



Sanctum of the Stone Giant Lord



Curse of the Cloud Giant Queen



Forge of the Fomorian Smith Lord



Giants in the Deep



Manor of the Mountain Giant King



Secret of the Swamp Giant Steward

Foreword

I have been writing adventures for almost as long as I have been involved with Dungeons & Dragons. Beginning in 1980 I was playing in a small group of four guys, under a DM that owned and ran a hobby shop in Elsinore, CA. He put us through published works, since he had retailer access to such, and as a side benefit, to promote the goods he had at his store. When we left his mentorship and struck out on our own we were too green to come up with material ourselves, so we continued the tradition of using published works, with each of us taking his turn at running something while the others leveled up. But I was immediately bitten by my creative side, and tried--when it came to my turn-- to incorporate my own, original thoughts into my sessions. Most were dismal failures.

But one idea seemed to gestate in the back of my mind beginning in 1985, and that was a series of giant adventures that were based on the original G1-2-3, and continued the concept by incorporating the other giants found in the books, but not playing a major role in the Gygax modules. From this I began to develop an early scenario incorporating cloud giants. And it was called, I swear, *Castle of the Cloud Giant Queen*! It was a much darker adventure, as the cloud giants were all neutral good, requiring the party to be made up of neutral and even evil characters. Though I eventually finished it (and it sits in a box in my closet, typed on an old manual machine) it has never been test-played, or seen by anyone other than myself.

After our group disintegrated because of rivalries and blatant favoritism, I tried to continue being involved by teaching my son and his friends the game. This was marginally satisfying, and infrequent, until the time came that he had discovered girls and other things. So running adventures trickled to an end. But writing them became even more of a passion, as I discovered pure joy from plotting and designing scenarios. Sadly, the industry was going to hell in a hand basket, and the prospect of anything I wrote being published was remote.

Flash forward. The time is 2007. I have finally finished college (yes, I was one of those older students that made the young freshman blink whenever I walked by!) been playing games on the internet, and didn't like what was happening to D&D from the Seattle folk. Then I find, and join a little website called Dragonsfoot. I discover that the game I had taken a long vacation from, was not only still around, but experiencing a resurgence.

I was quickly back to writing adventures again...coming out of "semi-retirement" while I substitute taught. And I was able to begin all over again, working on the giant series I had so long dreamed of. But I realized that the dark nature of the *Castle of the Cloud Giant Queen* did not fit the spirit of the old game I had so loved. So, before rewriting it, I decided to create a doorway module, the G4, to reintroduce folks to the concept of giant bashing again. Only, I did it with a sinister twist; those of you that have the adventure will know of the tone of which I am speaking. And when it was completed, and I saw the response from folks that obtained it, I was satisfied that my hunch was correct: if you write it, they will come!

That is how it all began. But I cannot end this little history without mentioning the importance of the artists and cartographers that have contributed, and continue to contribute, their talents and skills to my projects. These talented people have made my products better, hands down. I certainly owe them a lot. So, without further adieu, I wish to gratefully acknowledge the following folks, for the works they have allowed me to use.

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SANCTUM OF THE STONE GIANT LORD



by RC Pinnell
Art by Rachel Drummond
Maps by Andreas Claren

For levels 9 - 14

**P
H**

Adventures

SPECIAL
EDITION

SANCTUM OF THE STONE GIANT LORD



Stone giants have been seen in the valleys, raiding and pillaging local farms! What has caused this behavior from the normally neutral race? Has the stone giant leadership faltered, resulting in roaming bands of looting giants? Someone must find out.

by **RC Pinnell**

art by Rachel Drummond
Maps by Andreas Claren

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H

SPECIAL
EDITION

Dungeon Module G4

Sanctum of the Stone Giant Lord

By RC Pinnell

Background: Leagues from the STEADING OF THE HILL GIANT CHIEF (from Dungeon Module G1) stands Traal-dir, a hidden fortress carved out of the stone mountain, which serves the clergy of the local stone giant clans. With their presence required for two weeks out of each year, the place is filled with eerie silence as the giant shamans fast and pray. This time, their absence from their homeland has created unrest among their peoples, causing morale to wane. As a result, raiding parties from the clans have reached the outskirts of the local nobles' domains. Upon learning this, the nobles organized an attempt to drive the giants back, and also sent a small party of elite adventurers to the fortress of Traal-dir to find out the reason for the attacks, and why the giant clergy has not done anything to stop them.

CAUTION: Only strong and experienced characters should venture into the Sanctum, with dwarf types being strongly recommended.

Acknowledgements

This adventure module can be played with nearly any medieval fantasy role-playing system, and thus only a minimum of technical information is provided for the creatures and items contained herein. This module is not an official product of any particular system and contains certain elements that are solely the contribution of the author. While many writers have designed elements similar to those contained in this work, the author acknowledges with gratitude the following person: Gary Gygax.

Start

Elves and rangers guide the party through the icy mountains to the location of Traal-dir. At an elevation of 12,000 feet they should try to spend a day or two acclimating to the environment. A small cave is located just half a mile from the entrance to the Sanctum and is ideal for them to use as a base of operations, and to which they can retreat if necessary. During this time the guides gladly scout the terrain and provide the party with a good map of the area. This reveals a simple path winding its way up the mount and into a gorge, ending at the entrance. The guides depart after two days, but leave behind enough provisions to support the group for a week.

The mountains here are snow and ice capped, and the ravines are dotted with patches of the stuff. Tall conifer pines sprout from the ground providing homes and sustenance to the small birds and mammals that dwell in and among them. Game is sparse, but obtainable if a ranger is among the group. Ground cover is thin, giving plenty of space for paths and tracks to crisscross the area. Wandering encounters between the cave and the

Sanctum can occur if the DM wishes to provide such. If that is the case, the following creatures/monsters should be considered.

Die Roll	TYPE	#ENC.
1-2	Bear, Cave	1-4
3	Dragon, ancient white	1
4-5	Ettin	1-6
6	Giants, stone	1-8
7-8	Lion, spotted	2-12
9	Manticore	1-4
10	Peryton	2-8
11	Roc	1-2
12	Wolf, winter	2-20

An encounter may occur on the trip to or from the Sanctum, on a roll of 1 on a d6. The DM can, of course, expand upon or ignore this element of play.

Notes for the Dungeon Master

This is a stand-alone adventure. It can be worked into an existing campaign or series if desired, but such is not required. This scenario includes giants that – as such – clearly indicate its toughness. Thus, it is not beyond reason to allow a group of up to ten characters to venture within, while groups fewer than six should not attempt it regardless of their levels.

Experienced players are a must for this adventure. While novices could undertake it with the pre-rolled characters provided, they would likely be overwhelmed. Even with the suggested experience levels of 10 to 14, expert players will find the scenario challenging.

When the player characters enter the Sanctum, the residents within are neither in stasis nor waiting patiently for the invaders to pounce upon them. Thus, the locations of the giants change as time passes. This is indicated in the text; in addition to each occupant's original/primary location, secondary or other positions are described along with the conditions for when those positions are taken: elapsed time, alarms, and so on. For example, if a full alert has been signaled the giants move with haste directly to the listed defensive positions. Thus, the party's stealth, or lack thereof, dictates the giants' reactions.

Giants' Gear and Clothing

Contrary to past images and stories, the giants within the Sanctum do not go about their lives dressed simply in animal loin-skins. Most males wear pantaloons of hide made from giant elk, with vests from cave bear, while females wear long dresses of cloth. The clergy is most often robed, with their apparel made from the skins of giant creatures and dragons. Females often wear bone ear-studs and necklaces as jewelry. None, however, wear any foot protection, for their affinity with stone is strong and they desire the feel of it against their flesh.

The giants carry some of their personal property in large leather bags. These are not sacks, like one would find

among the hill giants, but shaped containers that are supported by long leather or cord straps. When the party comes across such, the DM should determine the contents using the following table; about 7-12 items should be found in each.

Dice Roll	Item in Bag
01-03	axe head, stone (replacement)
04-17	boulders, small (1-4)
18-19	bowl and spoon, pewter
20-21	cheese, large hard cube (2' square)
22-25	comb & bone hairpins for females
26-30	cup, stone
31-40	knife, skinning (short sword to characters)
41-43	meat, shank of salted-pork
44-53	money, copper (100-600 pieces)
54-60	money, silver (70-120 pieces)
61-64	money, gold (12-48 pieces)
65-67	rope, 70'-180' coil, very strong
68-89	small bag of salt
90-98	water skin
99-00	animal teeth, no ivory value (1-10)

Stone Giant Shamans

This adventure includes numerous stone giant shamans, whose attack and spell abilities are summarized here. All shamans can cast one or more clerical spells, and those of 3rd level and higher fight more effectively than a normal stone giant, as summarized by the table below:

Shaman Level	Attack as HD monster	Clerical Spells				
		1 st	2 nd	3 rd	4 th	5 th
7 th	14-15+	3	3	2	1	(1)
6 th	12-13+	3	3	2	-	-
5 th	12-13+	3	3	1	-	-
4 th	10-11+	3	2	-	-	-
3 rd	10-11+	2	1	-	-	-
2 nd	8-9+	2	-	-	-	-
1 st	8-9+	1	-	-	-	-

1st through 6th level shaman should roll a d6 per spell slot on the table below to determine which spell is memorized. In some cases duplication might occur.

First:	Second:
1. Cure light wounds*	1. Augury*
2. Detect evil/good*	2. Chant
3. Detect magic	3. Detect charm
4. Light	4. Resist fire*
5. Protection from good/evil*	5. Snake charm*
6. Resist fear	6. Speak with animals
Third:	Fourth:
1. Cure blindness*	1. Divination*
2. Cure disease	2. Exorcise
3. Dispel magic	3. Neutralize poison
4. Locate object	4. Tongues
5. Prayer*	
6. Remove curse	
(Fifth)	
1. (Commune)*	

* These spells are suggested for the chief shaman. Note that the fifth level of spell use is not normally attainable by a 7th level shaman, but within the Sanctum, the stone giants' deity is able to bestow greater gifts upon his most powerful of followers.

The Sanctum

Though the Sanctum is carved out of solid rock, the walls, floors and ceilings are rubbed smooth, with the floors being level, the walls straight, and ceilings vaulted where indicated; two roughly hewn caverns and a tunnel are the exception. And where one would expect any noise generated within to become a booming echo of alarm, there is an eerie silence that hangs in the air, stifling even the echo of hard-sole boots on the granite floors.

The general height of the ceilings varies from room to room, but all begin at the perimeter walls at 12' from the floor, and angle to as high an apex as 22', with 16'-18' being common in the smaller chambers. While large columns and rafters help support the ceilings in areas **8** and **12**, none are required in the remaining rooms.

Walls are generally bare, though some sport hangings of various types – animal skins, shields and other trophies. Torch sconces are indicated on the map and are fitted into the walls at about 6' above the floor. These allow a 2'-3' torch to lean out at an angle, giving the flames enough space not to scorch the ceilings above. Observers notice that the smoke generated from the devices drifts upward and does not creep below torch level, indicating a venting system in the ceilings.

Observation also quickly reveals that fires do not generally spread from one chamber to another, with the exception of the Chief Shaman's Quarters (areas **32-34**).

Stairs: Two sets of stairs going down (at locations **i** and **l**) and two going up (at **j** and **k**) are visible on the map. The ones descending (**i** and **l**) can be ignored or used as desired. Those descending lead to tunnels large enough for the giants to utilize, but they are so numerous and interconnecting that without a map, becoming lost is 90% likely. The giant shamans are familiar with only enough to follow the escape route that leads to the surface a mile from the Sanctum. The ascending ones lead to unfinished construction that is on hold until the next set of workers comes to continue the project of expanding the Sanctum. The DM can also create his own upper works of the Sanctum and stock it with those things he wishes. None of the stairs need come into play during this adventure.

Note: Wandering encounters within the Sanctum do not occur. When the characters enter the fortress the DM should already have established the starting location of the residents as per the text. Keeping close watch on time spent by the characters, the DM might then have to move some of these creatures to their next location, and so on, as time passes. Should an encounter with any of these occur in transit, the DM must refer to creature information from other locale

1. ENTRY HALL

The access cave leads 120 feet to this location. At 20' wide, the walls here are smooth and worked. The ceiling is 18' above the floor and allows even the tallest character to hold aloft a torch. About 35' beyond is a set of double doors (**a**). Each door is 6' across and 12' in height. Made of hard white pine, each is comprised of three 2' wide by 12' tall planks, held in place by large iron spikes driven through to two cross-beams on the interior side at the 3' and 6' mark. Three large iron hinges attached to the outer planks connect them to a frame of 6" by 6" stud posts that frame the portal. How the frame anchors into the stone is not viewable, but large dowels have been set to do so. A huge, 2' diameter iron ring hangs from each door where the two meet, at 7' above the floor. The doors are neither locked nor trapped, though they require an *Open Doors* attempt to breach them.

Beyond the doors, a 20' wide corridor runs 40' to the west. At the west end of the corridor (at location **b** on the map) is a **magic mouth**. When visitors come within 10' of the **magic mouth**, it speaks in stone giant, "those who seek entry must offer their heart."

