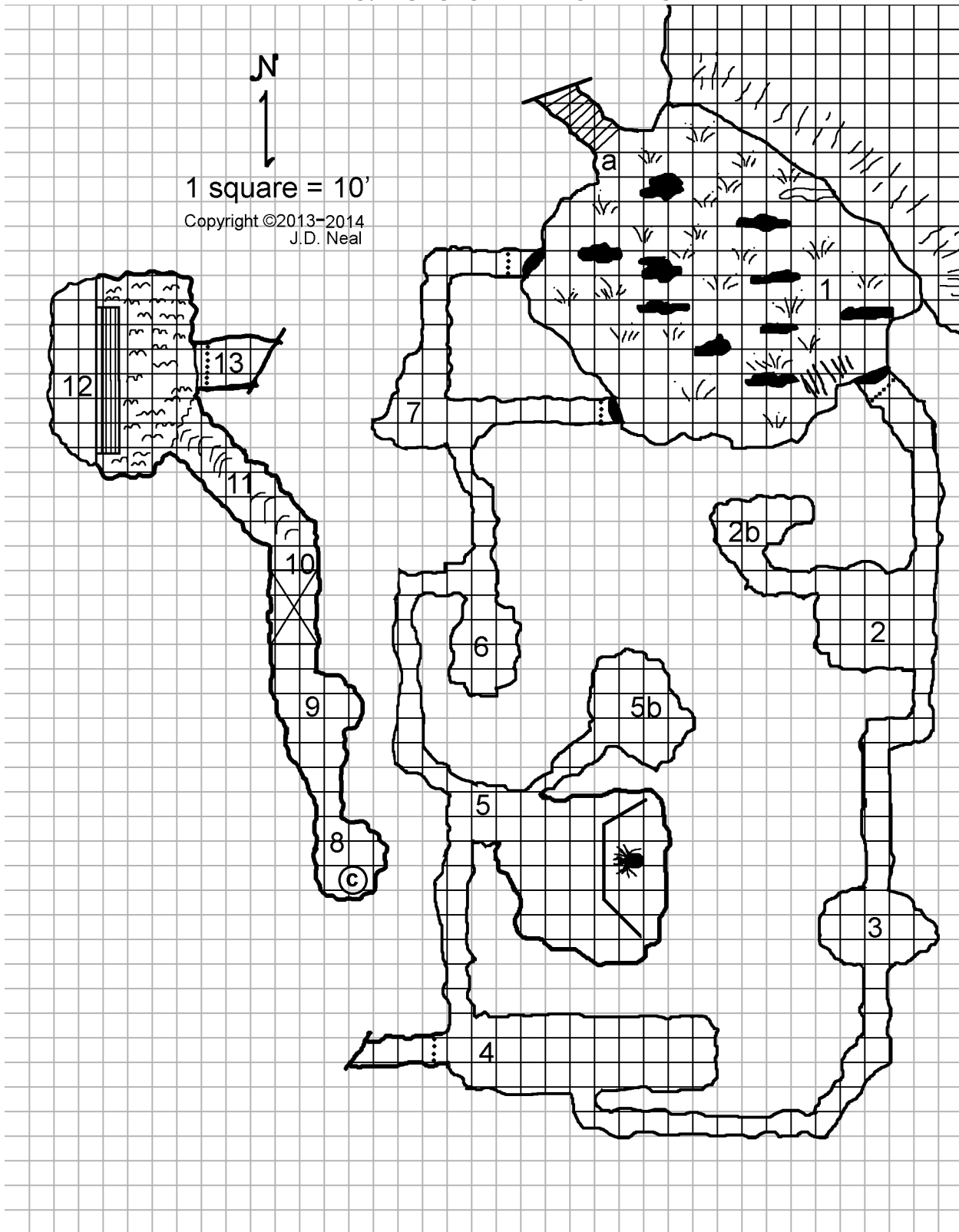
MAP 3b: PLAYER'S MAP OF THE CLOUD GIANT FLOATING CASTLE



MAP 4: SELECT BUILDINGS ON THE CASTLE GROUNDS



MAP 5: DUNGEON AND CELLARS



Storm Giant Citadel

Game Master's Background Information

Storm clouds circle endlessly over this area of the ocean, dark and brooding, whipping up non-stop roaring winds and casting down flashing thunderbolts of lightning. Waterspouts careen about the surface. A huge maelstrom circles near the center of the storm, sucking any ship or sea creature that dares approach down into its raging depths.

This is the purported doorstep to the great Storm Giant Citadel. How to breach it is the question.

The end of the saga is nigh, or so it seems.

A confederacy of races is striving to end the attacks of the giant kind. There are dozens of leads for them to pursue, and their resources are scattered about tracking each one down.

Will there be a final answer and final end to the terrors of the giants there? From wooded hills to deep stone homes, frosty northern forts, and sweltering volcanic tunnels; to the high, windswept surface of a sky floating, artificially created island - clues garnered from past adventures and unknown assistance has led the player characters from one place to another. Now they are far out in the storm-tossed vastness of the ocean in a featureless, uninhabited desert of salty wetness. There is the Citadel, deep below the dark, rolling waves. Or so they have been told.

Several days beforehand, the PCs were brought to meet a storm giant hailing from a distant land who is consulting with the local rulers. She used an ancient magical relic to grant the player characters the ability to breathe water like a fish for a week. Said water must be aerated and they are not protected against toxins. Their normal ability to breathe air is not affected.

Note: *The nature of the relic is left vague in case the GM wishes to use it in future adventures.*

Once the player characters dive in, they find that the titanic pressure of the weight of the water bearing down from overhead has been counter-acted: the pressure on their bodies is kept normal. Beneath the maelstrom the water is calm. Ancient magic is at work bending the laws of physics.

The water itself only looks murky and dark from overhead. The same magic that "softens it" is

keeping it glassy-clear, allowing sunlight to shine brightly down to the bottom during the day and (when appropriate) moon and starlight at night. The ruins of an ancient city can be seen below.

The magic making it possible to reach the city, only extends a mile or so into the surrounding water. After that, the crushing pressure and frigid cold of the unlit depths resume.

The water has a depth of 1,000 feet and ends in a magical "dome" of air maintained over the ruined city. The air dome is 500 feet high and more like a cooking pot lid than true dome. There is a stone fortress against the mountainside where the citadel looms over the ruined city. The entrance is the only part of the citadel protected by magic.

Swimming through the water is feasible but the moment anyone passes into the air dome they lose the buoyancy provided by the water-magic and go crashing down under the iron grip of gravity.

If the player characters approach through the water to within thirty feet of the dome, they are assaulted by pain. It will not harm nor stop them but it is very intense. They witness a large shark cruising towards them and (upon getting too close to the dome) it flicks its tail and scurries away.

The player characters have to find somewhere safe to "land" and push on through the defensive field and into the air dome to continue their quest for the end of the saga.

HANDLING WATER: When it comes to swimming and deep water, some players want realism and some want various unrealistic forms of "cartoon physics". "Cartoon physics" can lead players to unwise decisions like jumping into a pool wearing plate armor. If the players want to learn how water affects activities like fighting and movement, do so under safe conditions, such as using 10 and 20-pound weights that can be quickly dropped and safe rubber toys. Having life guards ready wouldn't hurt either.

Bulkhead Doors

On some of the inner levels will be “bulkhead doors” manufactured by the fire giants. These are 9' wide and 25' high, solid steel, and rounded on each end. Spinning a wheel retracts or extends the heavy bolts used to bar the door shut.

Design Note for the GM

The intent is to have a more “empty” setting for the first few areas of this adventure. The ranks of the giants have been decimated through casualties and desertion. The villains have gathered the heart of their forces for one last battle, which the PCs will discover if they make it through to the end.

Isolation and Inhabitants

Note how vermin such as giant rats do not exist. The area is isolated and most animals have to be brought to it from the outside. Much of the food and other supplies also have to be brought in. Likewise, the ruler has vetoed letting her minions bring “pets” with them; perhaps they would put a strain on the resources, perhaps to better control the minions, or perhaps from sheer meanness.

Exploring the City

The Citadel was built into the side of a huge underwater mountain, overlooking a long lost city. The city has a very Atlantean nature. But it is in ruins, with smashed buildings and roadways choked by rubble. This devastation seems to have happened within the last few thousand years. It is telling that the scale of the city is titanic; giants once lived here.

The characters can roam the ruins of the city as much as they wish. There are neither riches nor dangers within it, other than the dangers of being noted and attacked by the villains in the Citadel. They might hide in it, and rest in it to recover after a draining sortie into the citadel.

The only living inhabitants seem to be giant crabs (who avoid the characters), and strange semi-human fish-men and crab-men. These aberrations are cowardly, simple-minded beings who will not fight even if attacked. A language-oriented spell reveals that they have a childish grasp of speech. Anyone befriending them will be taken to the nearest wall decorated with murals (which are everywhere). They will gleefully point out “Our masters.” The murals depict the past gigantic,

human-like inhabitants of the city. The aberrations are neither slaves nor citizens but rather pets. These pathetic creatures are stuck in the city, unable to leave due to the repulsive field surrounding the air bubble, let alone their inability to cope with what might lie beyond.

On one side of the city, where the perimeter of the air bubble is low to the ground, is a humongous pile of extremely rich iron ore, dumped there recently by unknown forces. It is wet; it may have been dumped through the water itself.

It is being tended by a group of grunting ogres using shovels to load the ore into big, banged-up wooden carts with rickety iron shod wheels. Once a cart is loaded, a fire giant yells and cracks a whip until a half dozen ogres grunt and heave to push it into the citadel via the main gate.

A single cruel fire giant supervises them, controlling them with curses, yells, and a stinging whip. He is talking to a stone giant who has a sheaf of papers in one hand. The papers are rolled up as if the two giants have just completed some sort of business transaction (the paper is a signed delivery receipt for a thousand tons of high grade ore that was dropped off that morning).

Both of these creatures are “worker-bees” who know nothing intimate about what is going on inside the citadel. The fire giant curses all “small folk” as vermin, and the demeanor of the stone giant is pure business, unconcerned with what the other giants or the little people are doing. She is here to confirm the delivery of the iron ore that the fire giants have a contract with her clan for, and otherwise will leave if able, swimming away to meet a small stone giant ship hidden by the storm illusion above.

Fire Giant: AC 17, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F11, MI 9, XP 1,670

HP 61

Stone Giantesse: AC 15, HD 9 (+8), #At 1 stone club or 1 thrown rock, Dam 3d6 or 3d6, Mv 40', Sv F9, MI 9, XP 1,075

HP 37

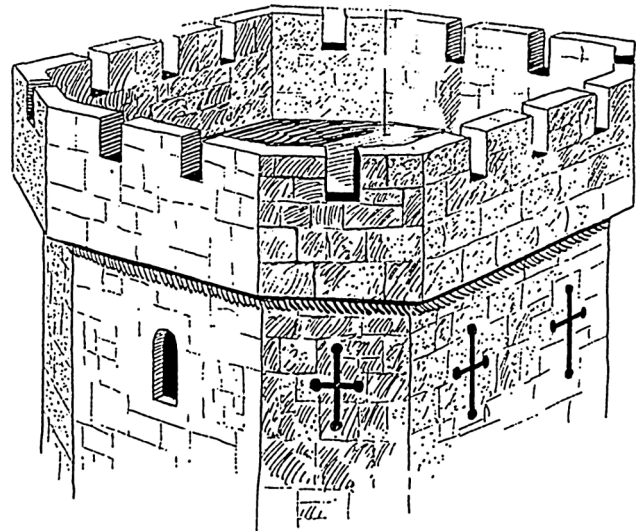
18 Ogres: AC 12 (unarmored), HD 4+1, #A+1 weapon, Dam 2d6, Mv 40', Sv F4, MI 10, XP 240 ea.

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Wandering Monsters

A single wandering monster list would suffice for most of the maps. A check should be made every hour with a 1 on 1d8 indicating an encounter (roll 1d10 or 1d12 as the party clears out isolated regions). Another roll using a ten-sided die indicates the creature(s) encountered. A 1d8 can be rolled for this purpose deeper into the citadel if desired, as ogres and trolls would be rare in those areas. There are no vermin nor pets in the region.

1-6	1d4 Fire Giants from rooms 10 or 12 on level 1; rooms 5, 9, or 10 on level 3; or room 10 on level 4
7-8	1d4 Hill Giants from rooms 2 or 3 on level 1 or room 4 on level 4
9	1d8 Ogres from the ore pile above
10	1d6 Trolls from room 16 on level 4



**Key to Map 1:
MAIN ENTRANCE**

The main entry is defended by a 30' high fortress with a rampart on each corner, atop which two troops of hill giants crew ballista and hurl spears at intruders. A mass of crabmen are huddled at the foot of the gate.

The entryway itself sits atop a 10' tall ledge accessed by a sloping ramp up. Every hour or so six or seven ogres with a cart will bully their way through the crabmen to enter or leave, taking in piles of iron ore and returning with an empty cart.

A flattened pathway leads to the main gates, but the area is otherwise rough and jagged with old coral and stone outcropping, some of which are 6 feet high. Several crabmen lie skewered amid this no-man's land of coral and rock, and the giants are gleefully dropping rocks on those at the foot of the wall.

INTERIOR DIMENSIONS: Unless otherwise noted, all ceilings are 40' tall. Doors are typically 9' wide and 25' tall.

1. ENTRY. A muddle of crabmen have been attracted to the gates by the giants to help block anyone trying to enter and for sport. The smelly aberrations are harmless even if attacked, so no statistics are given for them.