Immediately to the north is a second pair of doors, identical to the first, and although they open easily, they are trapped. If the trap is not disabled (see below), the portcullis gates at location **c** drop two turns after the doors open. Three separate barred gates drop, trapping the unsuspecting within this long corridor, or barring them from entering. The bars are made of iron, frequently rubbed and oiled to prevent rusting, 4" thick and 20' high, going from floor to ceiling. Crossbars sit at the 3', 6', 9' and 12' marks up the gates; each being flat, 2" thick, 4" in width and 10' across. A Bend Bars/Lift Gates roll is necessary to raise the gates.

There are two ways to disarm the trap: By placing a precious stone worth at least 1,000 gold pieces inside the magic mouth, or by pushing on the keystone located beneath the magic mouth. The latter disabling technique is known to all stone giant shamans, but all others must perform a successful Find/Remove Traps to locate the keystone. Additionally, raising the statue's arm at location **e** prevents the gates from dropping (even during the two-turn delay).

If the trap springs, persons between the doors at **b** and the southern gates **c** can retreat easily enough. Should they investigate their surroundings, they might locate the secret door on the western wall (see map). Those caught in the southern section must avoid the pit trap at **d**. This device is also connected to the door mechanism, and opens up along the center joint of the two floor panels after three turns, dropping anyone standing upon them to the corridor (location **g**) twenty feet below. Also, those caught in this section are subject to attack via thrown boulders from guards at location **f**. Anyone caught in the northern section is immediately attacked by the two giant guards at **f** (HP: 75, 73). These fellows have a supply of six boulders each. Searching might reveal a second secret door just south of the alcove (see map) There are always two stone giant guards at location **f**.

2. ARMORY

This long narrow chamber is filled with giant-sized weapons of war. Huge axes, clubs and mallets of stone of 6' to 10' in length hang along the walls in brackets made to support them, while more stand on the floor resting on their heads, their handles leaning against the walls. Fifty to eighty of each type are here, along with piles of boulders stacked down the center of the chamber. Approximately two hundred boulders are here. In the southwest corner a large hammer is tucked behind several giant clubs. If a **detect magic** spell is cast upon it the item responds to the affirmative. It is, in fact, a **hammer of thunderbolts!**

3. ARMORY

Similar to the other room across the hall, this chamber holds a few clubs but is mostly filled with boulders. Stacks, like those seen before, nearly cover the floor of the room. Approximately four hundred stones (plus or minus 4d10) are here.

4. GUARD STATION

Six stone giant males are on duty here when the characters first enter the Sanctum (HP: 74, 72, 70, 68, 66, 64). They rush to reinforce the two at location **f** if the alarm is raised with one half going through the secret tunnel to the alcove, and the other half going north and around to block the tunnel above the last/north portcullis at **c**.

The chamber has a large table and six chairs of giant size for the occupants, where they sit and play games during their watch. The table is covered with bones, dice, cards and an assortment of snacks.

5-6. CRYPTS

These chambers can only be reached via the secret corridors leading from **4**, the secret doors in the hall to the east near **b** and **f**, or from the tunnel **g** beneath the trap at **d**. A wide flight of stairs leads down into the chamber, where the stone coffins of former high clergy stand, one in each alcove.

The coffins are hollow rectangular boxes made of stone, each being 7' wide, 15' long, and 4' deep. A solid, one-piece lid covers each tomb of the devoted deceased. Each is ornately carved with designs and shapes symbolic of earth and stone. The coffins are too heavy to be moved, and even the lids weigh in at 4,000 pounds. Moving the lids requires a Lift Gates check. Putting them back requires the same, with only half the usual chance of success.

Inside the two in chamber **5** are the bone remains of once powerful giant clergy. Silk robes lay atop ash-like dust, as hand and feet bones stick out from the sleeves

and bottom hem, with the skull sitting upright near the top of each enclosure. Geodes of various sizes, some split in two, are scattered around inside the boxes. These may be of great interest and value to a sage, fetching as much as 5,000 gp each. Each coffin holds 12-24 geodes.

Though another two coffins are located in **6**, only the one in the east alcove is occupied by a corpse. This is the body of the last and most recent high shaman to be laid to rest. But, drained of fluids, it has petrified over the decades it has lay here. And while the interior of the box is nearly the same as those to the north, the one striking difference is a pair of metal bands on the giant's wrists. Combined, these make up a set of **gauntlets of ogre power**. More decorative than anything else, they were a prized possession of the fallen shaman, given to him long ago; he never learned their true power.

The coffin in the west alcove is empty, reserved for the next clergy leader to occupy when his time comes.

7. SECRET ROOM

This chamber is long forgotten and unused. The current occupants, having not been told of its existence by the previous stewards of the Sanctum, are completely unaware it is here. It could serve the party for a short time, as a place to quickly retreat to and hide if necessary. Care must be taken not to leave any telltale trail or clues that might lead their pursuers to the location.

In the southeast corner the mummified body of a dead thief sits, enshrined as a symbol of those who have entered the Sanctum and never returned. His weapons long rusted, his clothing frayed and faded. All that remains untouched by time is a pair of boots on his feet. If detected for magic they indicate that they are, being **boots of elvenkind**.

8. OUTER TEMPLE

The first real challenge to the party is here. A wide corridor leads into this almost rectangular chamber (see map; dotted lines indicate shape of lower floor, while the balcony above is shown with solid lines). A large raised platform and altar fill the shallow alcove along the north wall, and a flight of stairs to the east and west lead up to a balcony that overlooks the chamber.

A 5th level stone giant shaman (HP: 66) conducts a silent-service at the altar, his back to the entrance, while two 4th level (HP: 54 each), two 3rd level (HP: 46 each), two 2nd level (HP: 42 each) and two 1st level (HP: 38 each) clergy are in the balcony alcoves (one in each) deep in prayer.

If surprised, the giant shamans attempt to defend the temple and themselves, and raise the alarm after 1-3 rounds of melee. If the guards at **f** or **4** have previously raised an alarm, all of these shamans rush to the north end of the entry corridor and assist the guards with spells,

or repel the invaders. If the party has not reached this chamber in ten turns after entering the Sanctum, these creatures move to area **11** for a snack.

The altar itself is a huge, rectangular block of marble. Atop it sit three enormous Geodes that each glitter with embedded minerals and precious stones; the first is covered with silver, the second, gold and the third with platinum. At 15" in diameter each, the stones contain enough raw gems and precious ore to be worth 10,000 gp on the open market. Their value to collectors or sages might be even more. But weighing in at around 250 coins each (25 pounds) they are not an easy haul.

9. INNER FOYER

This thirty foot square chamber leads to several prominent rooms in the Sanctum: The Kitchen & Pantry (**10**), the Dining Hall (**11**) and the Great Temple (**12**). A single door leads to the first and last, while a set of double-doors leads to the second noted (see map). The room itself is ordinary, with the east wall covered with the entire skin & hide of a cave lion. There is a 25% chance of encountering a single stone giant male (HP: 63) inside this chamber whenever the party enters, unless all have been slain.

10. KITCHEN & PANTRY

A large brick fireplace/oven is built into the northeast corner of this room, where two large black iron pots hang suspended by L-bars that swing in and out of it. The only furnishing is a 4' wide, 10' long preparation table pushed up against the east wall. A set of shelves in the northwest nook is filled with jars of items unsavory to humans, dwarfs, gnomes, elves and halflings. The pantry is beyond the single door to the south of the fireplace. Inside, shelves line the walls as previously described, and barrels of cheese, meats, beer, wine, and pickled vegetables are present.

When the party enters, four stone giant females are going about their duties (HP: 45, 43, 41, 39). If surprised, they attempt to flee into the pantry or the nook, calling for assistance from anyone in the dining hall. If unable to do so, they grab huge iron skillet and rolling pins and defend themselves. They have no treasure!

11. DINING HALL

This large chamber contains two 10' wide by 20' long tables, with benches on each side of both. Standing east to west with a 10' space between them, this leaves an unusual amount of room for the party to move about. The tables are littered with an assortment of giant-sized clay bowls, plates and cups, as well as forks and knives carved from bone. The chamber is likely to be empty unless the party takes a long time getting here. (See area **8** for possible occupants.)

12. GREAT TEMPLE

One would think a "Great Temple" would be filled with items, sacrifices, and furnishings related to a place of worship. But besides those hanging upon the east wall (see below), the place is bare of adornment. Stone is evident, solid rock that is cool to the touch. And at times the hall takes on an eerie feel, as if the stone ripples and undulates, like the inside of a huge lung taking a breath. The chamber itself seems almost ... living.

For indeed the place is an extension of the deity the stone giants come here to worship, and while the party is within the chamber, certain of their spell functions will simply not work for them. Any of their spells that attempt to disrupt or dislocate space, or allow the caster to travel through space (such as **dimension door**, **levitate**, **teleport**, and **word of recall**) fail while within the Great Temple.

This is the largest chamber in the Sanctum and by far the most deadly for the party. The massive, irregular room has walls that reach 15' in height at the edges and angle towards the 30' high ceiling. Six 10' square stone columns rise from the floor – four along the eastern section going from north to south, and two going west through the mid section – all the way to the ceiling. Six huge buttresses in the western section rise along the north and south walls to a height of 20' before arching across the expanse, supporting the ceiling there. (See the dotted lines on the map.)

The floor is comprised of 10' square stone tiles secured by mortar, rubbed and polished smooth while the walls, likewise treated, have been covered with a tinted wash of pale blue. A few iron L-hooks are attached at certain locations allowing lamps to be hung from the walls to provide illumination (see map).

The easternmost 10' section of wall displays a collection of hanging items. Directly in the center of the wall is what appears to be an enormous tapestry; in fact, it is a giant-size **carpet of flying**. At 11' wide by 14' in length, it is capable of transporting 2 stone giants, or 9 man-sized beings at a speed of 20". The command word to activate and control the item is weaved into the back side, in stone giant: "granites-expedia."

More impressive still is the pair of gigantic mallets that hang at an angle in front of the carpet, their long handles crossing. Each is 6' in length, from bottom of handle to top of mallet, and weighs 100 pounds. Each requires the wielder have strength 20, and be at least 8' tall, weighing over 300 pounds. They are called **The Fists of Rockheart**, and each is equivalent to a +3 magic weapon, capable of dealing 10-25/5-20 damage. If an appropriately large and strong wielder also possesses both **gauntlets of ogre power** and a **girdle of giant strength** (stone giant strength or better), he can simultaneously use both weapons in melee! Furthermore, if a successful attack roll exceeds the necessary number by at least 3, the target's armor or shield (as decided by the referee) must save versus crushing blow or be destroyed.

At the west end of the chamber a semicircular step rises up to an elevated area. Two 10' square alcoves lie beyond this in conjunction with seven others in this section, with a 10' wall between them (see map). Atop this riser rests a huge block of stone that appears to have solidified after being partially melted.



Standing atop the riser is the chief cleric of the stone giant clergy. A 7th level shaman (HP: 99), his AC is -6, and he deals 3-18 points of damage. In each alcove to the north and south is a stone giant shaman in deep prayer. The two in the south alcoves are 5th level shamans (HP: 73 each), and the three in the north alcoves are 2nd level shamans (HP: 47 each). If this chamber has not been reached within 12 turns of the party entering the Sanctum, the occupants return to their private quarters, going through the secret door in the south wall (see map) then around and up the corridor leading to areas **17-19**, with the chief going on through **20** and into the secret tunnel leading to his quarters.

These creatures fight to destroy any non-giants who enter. They assume intruders either snuck past or defeated the Sanctum's outer guards and traps, and after 3 rounds one flees to summon help from either area **21** or **15**. If after 6 rounds of combat they have not succeeded in repelling or destroying the invaders, the chief attempts to **commune** with his Lord, asking for assistance.

Should the chief's attempt succeed, or should the party desecrate the chamber, the melted-looking stone block upon the riser begins to transform into the shape of a stone giant the likes of which the party has never encountered before: **Rockfist Rockheart** himself! Rockfist is, in all likelihood, a party killer (HP: 480), fighting as a 16+ HD monster, and equal in ability to both a 15th level cleric and a 12th level magic user. All details concerning his spells, armor and damage capabilities are located in Appendix I. It should be noted that Rockfist does not attempt to utilize the mallets on the east wall, and for a good reason: He doesn't need them!

Should the party defeat the giant clergy within, the chamber remains clear for 3-6 hours. After that time, each time the party visits this room, it is 25% likely that a stone giant male (HP: 63) enters while on his patrol.

13. STORAGE ROOM

This vast chamber is filled with barrels and crates in stacks ranging from two to five containers, along with smaller boxes and chests scattered around the floor. The majority of these contain sundry items of little value to the party; the DM should determine the contents based on the Religious Articles and Furnishings table on p. 218 of the DMG. While most are giant-size, some may be useable by humans and smaller races, being the spoils of other groups who have entered the Sanctum in the past. A secret door can be located in the southeast corner by standard means (see map).

14. EASTERN CAVERN

A single (stuck) door gives access to this chamber. Its shape is irregular and the walls rough, having barely been chiseled out of the rock. The ceiling is 20' high, with the walls at the perimeter varying from 9' to 12' before arching upwards. The air is damp and cold and the sound of trickling water echoes throughout.

The western half of the cavern has somewhat of a sandy floor – about 3" – and the walls are lined with 90 huge, 5' diameter, 6' high barrels. These are fashioned from wooden ribs and are sealed with lids. All are filled with pure water.

The eastern half appears to be the source of the water; an underground spring has created a small pond here. The depth varies from inches at the edge to 4' in the center, thus making wading possible. The water is near freezing (35 degrees Fahrenheit) and may drain the constitution of anyone who lingers in it. Make a System Shock check every turn a character stays in the water; if this fails, the character does not die, but instead loses 1 point of constitution per round until leaving the pool and taking measures to warm himself.

But another danger exists in the pond that is far more threatening, for the pond is also the home of a nymph (HP: 22). (The stone giants are careful not disturb her habitat, taking only water from the western edge of it to fill their barrels each day.) Good creatures may approach her should they call out ahead (10% chance), but when the party first enters the cavern she is taking a bath. Should the party see her in this state, they must make a save versus magic or be permanently blinded. If they reveal wicked or lustful behavior, she quickly disrobes, and those viewing her must save or die! This might be avoided if the party contains a human male with an 18 charisma and is of good alignment, assuming she sees him first! The nymph can cast dimension door at will once per day, and she also has the following spells memorized (as a 7th level druid):

- 1st: animal friendship, invisibility to animals, purify water, speak with animals.
- 2nd: charm person or mammal, cure light wounds.
- 3rd: cure disease, stone shape.
- 4th: control temperature 10' radius.

The potential for party disintegration is very high for this encounter, and the DM should reward players who keep their heads while around the pond.

A **long sword +5, Holy Avenger** lies in its scabbard at the center of the pond under 4' of chilled water. Optionally, it is also lawful good, with intelligence 17, ego 20, and the following properties: It reads languages/maps of non-magical sorts, as well as magical writings; it kills magic users of evil alignment, causing insanity for 1-4 rounds if they fail a saving throw versus magic; it detects secret doors in a ½" radius and detects invisible objects in a 1" radius; it casts **heal** once per day; it speaks lawful good, dwarf, storm giant, and shedu, and also uses telepathy.

15. WESTERN CAVERN

This enormous cavern is easily three times the size of its smaller neighbor. Accessible via a single door in the eastern wall and a long tunnel in the northwest section of the chamber, the pungent smell of this place makes it recognizable upon entry as a kind of kennel.

Twenty-four spotted lions (HP: 3x50, 3x47, 3x44, 3x41, 3x38, 3x35, 3x32, 3x29) have free roam of this cavern, pets of the Sanctum clergy. Large piles of bones and mummified remains of past meals stand scattered through out the place, along with piles of matted straw for the beasts to sleep on. The smell of urine and feces is so strong that after one turn inside the cave and each turn thereafter, those within must make a save versus petrification or become so ill as to begin involuntarily retching, becoming dizzy, suffering from headache, and losing 1 point of strength each turn. Time grants some benefit to the one who succeeds, with saves on each successive turn receiving a cumulative +1 bonus. Only by leaving the chamber do the ill effects begin to reside, taking 1 hour to restore each point of lost strength.

The animals know of the tunnel to the north and the secret door leading to it (see map) but do not linger about it for lack of knowing how it works.

The place lacks any treasure per se, except for a **ring of elemental command – air** hidden in a pile of lion dung (among the many) and requires at least six full turns of searching.

If the door is left open, the lions casually begin to leave the cavern after three turns, roaming about the Sanctum in small groups of 1-2/1-3/1-4. Should they encounter humans or other small beings in the process, they attack immediately.

16. VESTRY

This chamber is where the clergy don their most religious paraphernalia – clothing, prayer beads (of stone), and such. A small table against the north wall holds candles and their receptacles, all to be used during services, along with miters and other devices. The angled southwest wall (see map) is dotted with protruding stone pegs, upon which hang a variety of special robes and belts. These items – of which the party might collect from one to two dozen – do not have much value on the open market.

Empty most of the time, if the party discovers this room without alerting the guards or the clergy in area **12**, there is a 5% chance that a stone giant male (HP: 63) wanders, possibly surprising them or itself.

17. ADEPTS' QUARTERS

This chamber is fairly cluttered, as six giant-size beds fill most of the space. It is the private chambers for the 2nd level shamans of the Sanctum, and their individual sacks hang from stone pegs beside the beds. There are no chairs or tables present, but footlockers rest beneath each bed, containing normal clothes and accessories designed for giants. None of this is of much – if any – value to the party.

If much time has passed when the party reaches here and they have not already dispatched those who occupy the chamber, the adepts are here preparing to retire for the day.

18. ACOLYTES' QUARTERS

This room serves the same purpose as that above, but with seven beds, footlockers, and sacks intended for use by the 1st level shamans. They are at other locations noted in the text when the party first enters the Sanctum, but after 2-3 hours, if an all out alarm hasn't drawn them all to the source of the invasion, the low level shamans return here to retire for the day. And as with the room previously described, these shamans have no personal wealth.

19. PRIESTS' QUARTERS

Only five beds are located in this chamber – each with footlockers, and sacks hanging nearby – and the room has a bit more space to move about. The 3rd level shaman occupants, already listed elsewhere, return in a manner similar to those rooms previously described if no general alarm has been sounded. Unlike the lower ranked fellows, each of these shamans has a small amount of personal wealth accumulated. Each footlocker, then, yields 100-800 cp, 100-600 sp, 100-400 ep, and 10-100 gp, if searched.

20. HALL OF SILENCE

This chamber is odd for several reasons: First, the shape is irregular; second, the ceiling over the east and west sections is only 7' above the floor, causing all of the giants in the Sanctum to crouch severely, or move about on their knees while here, and the ceiling running north to south from entrance to entrance is a mere 13' (see map; dotted lines show the divisions of the ceiling); and third, it is quieter within the chamber than even the rest of the Sanctum, due to the strange rock out of which the chamber is dug. All sound is muffled here, causing shouts to be whispers, whispers to be silence, and so on. Thus, spells requiring a vocal component cannot be cast within without the caster shouting at the top of his or her lungs.

The east and west bumped-out alcove sections have stone symbols carved into the walls. These depict

different geometric designs that hold some meaning to the stone-giant clergy. They are too cryptic for humans and others to decipher, but are not baneful.

When the party first enters the Sanctum, three 1st level acolytes are here (HP: 43 each) and remain for three hours. If the party hasn't arrived within that time span, or if an all out alarm hasn't drawn them to investigate, they retire to their quarters at area **18**. They carry no treasure.

21-22. GUARDS' QUARTERS

These large rectangular chambers contain ten bunks each, though only six stone giant males (HP: 2x63, 2x62, 2x61) are present in each room at the time the party enters the Sanctum. The beds ring the walls, leaving the center space open to allow swift passage in and out. Stone pegs – for giants to hang their bags – protrude from the walls beside each bunk at the 8' level. The footlockers contain mundane clothes, belts, buckles, combs, and so on, along with the few coins of wealth they have accumulated (10-100 each of cp, sp, ep, and gp).

If the alarm sounds these fellows go to the locations mentioned earlier. Otherwise, they simply rest here between their duties. (Note: Any guard encountered randomly – such as those possible in areas **9** or **16** – should be deducted from this roster.)

23. FEMALES' QUARTERS

This chamber houses the female cooks and cleaning staff of the Sanctum. There are eight bunks spread throughout, each with a footlocker beneath, and a bag hanging from stone peg protruding from the wall by the head of the bed. These contain mundane, sundry items (rolled or chosen from the Clothing and Footwear table on p.219 of the DMG), as well as a small amount of coins (10-100 cp and 10-100 sp).

Two female stone giants (HP: 34, 32) are here when the party enters the Sanctum; if the alarm is raised they attempt to flee down the stairs at location **I** to the bunkers below. After four hours, if the party has not reached this room, they head to area **32** to resume their cleaning duties. If caught by surprise, they attempt to bully smaller beings, running for aid only after being attacked.

24. COPY ROOM

The walls of this room are lined with shelves filled with various sized bottles and jars of different colored liquids and other items. A long, wide table fills the center going from east to west, with benches on either side. Atop this are stacks and rolls of paper, along with writing tools. It is very much a copying room, and it is here the stone giant clergy spend much time transcribing documents and messages from the clan leaders. The clergy leader also pens magic scrolls here. If the party spends six turns

searching among the various piles and rolls of paper, they find three completed scrolls containing 1-3 randomly determined 1st to 3rd level cleric spells on each.

If the general alarm has not been sounded, this area is one of the more difficult to resolve, as five stone giant shamans occupy it when the party arrives. A 6th level canon (HP: 78) supervises a 3rd level priest (HP: 46), a 2nd level adept (HP: 42), and two 1st level acolytes (HP: 38 each). There are no weapons within the room, but they use chairs and anything else at their disposal.

Though not cowards, they seek assistance from the guards at **21** or **22** after one round of combat. The leader wears a **ring of spell storing** containing **cure serious wounds**, **remove curse**, **slow poison**, and **sanctuary**, and calls upon these to supplement his inherent spell use.

25. STORAGE ROOM

The door to this chamber is stuck shut, requiring a Bend Bars roll rather than the standard Open Doors roll. Once inside, the condition of the chamber and its contents hint at why the door was so difficult. The place is a mess of smashed or overturned barrels and boxes, with their contents strewn throughout, with a stringy, sponge-like material covering the entire floor and walls. The sponge-like material is actually a colony of yellow mold (HP: n/a), which attacks with spore clouds if molested, or using its combined psionic ability if it detects such from another in the chamber.

Whatever items were once stored here have long passed into decay and uselessness. The giants shun this chamber since the colony appeared. Unfortunately for them, they have overlooked a **gem of seeing** that rests under the mold in the southeast corner.

26. PRIVATE QUARTERS

A human-sized door leads to this room, one of the two smallest rooms in the Sanctum (along with **27**). It is used by smaller beings who come to do business with the giant clergy. Often this visitor is a dignitary, an ambassador of a local monarch, or the emissary of a guild or temple who comes seeking audience.

The room contains a bunk, with a footlocker beneath, a table and two chairs. The walls are bare and void of decoration, but a throw rug from some type of animal hide covers the center of the room.

This room is empty when the party first reaches it, the occupant being at area **32** awaiting a conference with the clergy leader. Upon exploration, they find some papers in the table written in an archaic language; elves recognize it as being something only talked of by their own people, heard only in legends and never seen by any living elf known. Should deciphering magic be used, the writings only give up some of their true meaning,

referring to the stone giants in terms of possible alliance. There are instructions to the bearer to make any promises necessary to lure the giant clergy into false friendship. The language is, in fact, Drow and the person using the room is a Drow elf!

Further investigation reveals Drow clothing and gear in the footlocker, along with a spell-book, 300 gp, and a **stone of controlling earth elementals** that the Drow was instructed to give to the chief shaman as a token of friendship.

27. PRIVATE QUARTERS

This room is nearly identical to the previous chamber, but is currently occupied by Oogla-Orney, a half-orc 10th level fighter / 12th level assassin companion of the Drow next door. (HP: 69; S18/75, I14, W13, D14, C17, CH12; AL CE) Her gear includes **bracers of defense AC2**, a **ring of invisibility and inaudibility**, a **ring of quickness** (doubles the wearer's number of attacks each round and automatically wins initiative), a **cloak of protection +3**, **boots of elvenkind**, a **short sword of sharpness**. The footlocker holds her traveling clothes and gear, as well as 250 sp, 100 gp, and 20 pp.

There is a 45% chance Oogla is asleep when the party arrives at the Sanctum. If this is the case, she has a 10% cumulative chance of waking each turn. While asleep, she can be slain easily, and her weapons are beneath her mattress – unreachable if surrounded by the party.

If she awakens before the party enters, she is fully prepared for intruders. She and her Drow companion use a secret knock to identify one another at their respective doors. If Oogla has reason to suspect immediate intruders, she turns invisible (via her ring) and prepares to assassinate the first intruder to come through the door, assuming she gains surprise. If things start to go very badly against her, she attempts to flee, trying to locate her companion and make an escape.

28. LIBRARY

This large chamber is lined with shelves along the walls divided into sections like bookcases. But there are very few tomes or scrolls to be seen, leaving the majority of the space empty and covered in dust. None of the written items, if investigated, reveal their nature, for they are penned in a language long forgotten in the world (but not in the Drow language, though). Deciphering them requires weeks of a sage's time, and if successful, only reveals a few warnings and descriptions of a "sleeping demon" that lies dormant somewhere deep beneath the surface of the world, put there by the giant Lord and his assistants; if awakened, the writings say the demon will bring total destruction upon the land of the surface dwellers. Also in this chamber is a rough, sketchy drawing of a demonic form.