These creatures mill about in a group, hissing and quivering among themselves. There is a wet thump and something lands behind them, tossed over the wall by a giant. As one, they turn clicking and hissing

to surround whatever it is, astir with famished excitement. They soon break up, thoroughly disappointed. Only a few have grease and fish scales on their mouths.

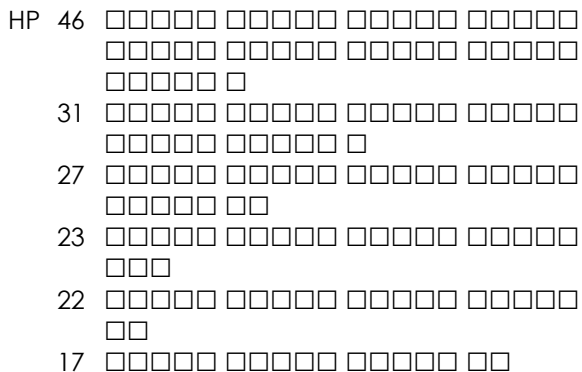
These creatures are so starved that they could easily be distracted from the post by a large fish or other offerings.

2. WEST RAMPART. The “wimps” of the troop. Their leader defied the others in order to have a command of his own. They crew two ballista on wheeled carts, with 2 hill giants manning each while the others throw spears or providing other forms of support. There is a stash of 30 large bolts for the ballista in barrels.

For long range fire, there is a single onager (light catapult) with two piles of rocks (total 40 shots). There are five 5-gallon clay jars of oil with oil-soaked rags ready for use as firebombs sitting beside the onager.

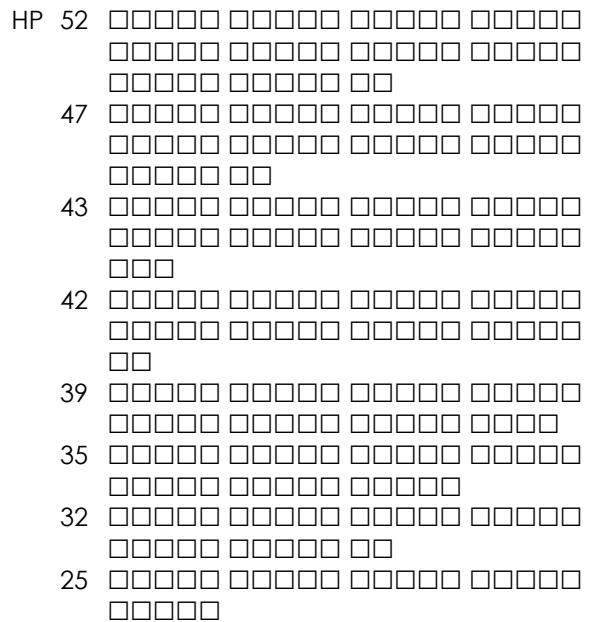
A large, partially-eaten sailfish is roasting over a smoldering fire and there are crude wooden buckets of beer and water.

6 Hill Giants: AC 15, HD 8, #At 1, Dam 2d8, Mv 30', Sv F8, MI 8, XP 875 ea.



3. EAST RAMPART. While the local ruler originally divided the gate guards into two fairly equal groups, the “thugs” among them grew tired of the “wimps” and gathered on this rampart. As with #2, there are two ballista (with 25 large bolts in barrels) and a single onager (light catapult) with two piles of rocks (total 50 shots). There are four 5-gallon clay jars of oil with oil-soaked rags ready for use as firebombs and a single potion-sized jar sitting beside the onager. The potion-sized jar is a **Bottle of Bees** (see **New Magic Items**). A wild boar is roasting over a smoldering fire and there are crude wooden buckets of beer and water.

8 Hill Giants: AC 15, HD 8, #At 1, Dam 2d8, Mv 30', Sv F8, MI 8, XP 875 ea.



4. COURTYARD. This region is well-constructed with tight seams in the walls and flat stone flooring with no cracks. Each rampart is accessed by a set of stone steps winding up.

A trail of black dust and occasional spilled rocks leads up to the twin doors to the north. These massive bronze doors are shut. They will open at a push. They are hinged on a center post and each will swing in or out (unless barred). Each door is festooned with protruding decorations of sea life: squid, fish, shells, whales, and such.

5. FOYER. The trail of black dust and occasional rocks circles around the dais in the middle of this room to get to the doors to the north. It will continue north up the hall beyond, veering some to room #11, but continuing due north and even further north through the hall noted in #13.

Before the party can explore the room in any detail they detect a rhythmic squeaking sound coming from the north, getting closer. Six ogres are returning with an empty cart. If any are allowed to get free, they flee to room #12. **MESS HALL** and alert the giants there. The ogres are not alert enough to note the PCs if they hide or lay an ambush.

This pleasant, quiet, chamber echoes with emptiness. The ceiling is 40' high. Resting atop a marble dais in the center is a gloriously shiny brass

statue featuring a muscular, bearded man and handsome woman, both with fish tails instead of legs and both naked except the bejeweled top of the woman (not that anything is showing; they are fish from waist down). The man holds a spear and wears a crown, while the woman holds a net and wears an equally ornate crown.

Two empty 3' high pedestals flank the hall entry to the north. In each of the northern corners of the chamber is a scattered layer of rock rubble 1' high at most. Some of the stones are pieces of arms, legs, or head; it is easy to deduce that these were once part of marble statues.

Concealed Door: Digging through the northeastern rubble reveals a concealed door 6' in diameter that is opened by turning a handle. A 50' long iron ladder in a round tunnel 6' in diameter leads down to room #J7 on the jail level below.



6 Ogres: AC 12 (unarmored), HD 4+1, #At 1 weapon, Dam 2d6, Mv 40', Sv F4, MI 10, XP 240 ea.

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6. BUNK ROOMS: a. through e. This region is the bunk room of the hill giants that are on guard out front. The rooms are lettered for the GM's convenience. The heavy wooden doors of these chambers are easily opened. The chambers and the hall around them are littered with bones, old food, and rotten or worn out hides that have been cast off. Each chamber has two twin bunks 25' long and 4' wide, covered in flea ridden furs. There are rawhide bags containing personal possessions hung on iron spikes driven into the walls (6 per room). Each room has 3 buckets which (from the smell) provide a bathroom. There are also buckets of water and weak beer. The player characters will find 5,000 gp in coins and 4 x 500 gp pieces of jewelry in the bags.

7. OGRE SQUAT. Tapestries (torn, dirty, faded, and not worth much, brought from who-knows-where) cordon off this area from the hall. Pallets, bags of food and debris, and buckets are scattered about. From the size of the pallets one can deduce that the ogres bunk here. There are 30 small bags here, each containing 300 gp in assorted coinage.

8. LOCKED ROOM. The outer door of this room is locked by a heavy-duty lock. It can be picked or bashed through. The inner door has been jammed shut by many wooden timbers spiked in place.

9. ABANDONED ROOM. This huge area has a scattering of overturned benches and chairs, all old and torn up. Against the east wall is a pile of rubble that rises up to 20' against the wall. The surfaces of the room are intact. Approaching the rubble, probing it or disturbing it brings out the reason why: the first 1d8 of twenty ravenous giant insects (ankhegs; see the **Basic Fantasy Field Guide Volume 1**). These chitinous creatures come pouring out, antennae quivering in search of prey. If further lured out by combat or activity, they emerge 1d8 at a

time until all are out. A single fire giant corpse can be found in the burrow, shredded by their mandibles. A total of 500 gp, a blackened steel necklace of diamonds worth 2,200 gp and a silver bracelet with rubies worth 2,600 gp can be found amid the tatters of its clothing.

20 Ankhegs: AC 18, HD 5*, #At 1 bite + special, Dam 2d6 bite + special, Mv 30' Burrow 20', Sv F5, MI 7, XP 405 ea.

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10. BUNK ROOM. This spacious room is scattered with a score of simple wooden beds, chests, chairs, and a little over half a dozen fire giants taking it easy. Tons of dried and smoked food, endless sacks of grain, and barrels of beer, wine, and water are piled in the far back. There are 20 strong iron chests locked with superbly designed locks: inside them is a total of 60,000 gp in coins and 20 pieces of jewelry worth 500 gp each. There are 15 stout wooden boxes with good iron locks which hold a total of 6,000 gp in coins and 15 x 100 gp gems. Scattered among the iron chests are: a **Magic-User Spell Scroll (hallucinatory terrain and cloudkill)**, a **Potion of Giant Strength**, a **Cloak of Displacement**, a **Ring of Protection +2**, and a **Two-handed Sword +1** (casts light on command).

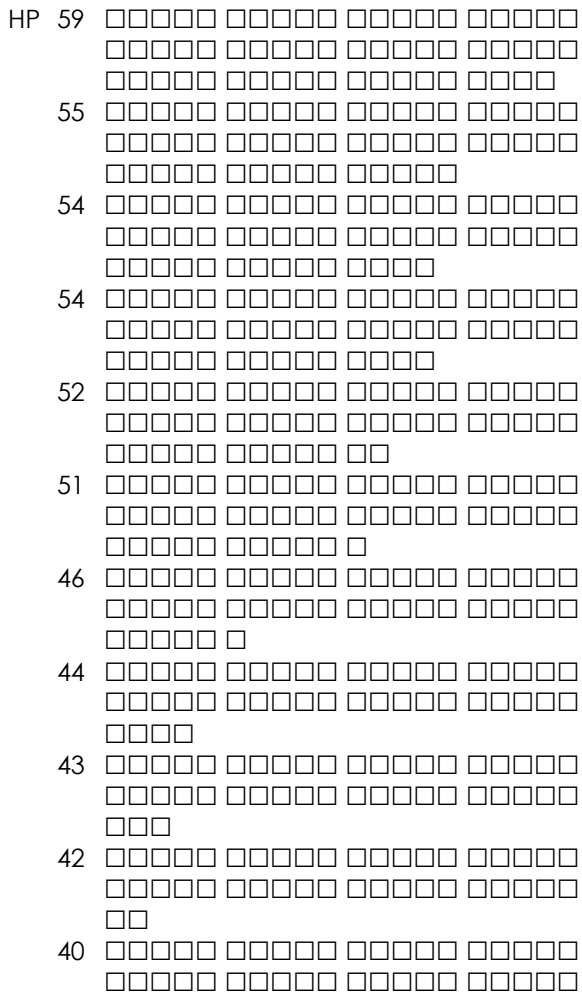
7 Fire Giants: AC 13, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 40' (10'), Sv F11, MI 9, XP 1,670 ea.

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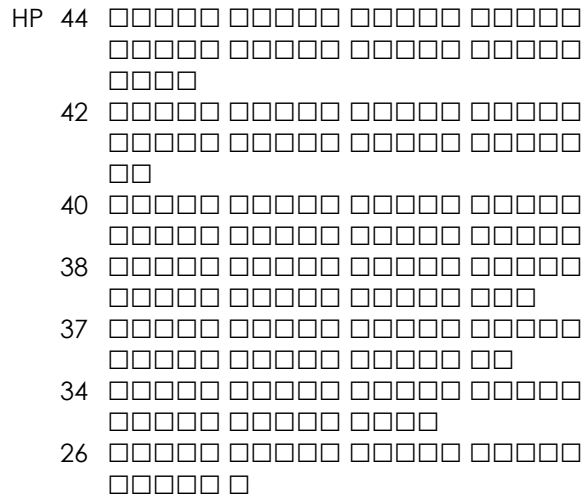
11. STORAGE. The doors to this room are wooden shutters that slide apart sideways. Inside is a huge pile of black rock.

12. MESS HALL. This large room is noisy with fire giants and their hill giant servants eating or finishing their meal with gallons of beer. Long, wide wooden tables are piled with plates, serving platters, bones, and the remnants of cattle, pigs, and giant birds.

11 Fire Giants: AC 13, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 40' (10'), Sv F11, MI 9, XP 1,670 ea.



7 Hill Giants: AC 15, HD 8, #At 1, Dam 2d8, Mv 30', Sv F8, MI 8, XP 875 ea.



13. HALL GOING NORTH. The main hall continues north, straight and unvarying for 200' before coming to room #1 on **Map 3: Passageway #1**. The trail of black dust and occasional rocks being left by ore carts continues up the hall.

14. STAIRS DOWN. These stone steps travel 50' down to location #J1 on the jail map. Their passage is not straight; they turn east at a landing about 20' down and travel a short distance before turning south and continuing to emerge as shown on the below map.

Key to Map 2: JAIL LEVEL

This level conforms to the general concepts of the others: well-constructed from solid stone, with 40' ceilings unless otherwise specified.

J1. STONE STEPS FROM ABOVE. A set of stone steps discharge here; following them upwards exits at location #14 on the entrance map on the level above. The steps do not travel straight up but rather twist and turn to come into alignment with #14.

J2. JAIL CELLS. The jail proper is handled by frost giant mercenaries, perhaps in hopes that their "cooler temper" will result in fewer prisoners lost to trumped-up altercations. (The giant with the most hit points carries a large brass ring with the equally large keys for the cells). Along with their traditional furs (worth 1,000 gp per giant), they wear cold blue chain armor and spectacled helms, and carry massive axes. Furnishing the room are two long wooden tables (each with a dozen wooden chairs worn smooth), and ten cots with fur mattresses and fine cotton sheets. A wooden rack holds ten spears and ten

pole-arms (giant-sized). There are three barrels of water, a barrel of excellent beer, and a small keg of superb wine, along with a dozen finely-made and very sturdy 3-gallon glass tankards, worth 10 gp or more each.

6 Frost Giants: AC 17, HD 10+1* (+9), #At 1 giant weapon or 1 thrown rock, Dam 4d6 or 3d6, Mv 20' (10'), Sv F10, MI 9, XP 1,390 ea.

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J2a. Isolation cell. As the PCs approach this cell, a young woman no more than 3 1/2 feet tall jumps to her feet and hurries over to inspect them. The cell is furnished with fold-down beds along the wall, a table, chairs, a dressing screen of cheap paper with a wooden frame, and three buckets.

The young lady and the other three occupants of the cell are female dwarves. None are bearded, but they do wear long, intricately-braided hair. Their story is that they have been captured for ransom and know nothing about what is going on. The story is true; in fact one is a princess and rescuing them is worth a reward of 5,000 gp for each lady. If any of the women are slain, then their families will hire Magic-Users and Clerics to find out what happened. If it is a case of murder, then they will assemble a task force of high-level NPC characters to bring the culprit(s) to justice.

They all have a moderate amount of skill as Fighters.

4 Dwarven Women: AC 11, HD 6, #At 1, Dam unarmed or by weapon, Mv 40', Sv F6, MI 8, XP 500 ea.

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J2b. Three cots and three buckets.

J2c. Broken door that will lock but can be easily pulled off the hinges. Hidden in a hole dug underneath an overturned, rat-chewed bunk mattress are: 2 **Light quarrels +3**, 5 **Longbow Arrows +1 (+3 vs. Dragons)**, a **Potion of Control Dragon**, a **Potion of Speed**, a **Potion of Clairaudience**, and a **Potion of Heroism**.

J2d. Three cots and three buckets.

J2e. Three cots and three buckets.

J2f. A holding cell for a large number of prisoners.

J3. JAIL OFFICES. This tidy room is where the fire giant in charge of the jail spends his time. His favored lady-friend is sitting in his lap and they are laughing and giggling. The remnant of a sumptuous meal of boar and various breads and drinks resides on a nearby table. In a fight, he wields a wickedly-spiked club, she a razor sharp scimitar (both weapons are giant-sized), and they are both merciless.

Furnishings include a desk, three chairs, a huge roundtable, a wooden closet (containing clothes, writing materials, beer and wine, and dried food), and one large, long, luxurious bed.

She wears three gaudy necklaces of diamonds set in black steel worth 3,000 gp each and three silver bracelets set with orange topazes on each wrist worth 500 gp each. He carries a pouch with 3,400 gp and 500 pp in it, and wears a very simple rawhide thong necklace with a silver fire giant religious symbol standing for austerity (value perhaps 20 gp as a curio). Built into the underside of the bed frame is a trapped and locked wooden chest; using the fire giant's religious symbol as a key safely unlocks it. Otherwise, if the trap is not found and disarmed before it is opened (by lock picking or brute force) a cloud of poison gas is emitted, engulfing the room; all within must save vs. Poison or die. Inside the chest are heavy, stout burlap bags containing 600 pp,

4,000 gp, 3,300 sp, 4,500 cp, a **Potion of Invulnerability**, a **Potion of Flying**, and a **Potion of Fire Resistance**.

2 Fire Giants: AC 17, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F11, MI 9, XP 1,670 ea.

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J4. JAIL STORE ROOM. Packed with barrels, bags, and wooden crates, this room is hard to navigate. The containers hold dried food, water and beer (in the barrels), and other sundries. The further back anyone gets into them the dustier they are. The bulkhead door between this room and **#J6** is blocked by several crates.

J5. SECRET OBSERVATION ROOM. One thing that might give away the secret door here is a peep-hole that can be slid open and shut. It is used to spy on the store room **#J4**, which was once used for other purposes. The peep hole is ancient, rusted, and creaky. A good hard hit is needed to open it. The secret door is difficult to note from the east side, but much easier to spot from the west where no pains were taken to conceal it. It swings east, hinged on the north side.

J6. CIRCULAR ROOM. This round room is lined by rusty iron, with a 50' high domed ceiling. The secret door between this room and **#J7** is hard to detect from this side. A bulkhead door opens into **#J4**, although boxes stacked up against it make it hard to open. Someone small-bodied might wiggle through the gap if the door is opened.

J7. SECRET ROOM. An iron ladder leads 50' up to the concealed trapdoor in the northeast corner of room **#5** of the entry level.

J8. UNUSED REGION. This chamber and the others north of here have long been abandoned. They are empty of anything but dust. The secret door at "a" is simple and can be pushed in, allowing access to a well providing clear, clean water.

J9. PASSAGE TO INTERROGATION. Both walls of the last 60' of the north end of this hallway are festooned with manacles.

J10. SPECIAL QUESTIONING ROOM. Filled with torture devices - iron maiden, rack, brazier with a barrel of coals nearby, whips, chains on the wall, and so on, this room is where prisoners are taken for intense questioning. The chamber to the west is separated by a wall with a very plain but heavy arch. There are no "guests" present, but the chief fire giant torturer and three hill giant assistants are sitting on crude wooden stools laughing and chugging 3-gallon mugs of beer from a barrel on a nearby table.

Fire Giant: AC 13, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 40' (10'), Sv F11, MI 9, XP 1,670

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3 Hill Giants: AC 15, HD 8, #At 1, Dam 2d8, Mv 30', Sv F8, MI 8, XP 875 ea.

HP 38 □□□□ □□□□ □□□□ □□□□
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Key to Map 3: PASSAGEWAY #1

Note the change in scale: each square on this map = 20', as better suits a giant-sized region. The area of effect of spells, the range of missiles, movement rates, etc. are halved.

The player characters will note that this region is new construction. It was built to discourage intrusion and hence has a winding maze-like quality. Construction is incomplete though, and hence there are open spaces and unfinished walls.

1. ENTRYWAY. A simple room with a simple door. The trail of black dust and occasional rocks left by the ore carts that are being pushed by ogres passes through the door.

2. SMALL EMPTY ROOM. The secret door in the north wall is not obvious to the eye but can be found by knocking on the wall for hollow sounds and/or pushing (it swings open, hinged on the east end). The trail of black dust and occasional rocks left by ore carts passes through it, out the west door in room **#3**, angles to the west door in room **#5** then follows the main hall to **#16**.

3. EMPTY THROUGHWAY.

4. BUNK ROOM. Contains 4 giant-sized double-bunks, a single table, and eight chairs. Two locked strongboxes are under each bunk bed set, containing the giant's personal goods and pay: 1,000 gp per bunk (a total of 8,000 gp).

5. GUARD ROOM. Round tables and chairs, all giant sized and occupied by guards.

3 Fire Giants: AC 17, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F11, MI 9, XP 1,670 ea.

HP 54 □□□□ □□□□ □□□□ □□□□
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6. DOUBLE LOCKED DOORS. Each of the doors to this room has 2 locks. The doors are solid steel and extremely sturdy, as are the granite walls they are built into. Inside is a disassembled onager, 50 rocks for shot, several tons of grain, dried fruit and dried meat, several barrels of water, a barrel of excellent ale, and four barrels of fresh beer. Treasure that can be found by scrounging includes a **Potion of Delusion**, a **Potion of Gaseous Form**, 2 x **Potions of Speed**, a **Cleric Spell Scroll (animate dead, insect plague)**, a **Magic-User Spell Scroll (web, floating disc, hold person)**, a **Scroll of Protection from Lycanthropes**, and a **Shield +1**.

7. FALSE DOOR. What looks like an ordinary door is actually a trap. Trying to open it causes a spew of a very sticky glue-like substance that covers the hall for 30' and affects everyone inside it like the **web** spell.

8. LIBRARY. Shelves with books. Key #1 (to the upper lock in door "b" for room #6) can be found atop one shelf.

9. MONSTERS. When the door to this room is opened, the PCs see a fire giant shutting and locking the door on the far wall (which is actually a trapped, locked false door; the giant was checking on the trap mechanism). After dealing with the fire giants here, the PCs find the key to said door on one. If slain, the owner swallows the key first as well as a second key (Key #2 for the lower lock in door "b" for room #6)

before perishing. One giant has 2 x 500 gp pieces of jewelry and the others 1,000 gp in coins.

The false door is a trap. Opening it (even with the proper key) without first pushing in a hardly-visible knob over the door releases a gush of flaming liquid that engulfs the 2 squares in front of it and doing 2d8 points of damage for 1 round and 1d8 for the next to everyone caught within that area.

4 Fire Giants: AC 17, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F11, MI 9, XP 1,670 ea.

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10. JAILERS. The primary inhabitants of this area are fire giants serving as jailers. They have two tables, eight chairs, a jug of beer, and eight 3-gallon mugs made of black volcanic glass. The **false door in the east wall** appears to be a locked and stuck door. There is no trap, just a blank wall behind it.

4 Fire Giants: AC 17, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F11, MI 9, XP 1,670 ea.

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11. PITS. Four 15-foot wide, 30' deep pits are in this hall. Each has a steel grate that can be lifted off and a hoop for a padlock. Pits "a" and "b" are locked: "a" contains a fire giant and "b" a frost giant. These creatures are from distant tribes and will gladly join forces with anyone who is determined to end the reign of the tyrants who captured them. They do not have armor nor weapons.

Fire Giant: AC 13, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 40' (10'), Sv F11, MI 9, XP 1,670

HP 50

Frost Giant: AC 13, HD 10+1* (+9), #At 1 giant weapon or 1 thrown rock, Dam 4d6 or 3d6, Mv 40' (10'), Sv F10, MI 9, XP 1,390

HP 47

12. PITS AND OBELISKS. There are two more jail pits (much the same as those in room #11) and 3 triangular obelisks of red sandstone. The obelisks are covered in squiggly writings: a **read languages** spell will reveal they were created by a race of snake worshipers and that the writings are devotional passages.

13. STAIRS DOWN. These stairs are incomplete, going down some 50 feet and simply stopping.

14. LOCKED STORAGE ROOM. Some useful treasure in boxes and barrels. Key #2 (to the lower lock in door "a" for room #6) is stashed in a plain draw-string bag in one box. A jeweled coffer made of rare wood (worth 1,500 gp itself) contains 48 x 500 gp gems of assorted colors. Magical treasure includes: one **Cursed Scroll**, a map to 4 magic items (a **Shortsword +1, +3 vs. Undead**, a **Shortsword +1**, a **Wand of Cold** (16 charges), and **Leather Armor +1**), a **Potion of Flying**, a **Potion of Treasure Finding**, a **Ring of Protection +2**, a **Cleric Spell Scroll (wall of fire)**, a **Magic-User Spell Scroll (conjure elemental, detect invisible)**, a **Scroll of Protection from Lycanthropes**, a **Scroll of Protection from Undead**, 2 **Shields +2**, and a **Shortbow +1**.

15. 4-DOOR INTERSECTION. The false door is merely a time waster.

16. EXIT AND ILLUSORY WALLS. Illusory walls allow access to room #17; a rank smell pervades the air, emerging from said room. A bubbling sound can be heard as if there was no wall. The 40' wide hallway continues north for 300' before coming to room #1 in Map 4: Passage #2. The trail of black dust and occasional rocks from the ore carts being pushed by the ogres continues up the hall.

17. STILL. Two hill giants are busy refining booze. If they hear intruders through the illusionary walls, they will set a trap or attack. The air is fouled with the rank smell of corn mash. A small copper still is trickling whiskey into a stoneware pot (less than a cup so far), while three wooden pots brew beer. A quart-sized glass bottle is full of high-proof whiskey which burns readily and ten large stoneware pots each hold 5 gallons of weak beer. There are bags of corn and hops in one corner, piles of wood, plus yeast and ingredients that hill giants prefer but others might gag on. A gentle breeze through small cracks in the ceiling vents the fire smoke.

2 Hill Giants: AC 15, HD 8, #At 1, Dam 2d8, Mv 30', Sv F8, MI 8, XP 875 ea.

HP 38

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18. FALSE SECRET DOOR. Banging on the wall will reveal a hollow sound behind it. There is a fine crack outlining a door-like region 8' wide and 25' high. This is a time waster, except for a small niche about 3' up in the wall (6" long x 4" deep x 3" high) containing key #1 for the upper lock in door "a" for room #6.

Key to Map 4: PASSAGEWAY #2

1. ENTRANCE. The 300' long hallway that starts in room #16 on the previous passageway ends here. The trail of black dust and occasional rocks from the ore carts being pushed by the ogres continues up the hall through rooms #2, #3, #5, #16, and #24; the rocks blocking off the passage between #24 and #27 were placed within the last few hours. Otherwise the trail passes underneath them.

Secret Door: The 9' wide, 25' high secret door in the northeast wall will open inward at a push; it is hinged on the northwest.

2. STALLS. A series of stalls are arrayed along this hall. In the middle of one on the north side is a 9' wide, 25' high secret door that is hinged on the west end and swings in either direction at a firm push, swinging shut due to a hidden spring.

3. GUARD. A solitary hill giant stands outside this door with spear and shield, flexing its knees in bored irritation. If it detects intruders, it will jerk the door open and yell (in hill giant) into the room, "Intruders!" It will take several rounds (1d3) for any response to come from the room. The guard will duck back into the room and bar the door.

Hill Giant: AC 15, HD 8, #At 1, Dam 2d8, Mv 30', Sv F8, MI 8, XP 875

HP 40 □□□□ □□□□ □□□□ □□□□
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4. GUARD PARTY. A bored group of mercenary guards are having fun wrecking their bunk-room. There are (in various states of disrepair) two beds, four double bunks, 6 large trunks (with fire giant goods including a total of 6,000 gp), 10 medium trunks (with hill giant goods including a total of 5,000 gp), tables, and chairs in the room, plus bags of grain and smoked meat. A barrel of water has been overturned and one hill giant is prostrate on the floor at the end of a table while another pours beer from a barrel into its gulping mouth. A giant owl is roasting over a merry fire in a large tub of sand.