Upon entering the chamber the party must concern themselves with two 3rd level stone giant clergy (HP: 38 each) who are organizing the materials here. One engages intruders while the other makes for the door in the northwest corner to get aid.

29. STUDY

Somewhat similar to the previous chamber, this large room is filled with giant-size tables and chairs used by the clergy when studying the scrolls and documents from the previous room. There is nothing of value here.

If they have not been summoned to assist in area **28**, or moved elsewhere in response to a general alarm, three giant shamans are here as the party enters. One is a 6th level canon (HP: 86) while the other two are 4th level curates (HP: 60 each). They do all they can to overcome intruders, but if things turn against them, the leader attempts to flee north, then to area **34** to escape.

30. CURATES' QUARTERS

A rectangular chamber with a single door serves as the sleeping chambers of the 4th level shamans. Four bunks, each with a footlocker beneath, fill the room with enough space for a small table and two chairs. From stone pegs on the wall beside each bed hang the giants' bags. The items are all mundane and sundry and can be drawn from the appropriate tables in the DMG if desired. If the footlockers are searched they each yield 10-100 cp, 10-60 sp, 10-40 ep, and 1-10 gp. There is nothing else of value in the chamber.

If more than six hours has elapsed before the party reaches this location, they find the four curates here asleep, assuming the giants have not been previously slain.

31. PREFECTS' AND CANONS' QUARTERS

Similar in size and shape to the previous chamber, this one is the private chamber of the 5th and 6th level shamans. Since five bunks fill the room, there is little extra space, thus only three chairs are present. And like the room described above, each bed has a footlocker and bag near it. The footlockers contain triple what is listed above, with each also having a 25% chance of holding 1-6 potions (randomly determined or selected by the DM). Everything else within the chamber is of mundane nature.

As the shamans that use this room are likely to be encountered elsewhere, it is not likely for the party to find any giants present here when they reach the chamber. Should the party make their way here by avoiding the earlier traps, ambushes, and other resistance, the 5th level and 6th level shamans return to this chamber after 4 hours if not already slain.

32. CHIEF SHAMAN'S OUTER CHAMBER

Note: Areas **32-34** are the exclusive residence of the 7th level stone giant lama in charge of the Sanctum. And while he is not initially in these locations, should he see the invaders as a serious threat, he attempts to eventually reach his residence and retrieve as much treasure as possible before disappearing into the tunnels beneath (via the stairs at I).

The outer chamber is oddly plain and bare of ornament. A large sofa stands against the east wall, and a table and several chairs fill the western half of the room.

Currently, Beryl Bloodstone waits here to meet with the head shaman. This dark and sinister character is a female Drow 9th level magic user/14th level thief. It is she who occupies the guest room (**26**) and – with her companion at **27** – is on a mission to convince the stone giant clergy to throw in with the Drow Queen.

Her abilities and equipment are as follows: S13, I18, W13, D19, C16, CH17; AC -10; HP 53; AL CN; Magic Resistance 78%; casts dancing lights, faerie fire, darkness, detect magic, know alignment, levitate, clairvoyance, detect lie, suggestion and dispel magic once each per day; carries/wears **boots of speed**, **bracers of defense AC2**, **cloak of protection +5**, **girdle of stone giant strength**, **ring of protection +5**, **ring of free action**, **short sword +4 defender**, **stone of controlling earth elementals**, two earrings (1500 gp each), a necklace (2500 gp), and her spell book. The cloak and sword are of Drow origin, and lose their magic abilities if not returned to their place of origin within 31-50 days; since it has taken her a week to reach the Sanctum, this only leaves 24 - 43 days remaining. The **stone of controlling earth elementals** is a gift to the chief shaman; she is withholding it until she has met with him and secured a commitment of some kind. (Consult the Fiend Folio For more data on Drow.) Her memorized spells are as follows (parenthesized spells are in her spell book, but not currently memorized):

- 1st: comprehend languages; friends; identify; read magic. (dancing lights, feather fall, magic missile.)
- 2nd: detect invisibility, invisibility, locate object. (rope trick, stinking cloud, web.)
- 3rd: dispel magic; slow; suggestion. (fireball, haste.)
- 4th: dimension door, polymorph other. (wizard eye.)
- 5th: feeblemind. (teleport.)

She is very irritated, having been kept waiting a very long time. If the party surprises her, she attempts to bluff her way out of the situation, suggesting she is a spy sent by her people to check things out. If the party attacks her, she attempts to flee invisibly.



33. CHIEF SHAMAN'S SLEEPING CHAMBER

This chamber contains a giant-sized bed in the southeast corner, going east to west, as well as a huge desk against the east wall, blocking a secret door there (see map). A chest of drawers stands against the north wall with three separate compartments. The furnishings and personal clothes are standard fare – only giant sized – and can be found in the appropriate lists of the DMG. The top desk drawer contains a large, beautiful **pearl of wisdom** wrapped in a giant silk kerchief, while the bottom drawer contains a leather **girdle of storm giant strength**. The center contains a partial map, and across the top it reads, "He who summons me shall be rewarded."

A passage-like room to the west leads to the treasure chamber of the Sanctum. A huge carpet hangs from the south wall on stone pegs. It is a **rug of smothering** that, if molested, reacts.

34. TREASURE ROOM

This is the true treasure room of the Sanctum. Entry is difficult from the east door, for it has been sealed shut by powerful magic. A successful **dispel magic** versus 20th level magic removes the enchantment. The western door opens freely, but enters what appears to be a narrow, dead-end hall (see map). Eighteen chests stand within, stacked in threes, against the south and north walls. In the southern chests are 20,000 sp each, while the northern ones hold 10,000 ep each, and fastened to the west wall are two items of interest: A large, **two-handed sword of sharpness**, and a **heavy crossbow of accuracy**.

CONCLUDING THE ADVENTURE

Callously going through the Sanctum slaying neutral stone giants indiscriminately is not sanctioned. The party should try to learn *why* the shamans have not returned to their clans and their advisory duties. The fact is that the chief shaman is obsessed with the idea of summoning the "sleeping demon" alluded to in the scrolls in the library; he is under the misguided notion that he can control it for the benefit of his people. To this end, he is literally possessed with a madness that the other clergy are just beginning to suspect.

THIS ENDS THE EXPEDITION TO THE SANCTUM

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APPENDIX I: Rockfist Rockheart

This demi-god resides on the prime material plane and specifically, deep within the world of the characters. It seldom meddles in the affairs of humans and surface beings. Additional information for this being should be created by the Dungeon Master as needed.

ROCKFIST ROCKHEART "Lord of the Rock" Demigod

S:30 (+12/+19) I:18 W:20 D:15 C:30 CH:10

ARMOR CLASS: -9

MOVE: 15"

HIT POINTS: 480

ALIGNMENT: Neutral

SIZE: L (27' tall)

MAGIC RESISTANCE: 60%

CLERIC/DRUID: 15th level cleric

FIGHTER: As 16+ HD monster

MU/ILLUSIONIST: 12th level magic user

The following spells are recommended for this scenario. The DM can, of course, substitute any or all of the spells with those of his own choice.

CLERIC SPELLS:

First: cure light wounds x4, detect magic, protection from evil/good, resist cold x2, sanctuary.

Second: detect charm, hold person x2, resist fire, silence 15' radius x2, slow poison x2, snake charm, speak with animals.

Third: animate dead, cure blindness, dispel magic x2, locate object, prayer, remove curse, speak with dead.

Fourth: cure serious wounds x2, detect lie, neutralize poison, speak with plants, sticks to snakes.

Fifth: atonement, cure critical wounds, dispel evil, flame strike.

Sixth: blade barrier, heal.

MAGIC USER SPELLS:

First: charm person, friends, magic missile, shocking grasp.

Second: darkness 15' radius, detect invisibility, levitate, web.

Third: fireball, lightning bolt, slow, suggestion.

Fourth: confusion, fear, ice storm, polymorph other.

Fifth: conjure elemental, cone of cold, feeblemind, wall of force.

Sixth: flesh to stone.

APPENDIX II: Pre-rolled Characters

These characters can be used by players who do not have one of sufficient levels and items to participate. Spells must be chosen or determined by the DM.

#1 Orlando Fitzmartin

Neutral Good Male Human 11th level Ranger. S 17, D 15, C 18, I 14, W 15, CH 13. Move 12", AC 1 (0 with shield), HP 101. Chain mail +3, small shield, two-handed sword +2, horseman's mace +2, longbow, quiver with 20 arrows, quiver with 12 arrows +1, ring of free action, 2 potions of fire resistance, potion of extra-healing, potion of speed. Druid Spells: 2. Magic User Spells: 2.

#2 Lord Bangor Mane

Lawful Neutral Male Human 13th level Fighter. S 19 (18/56), D 16, C 17, I 15, W 13, CH 14. Move 12", AC -5 (includes shield), HP 76. Banded mail +3, large shield +3, long sword +2, dagger, short bow +2, quiver with 20 arrows, quiver with 20 silver tipped arrows, morning star, girdle of giant strength (hill), periapt of wound closure, potion of growth, 2 potions of extra-healing, potion of invulnerability, scroll of protection from petrification.

#3 Thualgrym the Mysterious

Chaotic Good Male Human 14th Level Illusionist. S 13, D 18, C 16, I 17, W 14, CH 15. Move 12", AC 0, HP 47. Staff of striking (20 charges), dagger +1, ring of mammal control, bracers of defense AC 5, Nolzur's marvelous pigments (2 pots), cloak of protection +1, potion of healing, 2 potions of clairvoyance, scroll of 3 spells (1 continual light and 2 invisibility 10' radius). Illusionist Spells: 5/5/4/3/2/2/1.

#4 Maraudda Doull, Master (Mistress) of the East Wind

Lawful Neutral Female Human 12th level Monk. S 18, D 16, C 15, I 14, W 17, CH 13. Move 26", AC 1, HP 49.

Bec de corbin +2, light crossbow +1, case with 20 bolts, ring of water walking, cloak of elvenkind. Monk Abilities: A, B, C, D, E, F, G, H, I, J. Open Hand Combat: #AT: 5/2, Dmg: 4-16. Thief Skills: OL 82%, F/RT 75%, MS 94%, HS 77%, HN 35%, CW 99.2%

#5 Sir Arandell of Longbridge

Lawful Good Male Human 11th Level Paladin. S 16, I 15, W 16, D 14, C 17, CH 18. Move 9", AC -2, HP 105. Plate mail +2, large shield +2, two-handed sword +2, long sword +1, potion of flying, gauntlets of ogre power, ring of fire resistance, ring of water walking, silver dagger. Cleric Spells: 2/1.

#6 Briana Rowan

Neutral Female Human 10th Level Druid. S 13, I 14, W 17, D 16, C 14, CH 16. Move 12", AC 2, HP 64. Leather armor +2, spear +2, potion of extra-healing, potion of levitation, ring of protection +1, ring of mammal control (4 charges), periapt of health, bag of beans, wooden shield, scimitar, sling and pouch of 20 bullets. Druid Spells: 7/4/3/3/2.

#7 Kerlian Anthar

Chaotic Good Male Elf 9th Level Magic User / 6th Level Fighter. S 17, I 17, W 14, D 16, C 15, CH 14. Move 12", AC 0, HP 50. Chain mail +2, long sword +2, javelin of lightning, potion of clairaudience, potion of healing, potion of invulnerability, rope of climbing, large shield, helmet, dagger, short bow, quiver with 24 arrows (5 are silver arrows). Magic User Spells: 4/3/3/2/1.

#8 Bishop Raithlan the Devout Lawful Good Male Human 13th Level Cleric. S 14, I 13, W 18, D 15, C 15, CH 14. Move 9", AC -1, HP 76. Plate mail +2, footman's mace +2, potion of extra-healing, potion of ESP, staff of striking (21 charges), incense of meditation, necklace of prayer beads (bead of curing, bead of atonement), large shield, helmet, silver holy symbol, scroll of cure critical wounds and raise dead. Cleric Spells: 8/8/7/5/2/1.

#9 Arhanna Clevadhul

Neutral Female Elf 8th Level Magic User / 8th Level Thief. S 13, I 17, W 14, D 18, C 15, CH 13. Move 12", AC 2, HP 42. Leather armor +2, dagger +1 (+3 vs. large creatures), long sword +1, sling of seeking +2, potion of fire resistance, 2 potions of extra-healing, ring of invisibility, ring of feather falling, dagger, pouch with 20 bullets. Thief Skills: PP 65%, OL 47%, F/RT 50%, MS 60%, HS 53%, HN 30%, CW 94%, RL 35%, Back stab x3. Magic User Spells: 4/3/3/2.

Final Thoughts

The idea of doing a module that presented stone giants as the central focus has been a laborious love affair with me for many years. From the moment I purchased and first opened my G1: Steading of the Hill Giant Chief, from reading the chilling descriptions in the G2: Glacial Rift of the Frost Giant Jarl, to the last, entrapping lines in the G3: Hall of the Fire Giant King, I was fascinated – no, possessed – with designing such an adventure of my own.