Treasure: 2 **Scrolls of Protection from Lycanthropes**, a **Cleric Spell Scroll (restoration, cure blindness, spiritual hammer, insect plague)**, 1 **Potion of Gaseous Form**, 1 **Potion of Control Giant**, and 3 **Potions of Healing**.

2 Fire Giants: AC 17, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F11, MI 9, XP 1,670 ea.

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4 Hill Giants: AC 15, HD 8, #At 1, Dam 2d8, Mv 30', Sv F8, MI 8, XP 875 ea.

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5. FLOODED HALLWAY. This hallway is flooded floor to ceiling. The magic controlling the water above the citadel is in effect here and allows breathing and counteracts pressure. Said magic also holds the water in place, creating a flat vertical surface on each end. The characters can move in and out of it with only a slight hindrance to movement.

The west wall has crumbled in the place shown. While someone piled up boulders to keep creatures out, it appears that something large (at least 6 feet in diameter) bulled its way through the stones to get inside. If the PCs dig their way out through the hole, the hole opens into a long underground cavern flooded by the ocean. The magic bubble does not extend there and entering the cavern will result in crushing pressure and severely cold temperatures.

6. BASILICA. Smaller tapestries on the east and west walls are devoted to the worship of a sea god and goddess much like the statues found in room #5. **FOYER** of the entryway map. They are old (ancient even), hung on rusty spikes that threaten to come out of the cracked walls at a firm tug. A huge tapestry to the south is devoted to the worship of snakes and spiders, and is quiet new. It has been hung with care on silver hooks in holes drilled snugly into the wall.

7. PLAIN ROUND CHAMBER. A plain, round, empty chamber accessed by bulkhead doors.

8. VESTIBULE. The west door is locked, square, and made of thick steel. The other two are bulkhead doors.

9. PLAIN ROUND CHAMBER. Per #7.

10. JAILERS. This huge room is home to eight fire giants. It is furnished with their bedding, personal storage boxes (2 each), a desk and chair, five locked trunks, and two long round-ended tables with a dozen chairs. A strong iron box atop the desk holds 3 **Potions of Truth Telling** (see **New Magic Items**). There are also 2 **Cleric Scrolls of Detect Evil**, and 4 **Magic-User Scrolls of Detect Evil** in the box. There are six more potion bottles on a table behind the desk, but they hold strong liquor. The locked trunks contain a giant-sized sword and armor, and four sets of stone giant armor and clubs. In the southwest corner is a pile of five iron boxes hidden underneath a huge blanket; the pile has an **invisibility** spell cast on it. These boxes contain 4,000 gp and 8 x 500 gp pieces of jewelry.

8 Fire Giants: AC 17, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F11, MI 9, XP 1,670 ea.

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11. PRISON. This room has no furnishings. Squatting on the floor are four stone giants, trussed up by massive ropes. They are beaten and battered, but alert. One knows common. Their story is simple: they were captured by fire giants from a rogue tribe and have been forced into slave labor. If the PCs prove their worthiness, they admit to being spies sent in the disguise of merchants (along with the storm giant Marie-Alanna) to try to discover who was responsible for the chaos being caused by the other giants.

If the player characters need help, they are healthy enough (and willing) to join them. If the GM would rather not have them join the PCs, then the GM can reduce their hit points to 10% of what is shown due to continuous abuse and torture by their guards.

4 Stone Giants: AC 15, HD 9 (+8), #At 1 stone club or 1 thrown rock, Dam 3d6 or 3d6, Mv 40', Sv F9, MI 9, XP 1,075 ea.

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12. PRISON. While it was once luxuriously appointed, this room is now a wreck. The sound of crashing, banging, and yelling is constant. A crazy female storm giant is in the far corner smashing furniture with kicks and hurling it against the walls. Her eyes flick to the player characters but she ignores them, continuing to smash furniture, a maniacal look on her face.

The only way to restore her sanity is through a **remove curse** spell or a spell such as **heal**. If she is cured, she reveals that her name is Marie-Alanna and that she was captured by strange creatures who drove her mad trying to control her with some form of mind control. They have blanked her memory and as such she has no idea who they are or where they reside.

If the PCs prove their worthiness, she will gather her wits and admit she and four stone giants were sent in the guise of merchants to try to find out who was responsible for the giant uprising.

Secret Door: The 9' wide, 25' high secret door in the south wall of the hall leading here will open in or out at a push; it is hinged on the west.

Marie-Alanna (Storm Giant): AC 19 (13), HD 15** (+11), #At 1 giant weapon or 1 lightning bolt, Dam 8d6 or 15d6, Mv 30' unarmored 50' (10'), Sv F15, MI 10, XP 3,100

HP 68 □□□□ □□□□ □□□□ □□□□
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13. EMPTY AREA. This chamber is empty except for an odd, human-like shape in the southwest corner near the west door. It's the mostly-digested corpse of a thief whose only useful possessions are a bag of gems (100 x 10 gp and 20 x 50 gp), a **Dagger +1 (+2 vs. Regenerators)**, a **Potion of Treasure Finding**, and a **Ring of Spell Turning**. All of the secret doors allowing entrance to the room are 9' wide and 25' high, hinged on the west end and swing in either direction at a firm push, swinging shut due to a hidden spring.

14. STATUE ROOM. The door to this room does not have a latch and swings open and closed at a push. A strong musky odor is apparent when entering. Three giant sea pythons that smashed through the wall in the hallway room (#5) have set up a lair here. Fittingly enough, there is a statue carved from rough coral on the north wall of a serpent goddess.

3 Giant Sea Pythons: AC 18, HD 15 (+11), #At 1 bite/1 constrict, Dam 1d12 + 2d12, Mv 20' (10'), Sv F15, MI 10, XP 2,850 ea.

HP 75 □□□□ □□□□ □□□□ □□□□
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15. FLOODED HALLWAY. This hallway is flooded much like #5. The magic controlling the water above the citadel is in effect here and allows breathing and counteracts pressure. The characters can move in and out of it with only a hindrance to movement.

The secret door on each end is 9' wide and 25' high, hinged on the west-end and will swing in either direction at a firm push. It will swing shut due to a hidden spring. The water will not exit when they are opened, as it's held in place by magic.

16. TROLL GUARDS. Lurking in these unfinished chambers are eighteen trolls. Characters engaging the fiercest one (44 HP) at close range will notice that it has a sword wedged into its body, the pommel sticking out of its back. It is keeping it there to deny it to pilferers, seeing how it is a **Longsword +1 (+3 vs. Regenerators)** which also **Flames on Command**. The words "Troll Brander" are etched into the blade in Common.

18 Trolls: AC 16, HD 6*, #At 2 claws/1 bite, Dam 1d6/1d6/1d10, Mv 40', Sv F6, MI 10 (8), XP 555 ea.

HP 44 □□□□ □□□□ □□□□ □□□□
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17. PEEPING ROOM. The east wall has peep-holes as shown, each 3' round and 20' off the ground, sealed by 1' thick glass.

18. ARTIST'S SANCTUARY. The western portal to this room is blocked by heavy bars 1' thick and 1' apart. The bars are locked from the outside.

The smell of oil paints, paint thinners (turpentine if it suits the GM's world), canvas, and a sour musk fill the room. All of the surfaces are cluttered with dirty clothes, old food, and crumpled paper, as if it is inhabited by a maniac who has no time for cleaning up. It has little furniture: a bed, an easel, a table with pots, and canvas stretched on wooden frames. A human male dressed in ragged clothing is sitting in a stiff wooden chair behind a wooden easel with a half-finished painting attached to it, held fast to the chair by strong brass chains.

In a gritty game: The scraggly-bearded head has rolled onto the floor to stop underneath the chair, leaving a wet, crimson splatter of blood. If the corpse is brought back to life (or the PCs use an information gather spell) (or the GM is playing the gentler version where he is not dead) they find that the artist is named Fred "Freddy Eddy" Edwards. He was renowned for painting scenes, people, and places that come true in the near future. He was captured by the giants but began misleading them with fake paintings. Fred is an ordinary person and has little to offer in aide to the party, unless the GM wishes to create and interpret paintings for the players.

In a gentler game: the man is staring in horrified fear, frightened out of his wits.

A burnt sheaf of papers in a brazier full of red hot coals reveals only the words: "The giants have discovered how I have been misleading them. My paintings no longer reveal my true visions."

The painting attached to the easel in front of his chair itself depicts a giant being destroyed by a power not yet painted, nor are the features of the giant.

Stacked in a row against one wall is a series of paintings (eight painting for each adventure the party has finished, or chronicling the adventures of others in this quest if the player characters have just started). Some of the first to have been painted are fairly accurate, but from then on they become more inaccurate in what they depict, varying in subtle

ways from reality and appeasing the ego of ambitious viewers while misleading them as to the truth.

In an oven in the small niche to the southwest are piles of ashes and the tatters of burnt paintings.

19. EMPTY CHAMBER. Accessed by bulkhead doors.

20. STORAGE. Many, many canvases and gallons of paint and thinner are stored here. Several canvases have odd writing on them (magical writings) and are actually 2 **Scrolls of Protection from Lycanthropes**, 2 **Scrolls of Protection from Undead**, and 1 **Scroll of Charm Monster**.

21. MAGIC TRUNKS. The door to this room is dusty; it has not been opened in years, yet it opens easily enough. Opening it reveals an almost-empty room.

In the back of this room are three bronze chests with locks. When a character enters the room, a magic mouth in the shape of a curly-bearded, goat-horned demon appears in the air and intones, "Speak the magic words or the treasure will be gone!"

Scrawled on the back of the door in common are the words: "safe", "don't go", "make me rich", "I am the master", and "praise all good things". There are also three invisible phrases written by a Magic-User (a **read magic** spell is necessary to decipher them): "fire and smoke open all chests", "lightning is not the very best", and "knock if you want the chests".

There is no "magic word": the chests are all illusions rigged to waver and disappear as if dissolving when approached or tampered with. Approaching within 20' causes one to dissolve; approaching to within 10' causes another to dissolve; and finally approaching within 5' causes the last one to dissolve. Each time someone speaks one of the phrases on the door it "destroys" one. Likewise, each spell cast at them "destroys" one chest.

22. LIVING AREA. Perhaps intended as a living area, this room is little-used, with dust thick on the furnishings and floor. It contains three beds, two dressers, chairs, divans, and a dressing screen. A pair of bronze orbs standing upright on wooden stands lights the room due to **continual light** spells cast on them. A cloth hood hanging by a cord from each one can be used to block them off for sleep.

There are two wooden chests broken into splinters near the far wall and one intact chest. The intact chests has 4 short stubby legs. PCs investigating this

trunk will note that it shuffles nervously if touched, as if alive.

It is a magic traveler's trunk: etched into the back amid florid engraving is the phrase "Zizzle fractal." The speaker becomes its master and it will "follow" or "stay" on command (but do nothing else). It is not sentient and cannot perform actions on its own; it cannot and will not attack. If damaged, it can only be healed by being repaired by a master craftsman who works with magic items. It is rickety and very noisy when moving. It will devour 10 coins per day (in order of preference: gold, platinum, electrum, silver, and copper). If it is not "fed", then it weakens (losing 10' movement and 5 HP per day) until it reaches 0' movement or 0 HP. It will die the day after that and become a rickety old trunk.

Magic Trunk: AC 15, HD 5, #At none, Dam none, Mv 40', Sv F5, MI 12, XP 360

HP 20 □□□□ □□□□ □□□□ □□□□

23. QUIET ROOM. The west wall has peep-holes as shown, each 3' round and 20' off the ground. They are blocked off by curtains cut crudely from bedding. A single chair rests in this room facing the east wall. The east wall is covered by a scenic mural of bright, green forests and mountainsides, underneath a vivid blue sky and lazy white clouds.

24. BLOCKED. Massive 1- and 2-ton stone blocks have been stacked up to block passage through the hall to the north. The stonework surfaces of the rooms and halls the party has passed through so far are a light gray granite, while the stones used to block the hall are very different: a black-marbled dark gray granite.

25. FLOODED ROOM. The door to this room is locked. No key can be found in the general area, but it is obvious at a glance that the rotten, rusted door can be knocked down with a few blows. Doing so will put the occupants of the next room on alert; sharks will slide through the calm water of the flooded chamber to investigate. There is a hint in their eyes that they have been summoned by some force beyond their kin.

The magic controlling the water above the citadel is in effect here and allows breathing and counteracts pressure. The characters and other creatures can move in and out of it with only a hindrance to movement and actions such as combat.

The sharks enter through massive holes in the west wall which open up into a huge underground cavern which is NOT under the influence of the water magic; entry into it would result in crushing pressure and extreme cold.

6 Great White Sharks: AC 19, HD 8, #At 1 bite, Dam 2d10, Mv Swim 60' (10'), Sv F8, MI 8. XP 875 ea.

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7 Mako Sharks: AC 15, HD 4, #At 1 bite, Dam 2d6, Mv Swim 80', Sv F4, MI 7, XP 240 ea.

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26. CRUMBLING WALL. The 20' section of wall between this area and room #27 has just been constructed. It is weak and can be knocked through with hammers, allowing access to the hall.

27. HALL NORTH. The trail of black dust and occasional rocks from the ore carts being pushed by the ogres continues up this hall. The hallway continues north for a mile, featureless and monotonous. Daylight can be seen ahead. Just before exiting the hall, the player characters come across walls festooned with colorful murals. They show a tall mountain with a fortress built into it overlooking the city. The fiery image of a meteor bursts from the sky and lands atop the mountain in a titanic impact. The mountain and citadel are reduced to a huge crater and the city laid to waste.

The hallway opens up into the crater pit. Drawn on the wall with burnt charcoal and lettered in crude common is a map (below). See also Map 6: Player's Map of the Crater. **Note:** you may wish to download this module from www.basicfantasy.org to print a player's copy.



Key to Map 5: THE CRATER and the END BATTLE.

If the PCs are weak then the GM can have two storm giants appear to offer help, teleported in from the outside. If the PCs are strong but their resources are depleted, a dozen sprites appear, having used **invisibility** spells to navigate to the PC's location. Each has a miniature **Bag of Holding** (just big enough for one potion and scroll) and they deliver **Potions of Healing** and **Scrolls of Heal** (as many as the referee thinks necessary).

2 Storm Giants: AC 19, HD 15** (+11), #At 1 giant weapon or 1 lightning bolt, Dam 8d6 or 15d6, Mv 30' (10'), Sv F15, MI 10, XP 3,100 ea.

HP 82	□□□□	□□□□	□□□□	□□□□
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12 Sprites: AC 15, HD 1d4 Hit Points, #At 1 dagger or 1 spell, Dam 1d4 or by spell, Mv 20' Fly 60', Sv M4 (with Elf bonuses), MI 7, XP 10 ea.

HP 1	□	4	□□□□	4	□□□□	1	□	
	4	□□□□	4	□□□□	3	□□□	3	□□□
	2	□□	2	□□	1	□	2	□□

1. EXIT INTO CRATER. Passing through the long tunnel the player characters find themselves in a long, wide valley nestled peacefully inside a surrounding mountain range. The ground is covered by short green grass, copses of large trees, and occasional streams and pools or lakes of clean, drinkable water. The trail of black dust and occasional rocks (left by the ore carts being pushed by the ogres) stops here, at a huge mound of iron ore. A rutted path caused by an unknown entity proceeds roughly northwest through the grass and trees.

The mountain that the players and others had seen from the outside is an illusion. Steep cliffs surround the pit of an asteroid crater. The edges are steep, with much loose stone. If scaled, one is faced (on the other side) by the rim of the air bubble, beyond which is murky, crushing, and freezing cold ocean. There is magic working here to keep out the water and allow sunshine in, but the water above is not "softened"; it presses down with immense force and is bitterly cold.

There are very few birds, animals, or insects about, only the minimum number needed to help the grass and trees flourish.

Alternate Encounter: Gentler Apes: As opposed to the ravenous, violent mindless beast, the gargantuan apes can be played as semi-intelligent creatures. Thus: as the party approaches the tunnel exit, three truly humongous gorillas appear down a rutted roadway. Each is dragging a massive wooden sled via a rope harnessed around its

shoulders. The lead gorilla is noticeably larger than the other two, around 30' tall (vs. 25' tall), and much heavier than humanoids of the same height. It is ridden by a 12' tall, whip-cracking fire giant.

With yells and cracks of the whip, the giant directs the apes to stop at the mound of ore and load the carts with bare hands. When the sleds are loaded, the apes are directed to trudge off northward down the rutted dirt road, knuckling their way along.

The huge beasts are notably cowed, unhappy and unwilling to resist even one puny fire giant, even though they could rend it limb from limb.

See #4 below for their statistics, if needed.

The PCs remember rumors that the Native inhabitants of Eromle Island have recently been bemoaning the disappearance of "The Great Ones", the three "big apes" they care for and treat as god-sent protectors. They curse the fire giants they share the island with and the "big witch" who stole them. Some of them shorten the curse by dropping the "ig w".

(Alternately, roll 1d20 for each PC and a result less than or equal to the character's Intelligence score means he or she remembers said rumor.)

2. LAKE. Fresh water filled with fish, crabs, and other fresh-water creatures.

3. GREAT APE ENCOUNTER. Note: if the PCs veer off, Utango will track them down no matter where they go.

As they travel they hear a mighty call ahead past massive trees, followed by a drumming of flesh on flesh. (The challenging call and chest drumming of a gargantuan ape). They have 3 rounds to decide what to do before Utango the giant ape dashes out of the trees into sight, pausing to yell at them and look the party over. After a pause to measure up his enemies (if they have yet to attack) the beast attacks.

Alternate Encounter: Gentler Apes: If playing the gentler ape concept, Utango will not attack. Indeed, clever PCs might have befriended him already by getting rid of the fire giant that was riding him. If attacked, he might fight a few rounds and flee (if he does well) or flee outright (if seriously

injured). If not attacked, he marks his territory like a dog would, tearing up the ground and defecating, then leaves, rapidly running northward on his knuckles. He is miffed at finding strangers in his "territory".

Utango, Gargantuan Ape: AC 19, HD 24 (+14), #At 2 fists/1 bite, Dam 3d6/3d6/5d6, Mv 40' (20'), Sv F24, MI 10, XP 8,250

HP 138

4. SHOW DOWN. Following the ape if it flees (otherwise moving on) the party comes to a clearing where the villain has set up court to try to awe the party into ceasing any further attacks.

Setting up the situation: Although Map 7: Simple Battle Map is provided later, the GM might create his or her own.

The sound of titanic hammers and hissing of tons of melted iron being poured from massive kilns forms a backdrop to the intent of intimidation, hinting at the might of the villain's empire. Fire giants are busy creating the steel parts of fantastic machines in the northern slopes of the crater, using volcanic pools for heat. The pools only occur here, hence the location of the villain's foundry. The fire giant smiths are forced to work at their thankless task due to threats to their families, and will not fight unless attacked.

The villain's court is arrayed atop and at the foot of a massive Mayan-style pyramid temple. A scarred and battered old storm giantess reclines in a throne atop it, flanked by her advisers and consorts. To her left is the storm giant king Clough, who holds great sway over his kind and to lesser extent the others (he is not the only such king, just one of the most respected). Halfway down the steps are 6 bone monstrosities with 4 arms each (bone golems), each carrying 8 iron hammers (4 for throwing and 4 for use in combat). On the ground at the foot of the pyramid are 24 human warriors in plate mail and shield (armed with swords, axes and assorted weapons), 4 cloud giants, 8 fire giants (both giant types having boulders stacked at their feet), and the siblings of Utango, Marako, and Godanga. If Utango survived

the first encounter he retreats here and if injured the party sees the queen caressing him and healing some wounds (up to 6d6 HP).

Note: the “gentler ape” alternate concept described above means that the party may have already befriended the gargantuan ape(s).

If the PCs have rescued Marie-Alanna (the storm giant in room #12. **PRISON** in the second passageway) she recognizes the “storm giant queen” immediately, as would any storm giant with the party. Roll 1d20 for each PC and anything equal to or less than his or her Intelligence score means they know who she is; the “boogy-woman” of many a child’s bedtime story.

The “queen’s” name is simply “lon.” She is an ancient threat to all living kind. One hundred years ago she was captured and sentenced to death by disintegration for her crimes against humanity (in this case “humanity” refers to all of the intelligent semi-civilized humanoid races). It is not known how she escaped and by what means she is now sitting on a throne atop a pyramid over the party.

Queen lon chortles and brags about having the giants under control. If the three gigantic apes are under her control, she pets them like dogs; if the party has gained control of them, she curses them as useless animals.

The storm giant king struggles, grimacing, as if fighting invisible bonds. But she waves an arm and her consorts drag him close. She bites his arm. He ceases to struggle and his face is wracked with anguish but submissive. The queen licks the blood from her snake-like fangs with relish.

Various things might happen depending on the player’s approach to the situation; maybe the party joins her, maybe they only pretend to, perhaps a big battle erupts.

If a battle results, the storm giant king can be taken out of the queen’s control through a **neutralize poison** spell, as it is her venom that controls him. Until then, he will resist the control of the queen, with a 1 in 6 chance he does nothing each round (frozen as he fights the queen’s control). If he loses control there is a 50/50 chance he “pulls” any attack he makes, missing on purpose.

Although the PCs are possibly out-numbered and “out gunned”, keep in mind that such a disparate force of creatures as found in her army would not

function well together: undisciplined, getting in each other’s way, and unable to mount coordinated attacks. Also remember that the bone golems have a cumulative 1% chance per round of going berserk.

The gargantuan apes Utango, Marako, and Godanga can be considered semi-intelligent brutes, very susceptible to control by others, which is why they are here. They exist in a state of confusion and fear caused by Queen lon, whose cohort stole them from their native jungles on Eromle Island. It can be assumed that the fire giants of Eromle Island informed her of their existence. In the end, they only want to go home and any attempt to befriend or mollify them could lead to bringing them over as allies.

The “gentler ape” alternate concept itself means that the party may have already befriended the gargantuan apes.

Queen lon spends much of her effort trying to organize her troops. She fights with a giant iron hammer. Most of her magic is devoted to controlling others and preserving her existence. If she is killed, she rapidly dissolves. The magic she is using to counter the disintegration inflicted on her as her execution sentence fades and as such she will fade with it.

Queen lon: AC 21, HD 21 (+13), #At 1 weapon or 1 thrown boulder (range 300’) or 1 lightning bolt, Dam 9d6+2 or 4d6+2 or 18d6, Mv 30’ (10’), Sv F21, MI 11, XP 6,000

HP 129

King Clough: AC 19, HD 20** (+13), #At 1 weapon, Dam 8d6, Mv 30’ (10’), Sv F20, MI 8, XP 5,650

HP 102

Note: Utango’s statistics are repeated here for convenience; the GM should remember damage taken if he was injured or killed in area 3.

Utango, Gargantuan Ape: AC 19, HD 24 (+14), #At 2 fists/1 bite, Dam 3d6/3d6/5d6, Mv 40' (20'), Sv F24, MI 10, XP 8,250

HP 138 □□□□ □□□□ □□□□ □□□□
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2 Gargantuan Apes, Marako and Godanga: AC 17, HD 18 (+12), #At 2 fists/1 bite, Dam 2d6/2d6/3d6, Mv 40' (10'), Sv F18, MI 9, XP 4,000 ea.

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2 Consorts (Effins): AC 18, HD 13 (+10), #At 2 weapons, Dam by weapon type, Mv 30', Sv F13, MI 7, XP 4,000 ea.

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2 Consorts (Cyclops): AC 17, HD 13* (+10), #At 1 giant club or 1 rock (thrown), Dam 3d10 or 3d6, Mv 10', Sv F13, MI 9, XP 2,275 ea.

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24 Human Warriors: AC 18, HD 7, #At 1 weapon, Dam 1d8, Mv 20', Sv F7, MI 8, XP 670 ea.

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6 Bone Golems*: AC 19 ‡, HD 8*, #At 4 weapons, Dam 1d6/1d6/1d6/1d6 or by weapon, Mv 40' (10'), Sv F4, MI 12, XP 945 ea.

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8 Fire Giants: AC 17, HD 11+2* (+9), #At 1 giant weapon or 1 thrown rock, Dam 5d6 or 3d6, Mv 20' (10'), Sv F11, MI 9, XP 1,670 ea.

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4 Cloud Giants: AC 19, HD 12+3* (+10), #At 1 giant weapon or 1 thrown rock, Dam 6d6 or 3d6, Mv 20' (10'), Sv F12, MI 10, XP 1,975 ea.

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The wealth gained by defeating the queen and her army is substantial:

A coffer of gems: 1,000 x 10 gp, 200 x 50 gp, 100 x 100 gp, 30 x 500 gp, 20 x 1,000 gp.

A steel chest with jewelry: 10 x 500 gp, 20 x 1,000 gp, 20 x 1,500 gp and 10 x 2,000 gp

Ten steel chests with coins: 10,000 pp, 10,000 gp, 10,000 ep, 10,000 sp, 10,000 cp

8 Shortbow Arrows +1

8 Shortbow Arrows +1, +2 vs. Dragons

12 Shortbow Arrows +2

Leather Armor +2

Plate Mail +3

Potion of Giant Strength

Potion of Invulnerability

Potion of Levitation

6 Potions of Healing

Ring of Delusion

Shield +1

Shield +3

Wand of Trap Detection (15 charges)