The product you are now reading is the culmination of many hours, days, weeks, and years, of that effort. If it has entertained you, even in the slightest, it will have succeeded in its goal.

But I cannot conclude this project without referring to the person whom has inspired, not just me, but generations of fantasy role-playing gamers. So I leave you with this:

IN MEMORY OF GARY

For the Spirit Calls

The smell of flame, the ring of steel, the clashing of the shield,
the overwhelming foe appears and fails to make us yield.

Though talons gouge us all about, as blood escapes our veins,
we tarry not to meet our fate, regardless of the pains.

The bearded chin, the pointed ear, the fuzzy-furry feet,
rush to our side with singing blade with eagerness to meet,
the scaly beast that threatens all, and so we must defeat.

Into this land we thrust ourselves, for treasure, love, and fame,
and for the feeling deep inside that drives us all to game,
and all the while we don't forget *The One* behind the name.

Beyond the skies up overhead, amongst the lofty stars,
The One can look down with content, upon this world of ours.

And when our final battle stops, our journey doesn't end,
we gather up our courage, and we start it all again.

G5

ADVANCED FANTASY ADVENTURE



Module G5
Curse of the Cloud Giant Queen
by RC Pinnell

This module is not associated with any giant adventure created by any other artist or company and does not claim to be official in any way.

Curse of the Cloud Giant Queen

by RC Pinnell



This adventure is designed for 5 to 9 characters of levels 10-14. The party should include at least one cleric, magic user and thief, with the remaining members being fighter types that should include at least one, but perhaps 2 or more dwarfs. Rangers and other good aligned classes should fill out the party when possible.

While this product stands on its own, it can be incorporated to include the G4: Sanctum of the Stone Giant Lord, and the G6: The Forge of the Fomorian Smith-Lord. The former preceding this adventure, and the latter following, last. This would provide a 3-module story-arc, creating an extended adventure that could be placed in nearly any campaign setting.

DUNGEON MODULE G5

CURSE OF THE CLOUD GIANT QUEEN

by RC PINNELL

INTRODUCTION

Like the adventure before it (The Sanctum of the Stone Giant Lord) this module was designed as a supplemental scenario to be used in conjunction with the G-Series adventures written by Gary Gygax. It can be run any time after the party finishes the G-Series. It does not directly affect the information or exploration of the other giant modules and is offered as additional experience the party can acquire.

This is a difficult adventure and requires experienced players. Those who have yet to advance a character above 8th level will likely become overwhelmed by the intensity of the action that will occur. If such players are mixed in with seasoned veterans, the group will likely fare well.

The recommended levels for play in this scenario are from 10th to 14th, with at least 1/2 of the party being 11th and/or 12th levels of experience. One or two dwarf characters are suggested due to their keen racial benefits in combating giants; rangers, also, will be of great use. Multi-classed characters should only be included if their highest class is at least 9th level. The DM should not include classes found in the UA manual unless he personally sanctions their inclusion in the game system.

Warning, if you intend to play in this adventure then you must STOP READING NOW! The information that follows is intended for the DM's eyes, only. Knowing any of it could spoil your playing experience and others within the group.

ACKNOWLEDGEMENT

This adventure is compatible with any ADVANCED system of medieval dungeon exploring and role-playing. Use of any edition-system will require some adaptation. Any terms used connected to a Trademark are done without the permission of the owner/s of such, under the concept of the fair use doctrine.

Location of the Cloud Giants' castle

This scenario can be placed atop any high mountain range that separates communities of men and their allies. A long, winding caravan route should pass over this range. The mountains should be at least a dozen miles across, with altitudes of up to 10,000 feet, and of such vast length making the need to cross over them the only option. Dungeon Masters using other giant modules can easily place this setting higher in location than where lesser giants, say-- Hill, might be found.

BACKGROUND

For over a dozen decades peace has existed between the Cloud Giants atop the great mountains and the humans and their allies in the valleys below. A treaty between the big and little folk was made to ensure that each side would respect the other's privacy, yet come to the aide of each in times of great need. King Sorfel, the latest of the reigning Cloud Giant monarchs was not one to shirk his commitments. Under his leadership the giants kept safe the caravan route that traversed the mountains, passing near to their colony. For their efforts the giants were provided with the necessities to support them, allowing them more time for leisure. The peace resulting from this arrangement lasted for years.

That is, until now. Having fallen under the spell of a young cloud giant maiden, the King--following the suggestion of his trusted advisor--has abandoned his castle. Taking the maiden and his most trustworthy guards with him, he has journeyed south to the Hall of the Fire Giant King. The castle, nearly empty and unprotected, is now being swarmed by squads of evil Fog Giants from the dark forests atop the mountains. The Queen and her court have fled into secret chambers beneath the castle, while the once loyal advisor to the King coordinates the invasion as he enacts his own plans to take over the great castle for himself.

Having been alerted to the plight of the Queen, and the King's desertion, the local nobles have met to decide what should be done. Do they honor their old treaty, and attempt to rescue the Queen? Do they launch an assault against the Fog Giants that have turned against their cousins the Cloud Giants?

Issuing forth a summons across the land the nobles have assembled a company of heroes and adventurers to investigate the situation. Charged with ascertaining the cause of the King's desertion, and driving back the assaulting fog giants, the assembly is divided into small groups with separate missions. Some must enter the castle of the cloud giants to determine if the Queen is still alive, and in need of assistance. Others are charged with combing the mountains to locate the fog giant marauders and drive them from the area. And in either case, the discovery of who or what was behind the King's deserting is of paramount interest to the nobles.

Notes to the Dungeon Master

As laid out in the Background material, the purpose of the adventure is for the party to enter the castle of the cloud giants and determine as best as they can, why the King abandoned his home and his treaty with the nobles. Also, what has become of the Queen, and, if still alive, perhaps rescue her; and deliver a severe check to the invading fog giants that are threatening the peace.

Minor clues as to the causes behind all this are spread throughout the castle. The party must piece together the story in order to inform the nobles that hired them. There is no, single, source or item that will paint the picture totally for them. The gnome traitor, Norald D' Nomder, will likely tell the party much of the story in order to save his own skin, and the Queen may add more to it. But, unless it is pried from them, they will offer only bits and pieces of the information, as they know it.

JOURNEY TO THE CLOUD GIANT CASTLE

This is not a wilderness adventure. Though a small map section of the mountains is provided to give the DM a picture of where the castle rests, the journey to the location is not necessary to conduct unless the DM wishes to include it. In which case encounters should be designed that best fit the terrain involved. Certainly Fog Giants should be met, most likely in small numbers, as the party ascends the mountains, passing through the great forest that blankets the range. Likewise, wolves, bears, foxes, are a potential threat, while soaring eagles and swooping hawks should be a common occurrence. How, when, and where they might be encountered, is up to the DM to decide.

To expedite play the DM should consider the nearest human settlement at the base of the mountain range being about a six-day trip to the site and a three-day trip back down the mountain. Plenty of small trickling streams will supply the group with water, while an abundance of wild game at the lower elevations will provide them with meat for nourishment. Berries, nuts, roots and possibly bird eggs at the middle and higher elevations will augment their diet.

Start

Led by a small group of guides the party has finally reached a crest in the great mountains known to be the location of the cloud giant colony. After passing through a wide gorge between two rocky peaks, they enter a large, oval expanse of flat land dominated by a thick copse of woods (See Map 1). The northern part, about 1/3rd of the total area, is open to the sky above, and the trail continues north along the rim of the bowl to the entrance in the side of the mountain. Several small caves, much too narrow and low for giants to enter, are located not far from the bowl (See map) to which the party can retreat if necessary.

The DM should arrange to have the party ambushed at some time after reaching the bowl. This will come from a group of Fog Giants (HP: 101, 99, 97, 95, 93) stationed in the large wooded area south of the cloud giant colony. They will attack before the party can enter the castle, hoping to eliminate the group right off.

This should occur as close to dusk or dawn as possible, with the giants taking full advantage of their ability to blend with the natural mist that envelopes the area at these times. If the party makes camp out in the open they will be attacked by a group of Dire Wolves during the night (HP: 34, 33, 32, 31, 30, 29).

The copse of woods is a staging area for the fog giants and their associates to congregate before launching raids into the cloud giant castle. Currently there are only the above mentioned guards, since most of the giants already marshaled by the renegade gnome have infiltrated the castle. For every week that passes an additional 1-6 Fog Giants, 2-24 Cyclopskin, and 3-12 Dire Wolves will arrive at the wooded area. These will serve as replacements to those

lost in the taking of the castle, and/or those slain by the party. Once the traitor gnome has been captured or killed, and the Queen rescued, the evil alliance will falter, with the monsters going back to their own territories and concerns.

THE CASTLE AND ITS CONSTRUCTION

The term castle usually conjures up images of stone walls, turrets, towers and medieval laborers working for years to erect fortified structures that housed nobles and lords. But the term can also be used to refer to one's own place of residence-- "A man's castle is his home!" for example. It is more in the latter sense that the term applies here. And in the case of the Cloud Giant King and his court, this home is a series of halls and chambers designed for their unusual size.

Standard corridors are 10' wide and 22' from floor to ceiling. Wider ones can range from 22' to 28', with the ceilings in the largest ones leading from the entry (1B) to the King's Council Chamber (3) being about 30'. Large rooms meant for adult use will have ceilings at 22' to 24' above the floor, with chamber 7 being 30'. All walls are covered with a plaster coating several inches thick. Metal hooks set into them at about 18' from the floor are placed every 90' and are used to suspend lamps that burn oil. Most of these have been removed during the raids, and the DM should determine which and where the remaining ones are.

All standard doors are 6' wide and 20' high by 6" thick. A brass handle generally of a U-shape is attached to the portal at 8' to 10' off the floor. All doors push inward to allow entry to the chamber or corridor beyond.

KEY TO THE UPPER LEVEL

Wandering Monsters:

Southern Section: Areas 1-10. Encounter 1 in 8 ("1" on a d8)

1-2. 1-4 Dire wolves

3-5. 1-10 Cyclopskin

6. 1-2 Fog Giants

Western Section: Areas 17-24. Encounter 1 in 8 ("1" on a d8)

1-4. 1-6 Cyclopskin

5-6. 1-2 Fog Giants

Central Section: Areas 25-30. Encounter 1 in 6 ("1" on a d6)

1-3. 3-24 Giant Rats

4-5. 1-8 Cyclopskin

1-2 Dire wolves

Northern Section: Areas 31-34. Encounter 1 in 6 ("1" on a d6)

1-3. 1-2 Dire wolves

4-5. 1-4 Cyclopskin

6. 1-2 Fog Giants

These are creatures in addition to those found within rooms and chambers, and are not considered part of the actual population. A check should be made each hour, with the result depending upon location at the time of the check, and the outcome determined as noted above. None of the creatures encountered will be carrying any treasure.

Rooms and Areas:

1. **ENTRY** An open courtyard about 60' by 60' leads to the main entrance to the castle. A set of double doors stand shut and must be forced open (requiring an Open Doors roll). At the north end of the courtyard an opening appears in the wall about 8' off the ground. It appears to be about 20' across, and 20' high. This (A) is a guard point, or was. It is not empty, though, as four (4) Dire wolves (HP: 25, 23, 21, 21) will rush forth from the opening and attack the party as it approaches either the guard post or the double doors.

THE GREAT HALL Beyond the entry doors a huge hall 30' wide and over 90' long (B) leads northward into the castle proper. Dark and foreboding, as soon as the party is 20' past the entry they will smell a stench of blood and rotted meat. But time to analyze and react to this will be cut short by two (2) Fog Giants (HP: 99, 97) rushing toward them from just around the bend in the corridor, to the north. If the giants believe

they are outmatched by the group, they will raise a cry of alarm hoping to draw reinforcements from the empty alcoves to the north of the great hallway, or from chamber 7.

The Great Hall is dissected by a cross corridor, but continues northward as a narrow, 10' tunnel with eight alcoves beginning after 20', set 10' apart. Those that are marked (C) contain statuary of cloud giants in various poses and regalia. Brief inspection suggests that these might have been past Kings of the colony. Between these, in the "empty" alcoves, are stationed 1 Cyclopskin (HP: 30 each). Past the alcoves the corridor widens again, where a set of double doors blocks the path (D).

2. **ROYAL HALL** The Great Hall continues as a flight of wide and shallow steps lead on into the next chamber.

3. **THRONE ROOM** A single, large chair dominates this chamber as the party enters; the wall behind it one long curving arc. The stone furnishing is plain and unadorned, but of great interest to the four huge beings that are snooping around it. Four (4) Fog Giants (HP: 95, 93, 91, 89) will immediately cease their activity upon sensing the party approach (80% chance as they reach the steps). Once /if the giants are dispatched, or the party can return to investigate the throne, allow each character a 1 in 6 chance of detecting something odd about the throne. If one character succeeds, then an elf, dwarf or thief may attempt to locate the triggering device that will allow the item to slide forward, revealing a set of stairs in the floor leading down. (Only one attempt per player is allowed)

4. **GUESTROOM** Upon opening the door to this chamber the party will be struck by a horrendous stench. After moving inside they will discover the remains of a storm giant in an advanced state of decay. The room and all its furnishings have been trashed. Though there is no treasure or "monster" within the room, the longer the party remains the more likely they may contract a serious lung disease. The DM should use the appropriate text and tables to determine the type. For each turn spent in the chamber there is a 5% cumulative chance per character of becoming infected.

5. **GUESTROOM** Slightly larger than the previous one, it, too, has been totally trashed. One Turn of searching will produce 1-100 CP. If more than three Turns are spent there is a 33%

chance the party will find a small needle, about 3" long, coated on one end with a black, gooey substance. This poison is weak, and not actually harmful if touched. Its presence should raise some concern.

6. **AVIARY** This chamber once housed a nest of giant eagles that served the King as messengers, spies and scouts. Twigs, fur and other materials that once formed the nests themselves are now scattered throughout the room, covering the floor, along with pieces of eggshell and small bones. Currently eight (8) Dire wolves (HP: 24, 23, 22, 21, 20, 19, 18, 17) are slumbering within the chamber and will awaken and attack any non-giant that enters. If the debris of the room is searched there is a 33% chance of finding a ring of shooting stars after one Turn of activity; becoming 55% per each Turn there after spent until found.

7. **GREAT FEAST HALL** The 2nd largest room in the palace, its purpose is still clear from the two large tables still standing. Giant sized plates; cups, knives and forks still cover the tables, along with various foodstuffs in different stages of decay. Thus, the room smells badly, and is made even more so by the nine huge Fog Giants present (HP: 92, 91, 90, 89, 88, 87, 86x3). Oddly, if they have not already been summoned to assist the two guards at 1B their keen senses will alert them of approaching non-giants with 80% likelihood. Thus, it is possible the party will hear laughing and shouting going on as they approach that will suddenly cease. A thorough search of the chamber, of at least 2-3 Turns will produce only sundry dining articles typical of the room. But if a detect magic spell is cast, 3 knives among the multitude scattered atop the tables will reveal a magic presence to them. These are considered +1 short swords in relation to the adventurers. But one, being nicer than the others, with a jeweled pommel, is actually a +1/+4 VS reptiles.

8. **GUESTROOM** These chambers are smaller than most found in the castle, with beds and furnishings appearing to be intended for smaller beings than the giants. All are presently empty, though they appear to have been ransacked quite thoroughly. The two smaller ones have three bed frames each, a couple of chairs and a small table, while the larger one contains six bed frames. All are intact, though overturned and in disarray.

9. **PRIVY ROOM** A hole 2' across at the north end of this small chamber is all that appears to be here. Lined with thick layers of excrement that missed its mark, the place reeks badly from the feces and urine saturating the floor and baseboards. Searching anything in here could result in contracting a parasite. The DM should determine if he wishes to include this possibility, and what the chances and affects would be. Anyone prodding or reaching into the dump-pit runs a chance of being attacked by six (6) Scat-worms (HP: 3 each) Similar to rot grubs these creatures dwell in slime and excrement. They will immediately burrow through leather and clothing and into the flesh of the unwary in 1-3 rounds. If a hot flame is applied to them before they can burrow into their victim they will explode, spreading their vile matter into the eyes, nose and mouth of those standing unprepared within 10 feet. Characters may attempt to avoid this by rolling a reaction check on a d20 +4 of a number less than their dexterity ability score. Any that fail will become sick and nauseated for three turns, unable to do anything except heave and retch. A cure disease spell will eliminate the effect. Those unable to stop the creatures from burrowing will die when the creatures reach the victim's heart in 1-6 rounds unless a cure disease spell is applied to them during this time.

10. **KENNEL** This natural cavern is accessible through a door at each end (east and west) of the chamber. The doors are shut tight, but loud snarling and hissing will be audible when standing at them. In addition, a very musty smell will be noticeable immediately upon opening the door. Inside are 12 Spotted lions (HP: 49, 48, 47, 46, 45, 44, 43, 42, 41, 40, 39, 38), pets of the cloud giants, that have been shut in by the invaders. These creatures are hungry, and will attack any non-giant that appears to step in either doorway. With one exception, if any member of the party is a gnome (and optionally, a dwarf) the animals will hesitate attacking that character unless he attacks them first. The cave is filled with excrement, pools of urine, and lots of bones. A search will produce nothing of value.

11. **PRIVATE GUESTROOM** This small chamber is one of the few with a low ceiling (around 6') and smaller than human-sized door (5' high x 1' wide). Inside stands a single cot with thick bedding and mattress, a dressing table with a stool beneath it, and a diminutive chifarobe (wardrobe with drawers) standing in the south east corner. A woman's hand mirror, some

hairpins, a 3" cylinder with a pasty stick inside, and a brush sit atop the dressing table. The current occupant is not here. A valise sits on the bed, with some clothing still in it and other garments scattered about as well. Allow each character a 1 in 8 chance of coming to the conclusion that whoever was using the room appears to have left in a hurry.

12. **PRIVATE GUESTROOM** Similar to the one previously described, except filled with items of a masculine nature. The current occupant, also, is not here, and the place appears hastily deserted. A note on the dressing table written in the gnome language confirms this. Only a Read Languages spell or a character that can read gnome writing will reveal the message.

SIR LANEL, MUCH HAS OCCURED SINCE YOU DEPARTED. IT IS IMPERATIVE THAT YOU ESCORT THE LADY CARLEH BACK TO THE CITY AT ONCE. INFORM NORALD HE IS NOW IN CHARGE OF THE INVASION, BUT THAT HE CANNOT EXPECT TO RECEIVE ASSISTANCE FOR AT LEAST SIX OF WHAT OUR SURFACE COUSINS CALL TURNS OF THE MOON.

So quickly was this room departed that the occupant unknowingly left behind a +2 **cloak of protection** in the wardrobe.

13. **COMMON GUESTROOM** This chamber appears to function as a parlor. Several stuffed chairs and two sofas sized for persons of diminutive stature fill the area, along with a couple of small tables. Mulling about when the party enters the chamber are six Cyclopskin (HPS: 38, 37, 36, 35, 34, 33). Cramped by the low ceiling, they will attack at -2 to hit. A secret door leads to a narrow hallway that continues to the private chambers of the gnome-traitor, NORALD.

14-16. **NORALD'S PRIVATE CHAMBERS** The entry room (14) is essentially a parlor/sitting area. A large bearskin rug lies on the floor (worth 3500 GP) but the remaining furnishings are common and have no worth. A small kitchen (15) contains one small table and chair in the northeast corner. A pantry just east of this has shelves lining its east and south walls. Jars of semi to solid material and bottles of liquid fill the shelves. Hidden on the bottom self along the south wall behind the front row of containers is a potion of growth. Norald's sleeping chamber (16) contains a small bed, chest of drawers, dressing table, and footlocker. The drawers are filled with gnome-sized clothing of no value. Held

under the dressing table by two lines of twine tacked on each side of it is a rolled up scroll of 3 illusionist spells (Mass-morph, Shadow Door, Permanent Illusion). A lock of great complexity holds the lid of the footlocker down and in place. A thief's chance to unlock it is effectively reduced by 15%. The footlocker is also trapped, and any attempt to force the lid open will result in a poison gas cloud filling the room in 1 round. All characters within the chamber at the time must make a Save VS Poison or die. The gas will linger for 1 turn, but after the initial round it becomes weak, causing 1-12 points of damage from burning of the eyes, nose and throat for the duration of this period; 1/2 if a Save is made. Once opened, the footlocker will yield a bounty of magical goodies: six potions of extra-healing, an arrow of direction, a trio of small ivory goat statues (figurine of wondrous power), a ring of weakness, and a small bag of transmuting. A second small bag contains 12 gems of various types, each worth a base value of 500 GP. Several pieces of parchment, letters and notes are piled upon the desk. Most of these appear to be written in a variation of the gnome language. One is in the common tongue, addressed to Norald, informing him that "the troops" are ready, and they await his signal to advance. It is signed, ANASU, King of the Fog Giants. Norald is not likely to be here when the party reaches these chambers. His location is noted elsewhere, and all information regarding him is found there. (See area 29)

17. GIANTS' QUARTERS, YOUNG ADULT MALE Normally occupied by teen to young adult male giants, this large chamber is (was) capable of housing up to a dozen of them. Double-decker bunks that once lined the walls are now toppled and smashed, splintered and strewn about the place. Footlockers are caved-in, their tops removed and missing. Shreds and pieces of clothing are scattered throughout, some soaked with urine and excrement, and with brown and smelly stains smeared across every wall. The door to the chamber is closed and upon approach the sounds of laughing, shouts and scuffling can be heard. Upon opening the portal the party will discover 12 Cyclopskin (HP: 40, 40, 38, 38, 36, 36, 34, 34, 32, 32, 30, 30) in the midst of a friendly brawl.

18 & 19. GIANTS' QUARTERS, YOUNG ADULT MALE These two chambers, smaller than the previous one, appear to have served the same purpose, but for fewer giants in each. Four to six occupants once rested in these rooms, but like

the larger one described the furnishings are destroyed and strewn about.

20. DORMITORY, FEMALES' QUARTERS The third largest chamber in the complex, this once served as the quarters of the bulk of the females in the colony. As many as 25 females from young to adult slept in here. Shorter double-decker bunks were reserved for the shorter, younger females, while the adults had single cots. About 9 footlockers seem to be wedged under some of the cots, while a large wardrobe stands, its doors asunder, in the northwest section of the room. As the place is under siege, upon entering the party will encounter 6 Fog Giants (HP: 88, 87, 86, 85, 84, 83). These depraved fellows are smashing things to pieces and tearing things to shreds, thus, they are not on their normal "guard" and can be surprised.

21. NURSERY This chamber once housed the infants and toddlers of the cloud giant colony. Whatever furnishings were within have been smashed beyond identity, and the place appears to have been vacant for some time.

22. DAY ROOM This long chamber appears to have once functioned as a parlor or, sitting room, for the cloud giants. Large sized furniture is scattered about the room, most of it smashed and useless. Four Fog Giants (HP: 90, 89, 87, 86) are squatting in a circle in the southeast corner playing a game of pick-up-bones. They have an 8 in 10 (1-8 on a d10) chance of detecting the party approach when the party nears the entrance to the chamber.

23. BARRACKS, ADULT MALES Though it is the largest chamber in the complex it is so full of toppled and smashed furnishings and items as to be very cluttered. A 3' wide path of sorts leads through the maze of debris from the double doors to the single one in the north east corner. Piled on either side, and reaching back to the walls, is 3'-4' of refuse ranging from shards of glass, to splintered bed planks, to dismembered cloud giant bodies in various stages of decay. The latter is the cause of the horrendous stench in the room. Mulling about in this (see map, marked "X") mess is a giant Neo-Otyugh (HP: 65) that wandered in drawn by the smell and was trapped by the Fog Giants. A secret door in the south west corner leads to a set of stairs (K) that the DM can choose to ignore, or create other levels and rooms to be stocked and explored if desired.

24. **6 individual sleeping chambers** that were reserved for the Royal Guard ring **ROYAL GUARDS' QUARTERS** A large dayroom (24A). Several smashed chairs and a table litter this area. A single bed, footlocker and armor mannequin were the sole furnishings in each of the separate rooms but these, like nearly all other items in the complex have been searched and plundered for treasure, then smashed and piled in heaps. Currently, 6 Fog Giants (HP: 94, 93, 92, 91, 90, 89) stand arguing in the large parlor area. They will rush to attack any non-giant that appears to enter from any of the three ways possible, save for Norald himself. The largest among them wields a +2 two-handed sword.

25. **ARMORY** This long and narrow chamber once contained all the weapons and armor the cloud giants would implement in the defense of the complex. Nearly everything that once was here is now but shards and splinters, pieces and bits of their former shapes. With the exception of one overlooked item, a +3 spear still lies intact beneath a pile of refuse. Finding it will require the party to make an extensive search of at least 3 Turns. If less than 3 full turns are not spent, they will not find it.

26. **LADIES IN WAITING QUARTERS** Similar to the rooms set aside for the Royal Guard, these 6 sleeping chambers were meant for the elite females of the Queen's inner court. A large dayroom (26A) once contained several large stuffed chairs and a divan. The smaller room (26B) held only a single sofa that stood against the west wall. All these items have since been searched and smashed to bits. Each sleeping chamber contained a bed, nightstand, chair and wardrobe. These, as well, have been toppled and smashed, as piles of shredded clothing lay atop it all. Female items such as brushes, pins, hairnets, hand mirrors, etc., are but shards and fragments that litter the floor.