Warhammer +1, +2 vs. Enchanted, Locates Objects

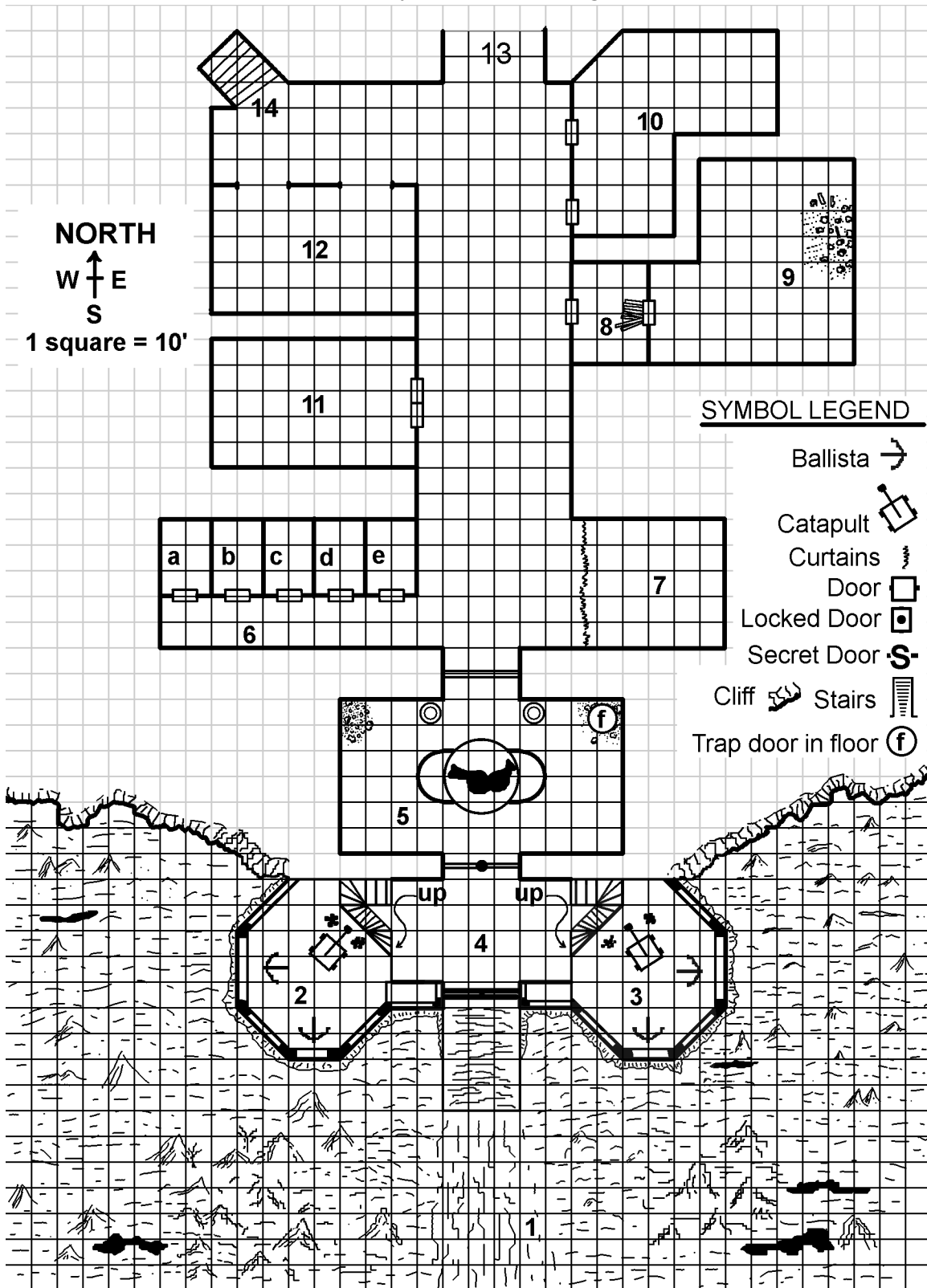
THE END OF THE SAGA

And so ends the Saga of the Giants. The heroes can go onward to more worthy pursuits and life returns to normal. At least as normal as the adventuring life gets!

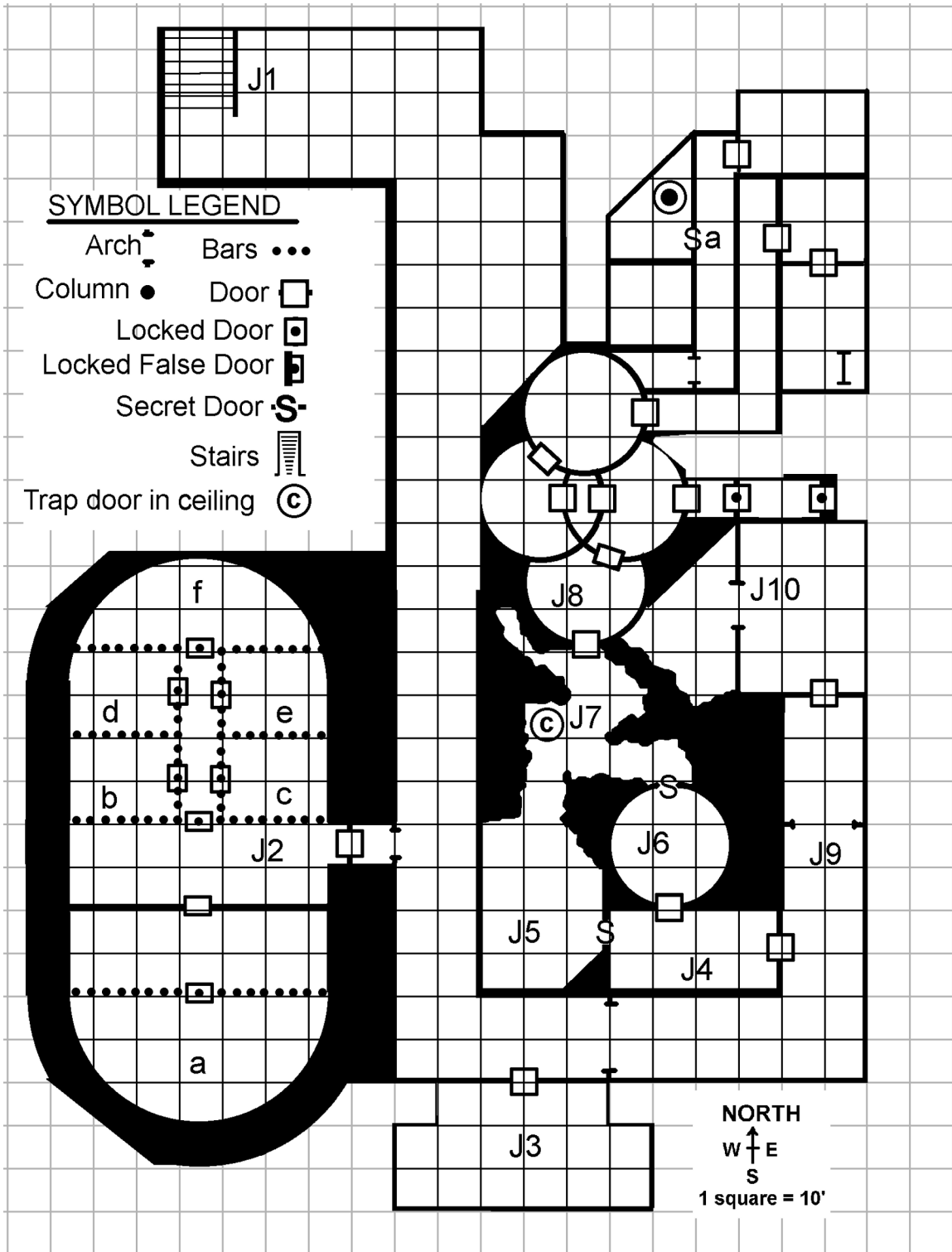
PS. If the player characters killed the gargantuan apes, the natives of Eromle Island will mourn their passing, at least until the storm giants transport them back to the island and bring them back to life.

If they rescued them, then the party receives a wooden chest full of coins and jewelry worth 5,000 gp in thanks from the natives of Eromle Island. If they personally accompany them back to the island with the great apes the natives throw a huge party and ecstatic individuals give them tokens of personal jewelry worth another 5,000 gp (but not if the player(s) have read this module and do so from a purely mercenary intent).