27. **KITCHEN** This room has remained undisturbed for the most part. A two-way brick oven is built into the western section of the chamber (E) where 2 to 3 large iron pots hang within, suspended on metal bar-hooks that swing the items in and out of the oven. It is possible for a small human (including an elf, dwarf, gnome or halfling) to pass through the oven and into chamber 29 if not for the roaring blaze and heat currently maintained. A narrow chimney about 1' wide (H) climbs up through the mountain and allows smoke to rise up and out of the complex high above. A set of stairs (M)

going south and down can lead to a cellar or secondary storage chamber stocked with whatever the DM wishes. Otherwise, they can be ignored. Two large preparing tables stand in the center of the chamber, as shelves from floor to ceiling line the north wall, stocked with jars and bottles of various commodities essential for preparing food. Along the south wall stands a large cabinet that contains bowls, plates, cups, knives, forks and spoons. As the party nears the area they will hear lots of shouting and squealing in conjunction with slapping sounds. Once they enter they will find 3 Fog giant females (HP: 66, 64, 62) bustling about the place. They are barking commands at 8 Cyclopskin (HP: 30, 28, 26, 24, 22, 20, 18, 16) trying their best to obey the orders of the mistresses and stay out of their reach.

28. **PANTRY** This small chamber is filled with barrels of meats, crackers, pickles and vegetables; the former packed in salt, and the latter in oil. A hole behind one of the barrels in the northeast wall (G) leads to a narrow tunnel 2' wide that descends into darkness below. This can lead to further adventures if the DM wishes, or be ignored, treated simply as a giant rat hole.

29. **SMITHY** This chamber is hot and permeated by the smell of smoke coming from the large oven at the north end of the room. A giant anvil stands on the floor just 10' south of the oven, as a huge hammer 6' long and pair of grips lay resting upon it. If used as a weapon the hammer will do 1-10/1-8 in the hands of a non-giant, but must be wielded with both hands, requiring a minimum of 18 strength. Along the east and south walls lean scores of spears 8' to 12' long with metal heads, as well as a few (d6+3) enormous swords. These are to be considered two-handed weapons for non-giants.

Currently engaged in conversation here are NORALD and a large female giantess. The party cannot surprise them unless specific measures, perhaps including magic assistance, are taken. The DM should become familiar with the gnome's abilities to be able to run this encounter with the maximum potential it presents. NORALD: Illusionist-Thief, 10th-15th, NE. S10 I20 W14 D16 C12 CH12. HP 40, AC -3, M 24", ATK 1 + spells, DAM 1-4 +7 from girdle of giant strength, +3 from magic dagger, SA "Backstab" X5. Spells: 5-4-3-2-1 illusionist spells. (L1 Wall of Fog, Color Spray x2, Change self x 2; L2 Misdirection, Invisibility, Fog Cloud, Blindness; L3 Paralyzation, Non-detection, Continual Darkness; L4 Phantasmal Killer--"demon",

Improved Invisibility; L5 Shadow Magic--lightning bolt). His other magical items include Bracers AC5, Boots of Speed, a +2 Cloak of Protection, and a +2 Magic Ring.

The variety of strategies NORALD might use when confronted by the party is too large to attempt to list here. The DM should ensure that the gnome casts spells that will keep him from being seen, first. After that, he might concentrate on specific characters with his most lethal attacks, or try to generally inhibit and confuse the group with area spells in an attempt to escape. At no time will he consider the group to be anything but a threat. The fact that a party of non-giants has appeared indicates to him that something is amiss. He will fight savagely until things turn against him, at which point he will endeavor to escape as best he can.

NORALD is no fool. If he is captured he will certainly try to negotiate his release. Offering information may do the trick. He will not divulge the truth behind his coup de tat, but will gladly reveal to the party that a local merchant is "behind it all", paying the gnome a large fee to disrupt and scatter the cloud giant colony. If pressed, he will fake ignorance as to why the merchant wanted this, explaining only that he is a mercenary. He will try to buy his freedom as well if he feels the group might consider the offer.

The female Fog Giantess (HP: 90) is actually a cousin to the Cloud Giant Queen. She has been in league with the gnome from the beginning, hoping to get rid of her kin and take the throne and King for herself. With the use of Norlad's spell ability, she has been able to maintain an illusion of a cloud giantess, and member of the Queen's Ladies In Waiting, after assassinating one of the women and taking her place. She is not aware of the gnome's true reasons for his involvement or help, and is merely a pawn in the scheme of things. She will follow the gnome's lead when the party approaches, fighting if necessary, but will not divulge any of her own agenda in the matter.

30A-B. **PANTRY** This area serves as a passageway to the dining hall to the south (7) and storage room. Shelves from floor to ceiling line the west wall of A and the east wall of B. These are filled with standard items for dining, such as plates, knives, forks, bowls, cups, etc. All are, of course, meant for giants.

31. **ROYAL PARLOR** This chamber, and the long wide hall just to the south, once served as a sitting area for the King, Queen and their quests. It was a place to relax and converse casually. Several long divans lined the walls while two large stuffed chairs stood against the north wall of this chamber. All, now, are a mass of ruin having been searched, smashed and defecated on by the invaders. When the party enters the area they will find three (3) Fog Giants (HPS: 100, 98, 96) in the process of destroying things even further.

32. **ROYAL CRAPPER** This chamber is the official toilet of the King and Queen. A large clay bowl 3' across is built into the floor rising up about 6'. Still intact, if looked into a large hole in the bottom of the device is clogged with filth and debris. Obviously this room smells badly, which might be the reason it has remained, for the most part, unmolested. There is nothing of value here for the party, but, if the toilet is prodded or abused, a Giant Carrion Crawler (HP: 55) will rush out of the commode covered in filth and attack. If the room is searched a secret door large enough to accommodate a giant will be located in the southwest corner.

33. **ROYAL DRESSING ROOM** Locked double doors have thus far prevented entry into this chamber. Barred from the inside, one can only conclude that another way in and out of this area exists (see #32). If the locks can be picked, trying to force the bars/doors from the south requires a combined strength of 55, with % strengths considered 18 if below 50, or 19 if above 50. Thus far untouched or entered, the room contains a variety of unusual and exotic items, some possibly of great value. Tacked to the east wall just north of the doors is the entire skin of a large blue dragon. Opposite of this on the shorter west wall is the skin of a cave bear. Along the wall just south of the door to 32 stands a huge dressing table and chair. Atop this is a score of items including bottles of fine smelling liquid, boxes of powders, jars of ointments and salves, hair pins, combs, brushes, hand mirrors, etc. Clearly indicating to be the possessions of the Queen. Along with these are three (3) 6' strands of pearls (each worth a base value of 3000 GP). A wardrobe stands against the north wall (between 32 and 34) and is filled with over a dozen pieces of giant female clothing. None are of use to a non-giant but might fetch a hefty sum on the open market for curious collectors (the DM should play this as desired). A chest in the bottom of the

wardrobe is locked, but contains 5,000 CP, 12,000 SP and 1,500 EP.

34. ROYAL SLEEPING CHAMBER A single bed stands in the north half of this chamber, and a chest of drawers against the south wall. The bed, 10' across and 22' long is pushed up against the north and east walls. Covered with furs and pelts, about a dozen separate items can be retrieved and returned to civilization, fetching a good 1,000 GP x d6 per item. The three drawers of the chest are pulled fully out and appear to have been rummaged through, with but a few mundane pieces of male clothing in each. As they approach it the party will get the strong scent of tobacco coming from one of the drawers. If searched they will find the bottom of the drawer filled with 9 tobacco leaves. This is the King's personal stock that he did not take when he rushed out of the castle. Created especially for him, it contains magical properties that, when smoked, will bestow immunity from fear upon the inhaler. Each leaf must be rolled and smoked, taking up to one Turn, for the effect to apply. Each leaf is worth about 500 GP. There is a trapdoor in the southeast corner of the floor.

F THE SECRET ROOM This small chamber is located within a secret passageway (see map). It has never been used by adult giant folk, since the doorways are so small as to prevent their entry. Its presence suggests that the original builders may have conscripted dwarf or gnome workers that constructed it. But for what purpose is not clear.

I THE SECRET STAIRS This flight of steps winds its way up through the mountain to an observation point atop the crest. A huge bonfire stands unlit there ready to be ignited to alert the small folk in the valleys below should the cloud giants need their assistance. The DM can, if desired, design other chambers and corridors attached to this, stocking them with encounters or not.

J THE SHRINE OF CHELAR A large statue of a female giant stands at this location. She holds in her hands a large, empty bowl. If certain Potions are poured into it and she answers the petitioner's prayer, additional benefits will be placed within the potions as follows.

Potion placed in bowl: Additional benefit gained:

- | | |
|-------------------|----------------------------|
| 1. Extra-healing | Cure disease |
| 2. Healing | Remove curse |
| 3. Giant strength | Growth |
| 4. Sweet water | Restoration (as the spell) |

Additional benefits last for as long as the original benefit and cause no ill effects in the combination of the two. The chance of CHELAR granting one's prayer is 5% per cleric level for non-evil/non-giants, a flat 5% for non-cleric types. Obviously, players will have to fiddle about with this to discover the shrine's benefits.

L THE SECRET PASSAGEWAY Never entered by the giants that dwell in the castle, this narrow corridor was created to lure sneaky non-giants into the false safety of its design. Appearing to be a "secret" passage from one side of the complex to another, those that use it will find themselves in trouble if they do not avoid the two pit traps laid waiting for them (see L). The traps fall inward dropping those standing or crossing over them a bone shattering 40' into a locked cell below. Surviving the 10d6 falling damage (the DM can apply a simple 35- point average if desired) is only the half of it. Once the character regains consciousness, he must first check to see if his items survived the drop as well. Only after that will he want to examine the cell he is in (located at #42 on lower level map). Any means of detecting for traps may result in the characters avoiding them. Should none be used, any character over the trap at the time it is released may be given a 1 in 6 chance to dodge to the side and avoid falling in. This can be adjusted to account for a character's dexterity if desired.

KEY TO THE LOWER LEVEL

Rooms and Areas:

The chambers and rooms that follow are not likely to be areas the party will face much threat. The Queen and her surviving court are in hiding and eager to be rescued. Should the party appear to be other than friendly the Guards will do all they can to protect the Queen, hopeless, as the effort might seem. Thus, the following information is merely for the DM to get a clear picture of where the Queen and her fellow survivors are holed-up, and in what condition they are.

35. ROYAL CELLAR This chamber is accessible by three ways. The first, and known only to the King and Queen, is sliding the throne in the chamber above forward to reveal the flight of stairs leading here. The second is through a trap door (36) that leads into the sleeping chamber of the King and Queen above. The last is through the prison cells (43-44), should a prisoner succeed in freeing himself from those locations. The chamber itself is rather bare, since the King took with him much of his loot when he left. All that remains are a dozen barrels filled with salted fish and meats, crackers, cheese, water, pickled roots and eggs. It is all the Queen and the others have had to survive on since they sought refuge here. Currently, six (6) Cloud Giant Females (HP: 68, 67, 65, 64, 62, 61) are congregated in the west section of the chamber, huddled in a group on the floor. Frightened and starving, how they react to an approaching party will depend, since they are not evil. Fortunately for them, one of the two surviving male guards that are loyal to the Queen is standing watch nearby (42). This Cloud Giant Guard (HP: 70) will rush to the aide of the females, or to answer the call of his partner at (38) should the need arise.

37. STORAGE/BARRACKS, ADULT MALES Though normally used for extra storage space, the room now serves as a place for the remaining three (3) Cloud Giant Males (HP: 33, 31, 30) to rest and wait. These are young adult males, however, as the older ones perished under the attack of the Fog Giants days ago. They have no personal treasure or wealth to claim, and are weak and disoriented still. If provoked they will fight as Hill giants, doing 2-16 points damage per hit they land.

38. GUARD POST One (1) Cloud Giant Guard (HP: 63) stands watch here. He will not let anyone pass without making sure they are friends of the Queen. He will call for help (to his partner at 42) if necessary.

39-40. ROYAL EMERGENCY QUARTERS These chambers are reserved for the King and Queen in times of an emergency. The first is a small sitting room with several chairs, while the latter contains a large bunk, a chest of drawers, a dressing table and a wardrobe.

The Queen, ALTIA FEGAN, will be in either location when the party first reaches this level of the complex (50/50 chance of either). She is anxiously awaiting her rescue, secure in the assumption that it will arrive. Why? Not long

after her husband the King left did she script a note to the human nobles in the village that she suspected some foul conspiracy to be the cause, and that an attack would soon follow upon the colony. She gave the note to one of her most trusted ladies-in-waiting, and had her guardsmen see the woman safely through the secret stairs at I. Little does the Queen know, the giantess did not make it.

Unknown to the Queen her scheming cousin, MOLITA, who was present when the plea was written, sneaked out and caught the messenger before she could ignite the warning fire, but failed to stop the guard from delivering the parchment to the little folk. Now, with the King gone, MOLITA has become trapped. Seeking the help of the king's former advisor, she is struggling to keep her secret hidden.

Queen FEGAN is not aware of MOLITA'S involvement, or that of NORALD. She only knows that her beloved King of over 40 years fell victim to the charm of a young giantess and suddenly seemed to change. Thinking the gnome advisor was kind to her as well she often confided in him the goings-on in the personal affairs of her and the King. That was but one of her mistakes.