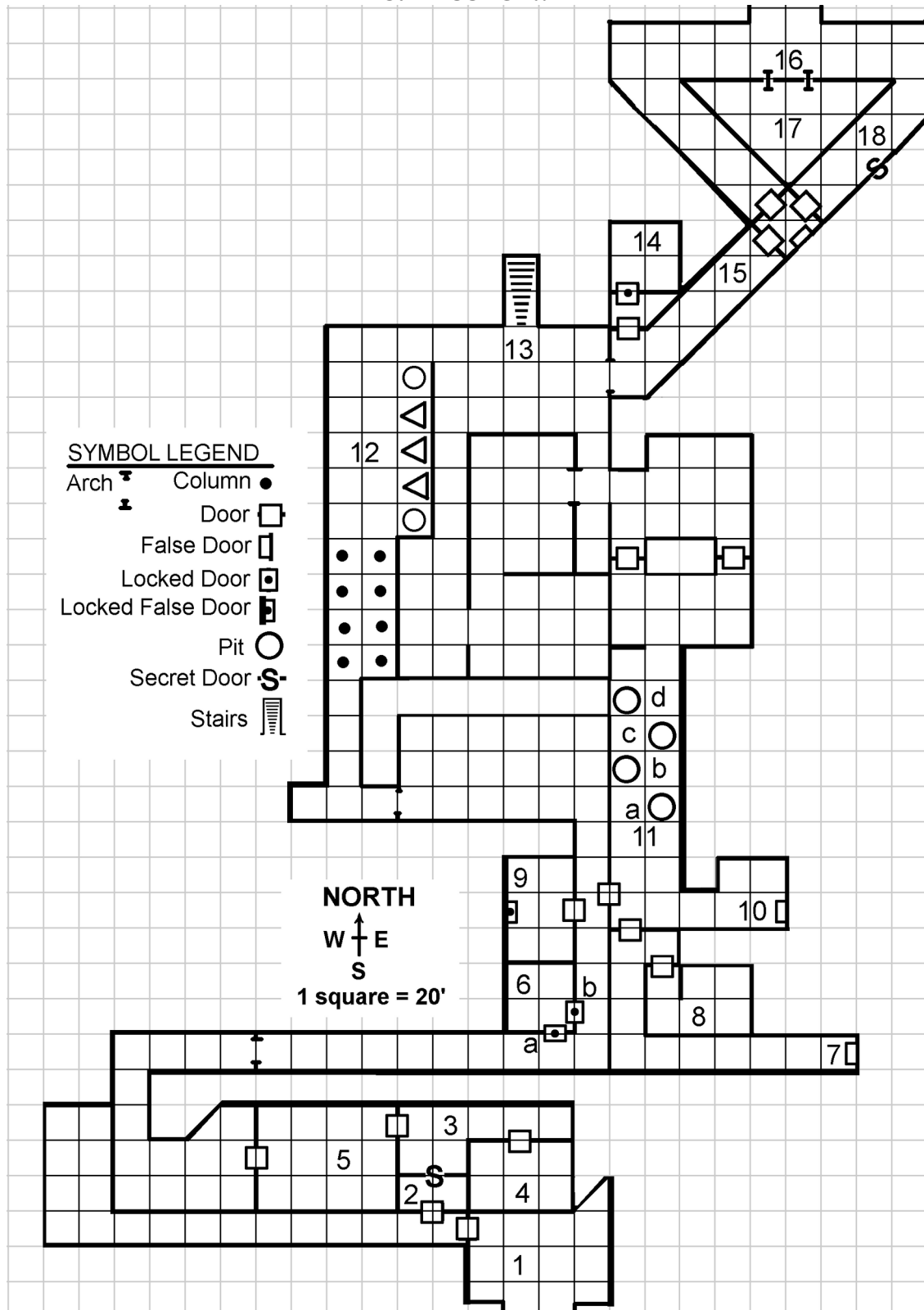
MAP 1: MAIN ENTRANCE



MAP 2: JAIL LEVEL



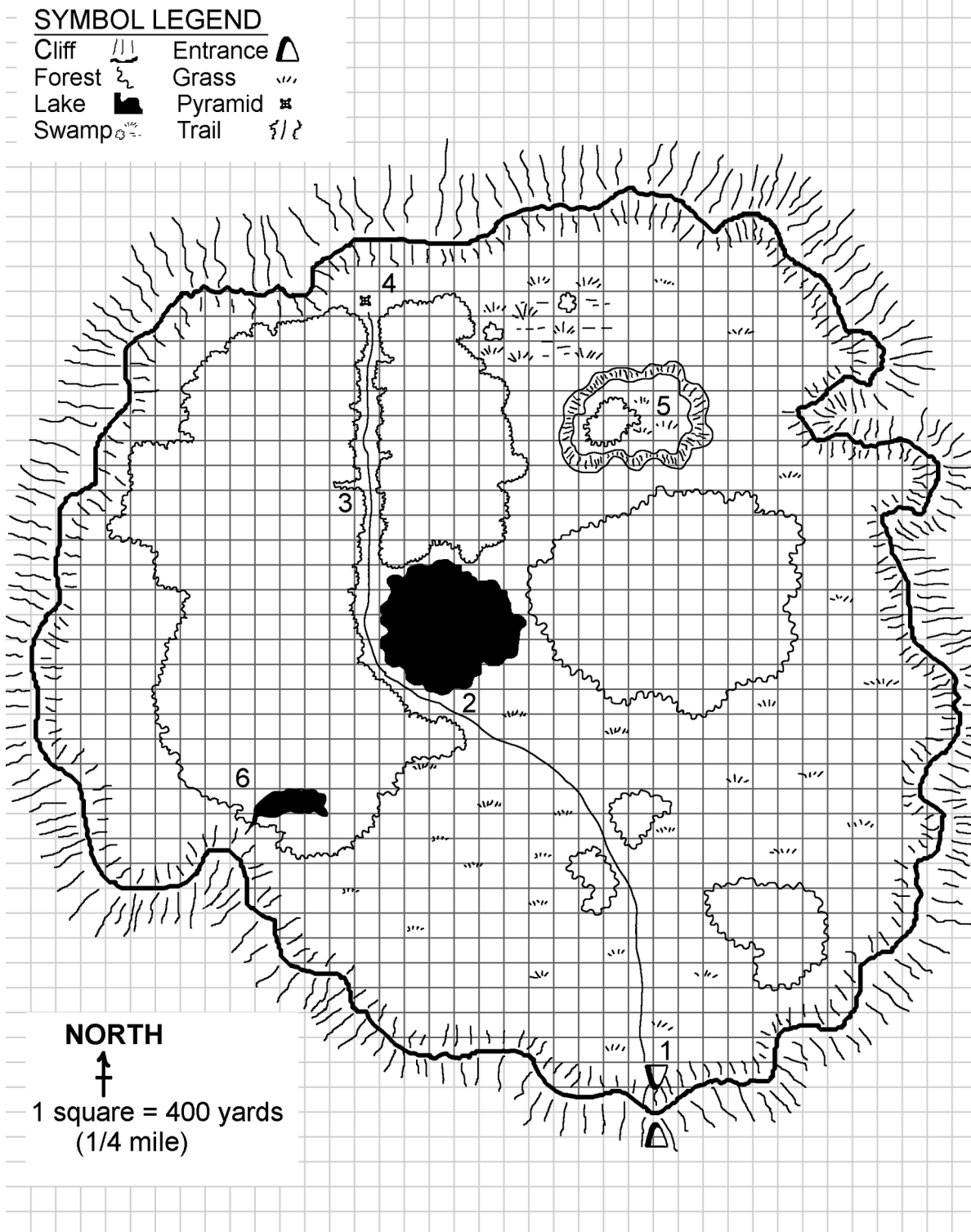
MAP 3: PASSAGEWAY #1



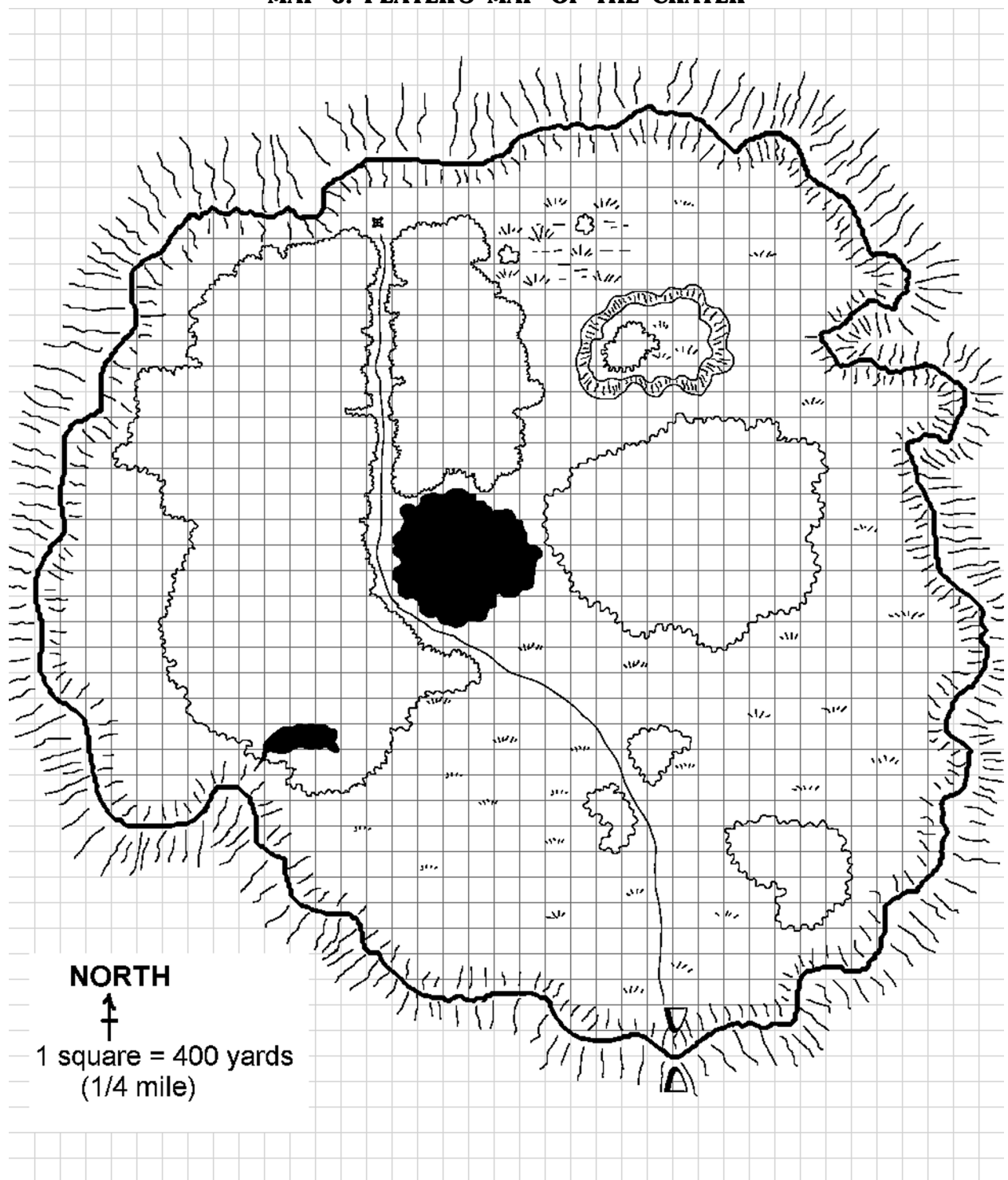
MAP 4: PASSAGEWAY #2



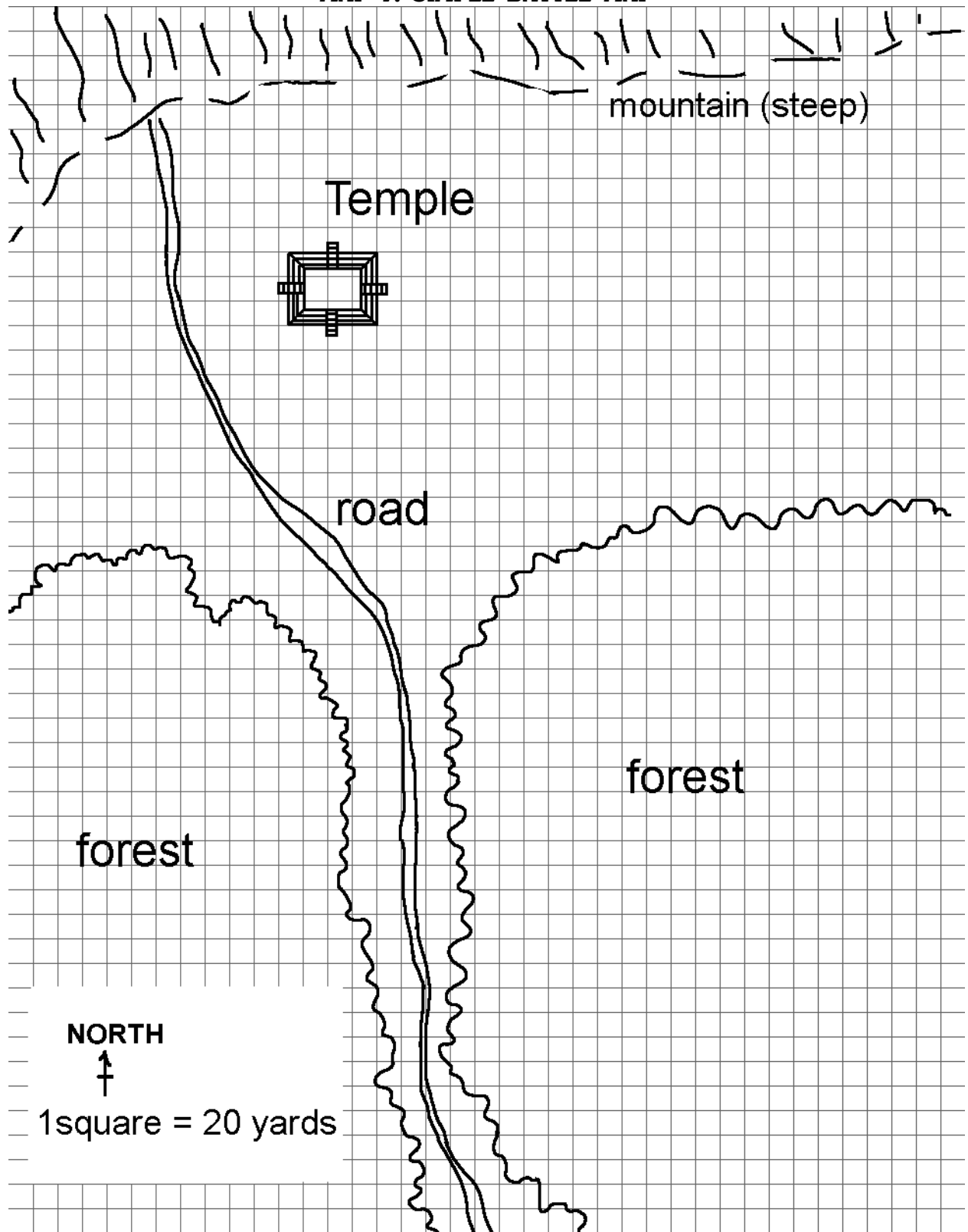
MAP 5: THE CRATER



MAP 6: PLAYER'S MAP OF THE CRATER



MAP 7: SIMPLE BATTLE MAP



NEW MAGIC ITEMS

Amulet of Protection from Decay. An ornate amulet that gives the wearer a +2 saving throw bonus against all forms of decay (including mummy rot and yellow mold spores) and slows the rate of rotting down to ½ normal.

Amulet of Protection from Evil. Bestows the effect of the **protection from evil** spell on the wearer.

Amulet of Protection from Turning. Increases the hit die of an undead creature by 1 as far as turning goes.

Arrow of Acid. This arrow turns into acid on impact, burning creatures that regenerate for the points of damage scored.

Arrow of Dragon Slaying. This arrow lengthens or shrinks to fit whatever bow it is used in. It slays a specific dragon type on a successful hit if the victim fails a saving throw vs. Poison. Roll 1d6 for the type: 1 = black, 2 = blue, 3 = green, 4 = red, 5 = white, 6 = Special (roll another d6: 1 = chimera, 2 = dragon turtle, 3 = gold dragon, 4 = hydra, 5 = sea dragon, 6 = wyvern).

Arrow of Flame. These burst into fire on impact and thus do fire damage.

Arrow of Giant Slaying. This item has a point made from a giant's tooth and is expended when first used (whether or not it hits, and whether or not it is used against a giant). It is effective against ogres, trolls, minotaurs, giants, and other large humanoid creatures. The victim must save vs. Poison or be slain by the arrow if hit. Otherwise, the victim takes normal damage (plus magical bonuses and such.)

Arrow of Undead Bane. This does an extra die of damage against undead.

Bottle of Bees. This magic item is usually found in the form of a frangible container (glass jar, clay flask, etc.) that is marked THROW ME! in common. Doing so against any hard surface that causes it to shatter and issue forth a 4 hit die insect swarm for 1d6+6 turns. Throwing range is per a flask of oil. The thrower can control the insect swarm with mental impulses by concentrating or let them free while the controller does something else. Unstopping it to test it as if it were a "potion" releases the swarm.

Flask of Smoke. This can appear as any sort of container, such as a clay jar with a cork stopper.

Bringing it up near the nose reveals a smoky scent; when it is unstopped, a huge cloud of smoke erupts from it in one round, enough to engulf a 30 x 30' x 30' region thick enough to obscure sight and dim light to a dusky glow. This can be done up to four times before its magic is exhausted.

Hand Axe of Returning +2. This magical hand axe can be thrown twice the normal range and returns to the thrower on the round it is thrown.

Paladin's Gauntlet. When worn this magical gauntlet allows a virtuous Fighter (as determined by the GM) to "Lay Hands" on another person to heal damage equivalent to the Fighter's Level; this is usable 1 time per day plus the Fighter's Charisma Bonus. If an optional sub-class such as Paladin is used, the character acquires an additional usage of their Lay Hands ability; if they lack such ability they can use the gauntlet as if they were a Fighter, with one additional usage per day. When the gauntlet is used it attunes to that user for that day and hence cannot be handed around.

Potion of Extra-Healing. Heals 3d6+3 hit points (per 3 potions of healing) or it can be portioned out into three doses, each healing 1d6+1 hit points.

Potion of Truth Telling. The imbiber of this concoction must tell the truth as they know it for the duration of the potion (1d6+6 turns). They are not, though, forced to speak.

Potion of Uncontrolled Amorous Intent. A botched love potion is often mistaken for some form of "control" potion. The drinker must save vs. Spells or fall in love with any and every living humanoid creature they lay eyes on for the potion's duration.

Resurrection Stone. These powerful and rare items can come in many forms, often as a simple smooth stone, perhaps with a phrase such as "REVIVE THE DECEASED" engraved its surface. A Cleric may very well know what it is on contact. Each acts once as the 5th level Cleric spell **raise dead** when placed on a dead person. It then becomes a common stone, dissolves to ash, disappears in a burst of light, or otherwise expended when so used. The GM must specify the level of magic contained (5th level spells are gained at 10th level for Clerics). Thus a "raise dead 12th level/12 days" stone can revive only creatures that have been dead for no more than 12 days, and per the rules of the raise dead spell.

Ring of Water Breathing. Often decorated with fish-like motifs, these magical rings allow the wearer to breathe water.

Rope of Hiding. This 50' long magic rope has a limited number of uses (1d6), after which it becomes a common rope. Concentrating on it causes it to rise into the air and remain stiff; anyone climbing to the top can enter an other-world realm of complete whiteness and very limited space (20' x 20' x 20'). The rope can be pulled up afterward, but as long as said space is occupied the rope cannot move from said space and **detect magic** spells will reveal a magical portal in the entrance/exit point. For each day spent in this sanctuary, two hours pass in the game world. The sanctuary provides ample air, but does not provide food and water.

Sling Stones of Frost. Stony orbs which if hurled from a sling, bow, or crossbow with a stone-throwing attachment shatter on contact for normal sling damage as well as 1d6 points of cold damage (save vs. Spells for half damage from the cold).

Spear of Lightning +1, +2 or +3. When thrown (range 20/40/60), this magical spear creates a lightning bolt that is 5' wide and 30' long, originating at the point of

impact and moving in the direction thrown, doing 6d6 damage to all victims within said area, with a save vs. Spells for half damage. It is consumed by this use.

Wand of Magic Missiles. A single charge from this wand casts 2 **magic missiles** per the spell. Usable only by Magic-Users. Carried by one pre-generated character.

Wand of Metal Detection. Usable by anyone, this wand twitches if there is any significant amount of metal within 60' of the direction it is pointing at when a charge is spent. It can detect 10 pounds or less within 20'; 50 pounds or less within 40'; and 100 or more pounds within 60'.

War Hammer +2 of Giant Slaying. This magical war hammer does 2d6+2 damage against ogres, trolls, minotaurs, cyclops, ettins, giants, and similar giant humanoid creatures.

Whip of Stunning. This enchanted whip glows on each lash and does 1d6 damage, plus a to-hit roll of 20 or higher means the victim must save vs. Spells or be stunned for the current and next round. Limited to 30 charges of use.

NEW MONSTERS

Monsters created by changing the statistics of an existing monster will NOT be detailed as a "new monster." Some monsters in these adventures will be found in the **Basic Fantasy Field Guide**, a free download on the www.basicfantasy.org website.

Dark Elves

Armor Class:	Varies
Hit Dice:	Per class and level
No. of Attacks:	1 or 2 weapons
Damage:	By weapon
Movement:	Per PC encumbrance
No. Appearing:	1d6, 2d6, 3d6
Save As:	Per class and level
Morale:	Varies
Treasure type:	Varies

Dark elves are a species that is so rare that (unless the GM has used them before in their campaign) this will be the first time the player characters have ever heard of them. They are completely unknown in the game world except by the very few people who may have met them. There are few if any rumors and no information about their origins and nature at large in the game world. Those details are best saved for other adventures; this description is for physical characteristics.

Half of these creatures have coal-black skin with paper-white eyes and the other half have paper-white skin with coal-black eyes. Their eye and hair colors can be striking.

Dark Elves are usually members of one of the adventuring classes and hence function as such. In their matriarchal society, males often have a level of experience less than females in the same general role.

Encumbrance, movement, and other such factors are based on PC norms. As a race, they tend towards Dexterity (not strength) and rarely have an above-average strength score. With a Dexterity score of 18, Dark Elf leaders suffer only a minor penalty when wielding two weapons and also have a high armor class. They are extremely resistant to magic (+2 saves) but vulnerable to poisons (-2 to saves).

They are blinded by bright light (daylight; unless they have a day to adjust to it) and suffer a -2 to-hit penalty when fighting within the radius of torchlight or **light/continual light** spells (unless they have an hour to adjust to it), but can see very well in dim light and have Darkvision with range of 60'.

All dark elves can cast (once per day) one or more spells (these are cumulative):

Level Spells

1-3	A variation of the light spell which can not only be used as light or darkness, but also to create the brief illusion of multiple small lights (such as lanterns and torches) moving around or to illuminate the outline of an invisible being.
4	detect magic
6	ESP
8	levitate, clairvoyance
10	dispel magic

High-level dark elves can not only be spell casters (Magic-Users or Clerics) but many also have some innate form of fey magic: the equivalent of a weakened magical affect they can use at will and often permanently. Examples will be given in the module, but are not listed here because the referee need only design what they think is interesting.

Equipment: Most carry weapons and wear armor made from an unusual black metal (an alloy of adamantine tempered with an unknown substance from their homeland). These items do not radiate magic (or radiate only a weak magic), but do give a non-magical bonus to to-hit and damage rolls as if they were magical. While items used by common dark elves never have more than +1, leaders might have +2 or +3 weapons.

If these items leave the homeland for more than 4 weeks, they begin to lose effectiveness at a rate of one plus per week: this can be re-gained at a rate of one plus per week when returned to their homeland. If they are exposed to direct sunlight, they begin to corrode; they lose a plus per week and will remain normal for one week after which they turn to rust and then black dust. This loss cannot be stopped, even by re-exposure to the homeland.

Besides common weapons like swords, spears, and bows, they might also be using unusual items. Some

have small, toy-like hand crossbows they use to launch poisoned darts (range 10/20/30; damage 1d2 without poison). Others might use lassos, atlatis, bolas, and such. Poison is not uncommon, but often has only a sleep or weakness effect on surface dwellers.

Some use two-limb crossbows that have the ballistics of a light crossbow: they allow two shots the first round, but one thereafter until the user has enough time to reload both limbs. Others use hand-cranked repeating crossbows which are low-powered (they are cranked one-handed) but allow a fast rate of fire: range 40/80/120, 1d4 damage, rate of fire 2 until the magazine of 6 small quarrels is spent (1 round to refill).

Many are equipped with boots and cloaks of elven kind, granting them silent movement and excellent hiding. These garments are usually made of a black, silk-like substance of unusual nature such that anyone trying to tamper with them (such as cutting them down) has a 90% chance of causing the item to unravel and turn into a useless dust. When worn by a dark elf, the cloak also functions as a **ring of protection +1** and will not be damaged in combat beyond mass attacks (such as by a **fireball** spell or dragon's breath). If ever exposed to sunlight, these garments fade to a white cotton-like fabric within a day and lose any special abilities.

Gargantuan Ape

	Alpha Male	Beta Apes
Armor Class:	19	17
Hit Dice:	24 (+14)	18 (+12)
No. of Attacks:	2 fists/1 bite	2 fists/1 bite
Damage:	3d6/3d6/5d6	2d6/2d6/3d6
Movement:	40' (20')	40' (10')
No. Appearing:	1	1d4
Save As:	F24	F18
Morale:	10	9
Treasure type:	Nil	Nil

In a world of giant humanoids it is only natural that gigantic apes would exist. Utango and his siblings (Marako and Godanga) were not born on Eromle Island, but somehow they arrived there and were

raised there by the natives, who worshiped them as god-sent protectors. Then came the day of calamity when all three disappeared, carried off by an evil giant witch and her monster cohorts.

Gorillas have a different body shape and their height versus weight ratio is different from humans. The alpha gorillas are noticeably larger, standing around 30' versus 25' tall for the beta's.

Stoneites

Armor Class:	17
Hit Dice:	2, 4, or 6
No. of Attacks:	3 claws/1 bite
Damage:	1/1/1/1d2, or 1d2/1d2/1d2/1d4, or 1d3/1d3/1d3/1d6
Movement:	20'
No. Appearing:	1d12
Save As:	Fighter: 6
Morale:	12
Treasure type:	Nil

These carnivorous beasts dwell in natural caves and cavern, hiding among stalagmites and stalactites. They are adept at climbing all but smooth surfaces and readily move along walls or ceilings, hanging upside and immobile for days. Their hard, stony outer shell will (over time) change color and texture to match their surroundings.

Their three small eyes (one for each of the 120 degrees of direction) are usually kept shut. They hunt via vibration and heat detection (invisibility is not useful against them). They do not shed heat and cannot be detected by creatures that rely on heat related senses. They do not hear as such, but screech and make other noises to disorient prey.

Those on the ceiling drop on passersby below, stretching out their claws and opening their fanged maws for 3d2, 3d4 or 3d6 damage by size in one attack. Larger ones often hide on the floor, ready to sprout three arms and tripod legs and clatter after victims, clawing and biting. Slain victims are consumed entirely and wastes are cast out as stony rocks and stalagmites.

Pre-Generated Characters

Name	<u>S</u>	<u>D</u>	<u>Co</u>	<u>I</u>	<u>W</u>	<u>Ch</u>	<u>Att.</u> <u>Str/Dx</u>	<u>AC Base</u> <u>w/o Shield</u>	<u>Hp</u>
1. Harold Obson Human Fighter 11	16 (+2)	14 (+1)	15 (+1)	14 (+1)	12	10	11 / 8 (7)	24 / 20	56
Plate Mail +2 (AC 19), Shield +3 (+4), Long Sword +2 (d8+4 w/Str), 4 x potions of healing									
2. Wolfgang Human Fighter 11	15 (+1)	16 (+2)	13	9	13 (+1)	8 (-1)	8 / 9 (7)	25 / 21	53
Plate Mail +2 (AC 19), Shield +3 (+4), Axe +2 (d8+3 w/Str), 4 x potions of healing									
3. Lysia Human Fighter 11	13 (+1)	11	17 (+2)	8 (-1)	14 (+1)	8 (-1)	10 / 7 (7)	21 / 18	56
Plate Mail +1 (AC 18), Shield +2 (+3), Axe +2 (d8+3 w/Str), 20 arrows +1 , 4 x potions healing									
4. Garl Malcleft Dwarf Fighter 11	17 (+2)	9	15 (+1)	10	8 (-1)	12	7 / 7 (7)	21 / 18	60
Plate Mail +1 (AC 18), Shield +2 (+3), Sword +2 (d8+4 w/Str), 4 x potions of healing									
5. Arminius Wundt Human Cleric 13	14 (+1)	11	9	12	15 (+1)	12	7 / 6 (6)	21 / 18	36
Plate Mail+1 (18), Shield +2 (3), Mace +1 (d8+2 w/Str), Staff of healing (22 charges), 4 x potions healing									
6. Binne Delnar Dwarf Cleric 12	15 (+1)	16 (+2)	14 (+1)	11	14 (+1)	14 (+1)	6 / 8 (6)	22 / 20	48
Plate Mail +1 (18), Shield +1 (2), Hammer +1 (d6+2 w/Str), 4 x potions of healing									
7. Doug Black Human Thief 14	14 (+1)	16 (+2)	10	11	9	10	9 / 8 (6)	19 / --	33
Leather armor +2 (AC 15), Ring of Protection +2 , Long Sword +2 (d8+3 w/Str), 4 x potions of healing , potion of invisibility , potion of haste , 4 normal daggers									
8. Casimer Human Thief 14	11	18 (+3)	12	12	10	10	6 / 9 (6)	20 / --	30
Leather armor +2 (AC 15), Ring of protection +2 , Long Sword +2 (d8+2), elven boots , scroll of protection from lycanthropes , 4 x potions of healing , 4 normal daggers									
9. Wilma Twills Human Magic-User 10	10	16 (+2)	11	18 (+3)	13 (+1)	12	6 / 8 (4)	15 / --	24
Ring of protection +2 , Dagger +2 (d4+2), Cloak of displacement , wand of magic missiles (14 charges), 4 x potions of healing , potion of levitation , potion of control plant , 4 normal daggers									
10. Zyre Elf Magic-user 10	9	16 (+2)	9	14 (+1)	11	9	6 / 8 (4)	15 / --	22
Ring of protection +2 , Dagger +2 (d4+2), potion of control undead , potion of poison , 4 x potions of healing , wand of fireballs (18 charges) , 4 normal daggers									

Spell Spells Selected

Level 5. Arminius Wundt

1. (4) Cure Light Wounds (x3)
Detect magic

2. (4) Charm Animal, Find Traps
Silence 15' Rad. (x2)

3. (3) Continual Light
Cure Disease
Remove Curse

4. (3) Cure Serious Wounds
Neutralize Poison x 2

5. (2) Raise Dead
Dispel Evil

6. (2) Heal x 2

6. Binne Delnar

(4) Cure Light Wounds (x3)
Light

(4) Find Traps, Resist Fire
Silence 15' Radius (x2)

(3) Continual Light
Remove Curse (x2)

(2) Cure Serious Wounds
Neutralize Poison

(2) Raise Dead
Wall of Fire

(1) Blade Barrier

9. Wilma Twills

(4) Detect Magic
Magic-Missile (x3)

(3) Continual Light
Invisibility, Knock

(3) Dispel Magic
Fireball (x2)

(2) Ice Storm
Remove Curse

(2) Cloud Kill
Hold Monster

(0)

10. Zyre

(4) Detect Magic
Magic-Missile (x3)

(3) Continual Light
Invisibility, Web

(3) Fireball (x2)
Lightning Bolt

(2) Charm Monster
Dimension Door

(2) Conjure Elemental
Passwall

(0)

Equipment Packs (random pick or choose)

#1	#2	#3	#4	#5	#6
50' Rope	2 weeks rations	2 large sacks	1 large sack	1 week's rations	20 sheets paper
6 torches	3 flasks oil	3 small sacks	3 quarts wine	10' pole	50' rope
Backpack	3 vials holy water	3 torches	3 torches	2 small sacks	Garlic
Flint & Steel	Backpack	Flint & Steel	3 water/wine skins	Backpack	Hunting horn
Grapnel	Flint & Steel	Iron Spikes	Backpack	Brass whistle	Lantern
Rubber ball	Lantern	Small hammer	Crowbar	Candles 12	Mirror
	Wooden stakes - 3		Flint & Steel	Wolves bane	Writing ink
#7	#8	#9	#10	#11	#12
1 torch	2 flasks oil	2 large sacks	1 large sack	1 week's rations	1 large sack
2 flasks oil	Backpack	2 torches	1 quart wine	10' pole	2 small sacks
50' Rope	Fish hook & 90' line	3 small sacks	1 water/wine skins	2 small sacks	5 sheets paper
Backpack	Flint & Steel	3 vials holy water	2 torches	50' rope	50' rope
Bear trap	Ladder 10'	Flint & Steel	Backpack	Backpack	6 torches
Flint & Steel	Lantern	Iron Spikes	Flint & Steel	Flint & Steel	Crowbar
Grapnel	Marbles - 1 bag	Mirror	Wolves bane	Garlic	Flint & Steel
Lantern	Winter blanket	Small hammer		Yarn (100')	Mirror
					Writing ink

NOTE: Clerics have holy symbols, thieves have lock picks, etc.

These characters allow the gaming group to jump into the adventure with little preparation. If used for multiple adventures, the GM will have to reward experience and hence allow for advancement as they see fit. They are based on an initial total of 500000 experience points for demi-humans and 550000 (10% more) for humans.

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