The Queen will be expecting a friendly attitude from her rescuers, assuming they have arrived according to her requests. Should the party behave otherwise, she will try to bargain the safety of herself and those with her using what's left of her wealth. (Located in #45) Though not likely an issue, should it become so the Queen has 60 Hit Points, fights as an adult Cloud Giant male, and is AC2. At 16' tall, the Queen is a beautiful woman and very charming (18 CH). She wears a winged tiara made of solid platinum (worth 2000 GP), a 6' long pearl necklace (worth 2500 GP), two rings on each finger (worth a base value of 1500 each), a set of gold bracelets (worth 750 GP each), and a gossamer gown. Beside the treasure kept in area 45 the Queen has a footlocker in her sleeping chamber that contains the following: 7 potions of healing, a scroll of protection against Undead, a bag of holding, a rod of cancellation, and a horn of Valhalla (the DM should determine type).

41. EXTRA STORAGE & EMERGENCY-DORMITORY This long narrow chamber is usually filled from wall to wall with provisions to last the colony for a year. It is nearly empty now, since the King took every last thing of importance with him. All that remain are barrels

and crates, some intact, most not, and a few large animal pelts clearly in poor condition and of a lesser quality on the open market (about 100 GP per each). Currently, a dozen young female Cloud Giants (HP: 30 x 2, 29 x 3, 28 x 3, 27 x 4) are sequestered here. They are non-combatants, but if forced will try to defend themselves, attacking as Ogres, and doing 1-8 points of damage per blow landed.

42. CORNER ROOM/GUARD STATION As described earlier, a single Cloud Giant male stands on alert here. If the room is searched a secret door will be discovered in the southwest wall. The corridor beyond this leads to the two locked cells (43-44) and the treasury (45). There is nothing of value in the room.

43-44. DUNGEON CELLS These large square rooms serve as traps to any that fall in from above. The doors are locked from the outside and swollen snug by the dampness. Forcing the doors from the inside will require the combined strength total of 70! Thieves attempting to pick the locks will suffer a -75% penalty, as the metal mechanisms are rusted, and likely to crumble upon such attempts. But that's also the good news, for, should the locks crumble it is possible for those trapped within to pull the doors inward by attaching something to the portals and heaving-ho. This reverse-force requires a combined strength of only 36. Of course, magical means and spells may circumvent the need for forcing the doors at all. These cells have not been used for so long that the keys have been lost. Forcing the doors from the outside, though, has the same chance of success as the reverse. A 10' wide by 10' long tunnel connects the two cells. A set of iron bars built into the walls and floor prevent those captured from passing between the two areas. The bars are so thick as to reduce one's attempt to bend them by -25%. Passing between the bars is possible for a gnome or smaller being.

45. ROYAL TREASURY Once filled with wealth this long chamber is now nearly empty. Most of the "good stuff" went with the King. Everything he left he felt would be of little use to him. What remain is the Queen's major bargaining tool if need be. Several chests and boxes remain in fair condition and contain the following: 10,000 CP, 3,000 SP, 150 EP, 50 GP, 25 PP. Along with this is a human-sized suit of +4 splint mail, a +1 longbow, and 20 +1 arrows.

This ends the adventure, Curse of the Cloud Giant Queen.

ORIGINAL AFTERWORD

There is a lot of information spread across the previous pages. In some cases it was less detailed than others. For example, much was explained in the Background concerning the cloud giants and the reason for the initial dilemma, including the gnome traitor, while some rooms and encounters presented a minimal amount of data. It is the author's opinion that any DM can describe to his players the furnishings of a room, whether those items are in pristine or plundered condition. It is also easy for a DM to gather the technical data pertaining to a particular creature and have it ready when play begins. Including repetitive lines for each being or monster in the text simply increases it, but offers nothing that cannot be found elsewhere, or that the DM should not already be familiar with. Where some will find such to be the absence of clutter, others will find it merely absent of what they prefer. Where some find having every piece of information provided in writing essential others find it over-produced. And in this regard I will not (ever) please everyone who obtains a copy of this work.

It is not my intention that this adventure be considered a "sequel" to any of the giant modules previously published. This work is an independent scenario that does not require those in order to play it. All that is needed are the core manuals, a lot of time and a DM with lots of patience.

Being the 2nd in my "Giant" series, this module was a challenge to design. If some find pleasure in it then I will feel it worth the effort. If some don't, finding it too flawed, I apologize that I am not as creative a writer as some of the great designers that have inspired me.

RC Pinnell

Menifee California, 2009

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Maps by:

PRE-ROLLED PARTY

CLASS	LEVEL	HPS	RACE	(SEX)	HGT	WGT	AL	STR	I	W	D	C	CH	Spells
Cleric	11	66	H	(Male)	6'0"	187	LG	16	8	17	12	16	12	7-6-5-4-2-1
Cleric	12	48	H	(Female)	5'9"	135	NG	11	9	17	13	15	11	8-7-6-4-2-2
C/F	4-9	60	1/2 O	(Female)	6'0"	210	LN	18/59	9	11	15	18	10	3-2
Fighter	12	81	H	(Female)	5'8"	160	CG	15	11	14	15	16	8	
Ranger	10	89	H	(Male)	6'3"	200	NG	18/21	15	15	16	17	11	2/1
F-T	8-9	66	D	(Male)	4'0"	170	LN	17	15	15	16	18	11	
MU	10	26	E	(Male)	5'3"	110	CG	9	16	12	15	14	9	4-4-3-2-2
MU-T	7-9	42	1/2E	(Male)	5'7"	145	CN	16	17	15	16	16	15	4-3-2-1
Thief	12	64	D	(Male)	4'0"	150	NG	17	13	16	17	17	10	

MAGICAL POSSESSIONS

Players may roll dice to determine order of choosing from the lists below or divide the items as they best see fit for the group. Players should not choose a second similar item (2nd weapon, shield or suit of armor for example) until each player has had a chance to obtain one. Potions are listed in lots but are separated for choosing purposes. Regardless of number of characters used no more than 4 items per character should be allowed, excluding potions.

Shield +3; Sword +2, Dragon-slayer; Bag of Holding

Shield +2; Sword +2, Giant-slayer; Boots of Levitation

Shield +1/+4 Sword +3 (short); Gauntlets of Ogre Power

Plate mail +2; Hammer +2; Ring of Feather Falling

Splint mail +3; Mace +3; Rope of Climbing

Splint mail +2; Flail +2; Boots of Elf kind

Chain mail +3; Battleaxe +3; Ring of Warmth

Leather +2; Axe of Throwing +2; Cloak of Elf kind

Bracers AC5; +1 Longbow; Wand of Magic Missiles

Cloak of Protection +3; +1 Short bow; Staff of Curing

+3 Ring of Protection; Dagger +2; Cleric scroll of Healing

+2 Ring of Protection; Dagger +1; Staff of Striking

Additionally each character can possess 2 potions of Extra-healing, or 4 of Healing.

MAGIC USERS' SPELL BOOKS

#5 L1: Comprehend languages, Find Familiar, Read Magic, Sleep

#7 L1: Burning Hands, Comprehend Languages, Detect Magic, Feather Fall, Hold Portal, Magic Missile, Read Magic, Shield, Shocking Grasp, Sleep.

L2: Continual light, Darkness 15' Radius, Detect Invisibility, ESP, Levitate, Mirror Image, Stinking Cloud, Web.

L3: Dispel Magic, Fireball, Flame Arrow, Hold Person, Infravision, Protection from Evil 10' Radius, Slow, Suggestion.

L4: Confusion, Dimension Door, Fire Shield, Fumble, Mass-morph, Remove Curse, Wall of Ice, Wizard Eye.

L5: Animate Dead, Cone of Cold, Hold Monster, Pass Wall.

#8 L1: Charm Person, Enlarge, Friends, Identify, Read Magic.

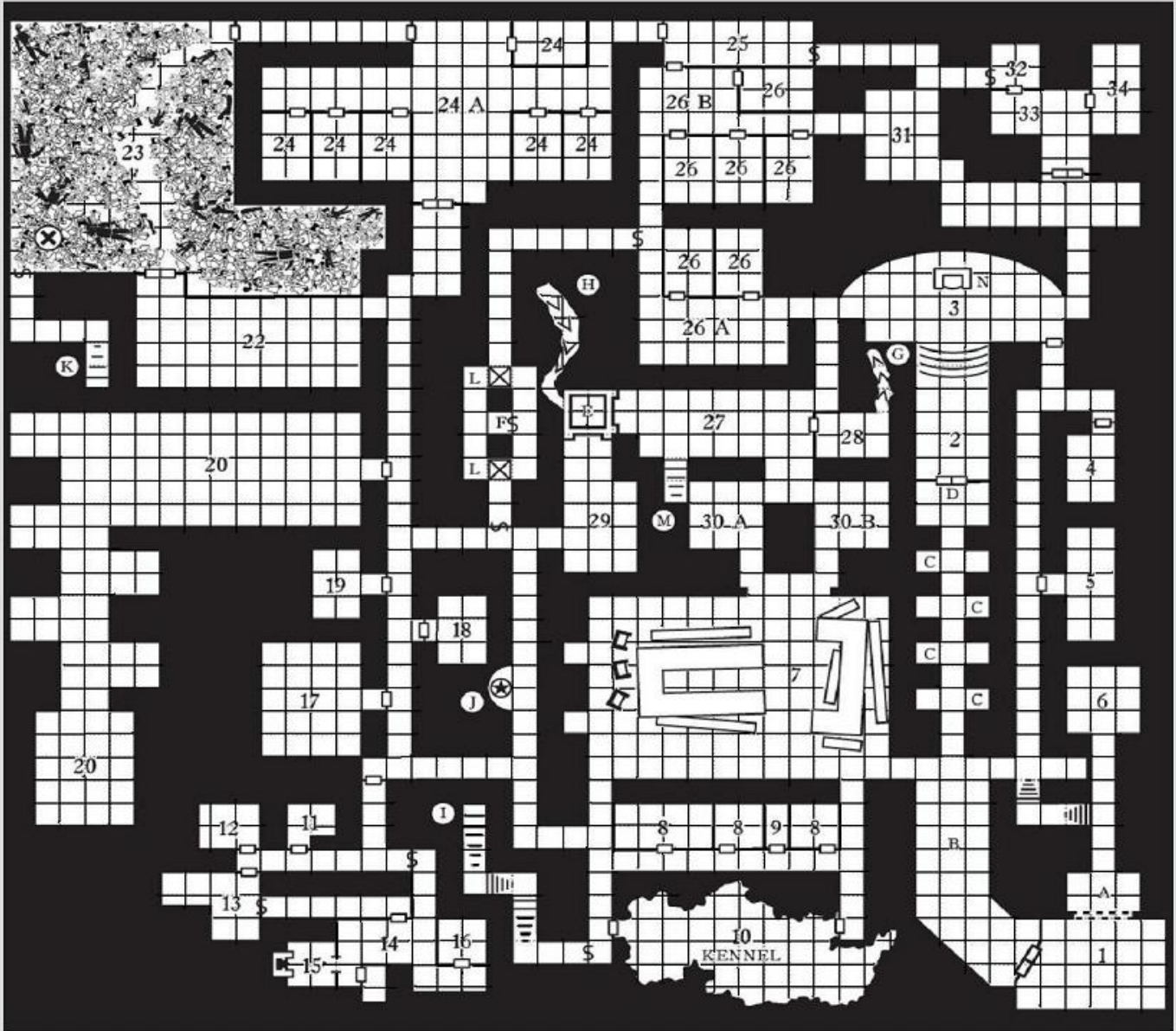
L2: Continual Light, Knock, Locate Object, Scare, Strength.

L3: Clair-audience, Haste, Lightning Bolt, Monster Summoning 1.

L4: Charm Monster, Dig, Ice Storm.

Dungeon Level 1

one square = 10'



door



statue



double
door

up



down



secret
door

G6

ADVANCED FANTASY ADVENTURE



Dungeon Module G6 Forge of the Fomorian Smith Lord by RC Pinnell Cover by Nathan Nada

The Forge of the Fomorian Smith Lord

by RC Pinnell



The realm of Eidane was generally quiet and peaceful. Even the giant humanoids that dwelled in the land were, by and large, friendly. Such was the case of the cloud giants who resided in the great castle of their King, atop the Golithia mountains. But such was not so of the subterranean giants, the fomorian, who dwelled deep beneath the surface of the mountain. But their wicked ways brought the wrath of the cloud giants down on them, driving them out and into the barren wastelands to the north. But the forge that remained behind was a sacred shrine to the deformed monsters' god. And though their enemies still dwelled atop the mountains, those fomorians who needed to refine their smithing skills would return to the forge to continue their training under their Smith Lord. Only, now, another race of beings has taken up residence in the forge, and has designed plans to expand their own domain beyond the halls of the fomorian shrine.

First Edition Fantasy G6

The Forge of the Fomorian Smith-Lord

By RC Pinnell

Foreword

E. Gary Gygax wrote the beloved G-series of modules back in the mid to late '70s. The first two installments ran only 8 pages each (the last being a whopping 16) and all came with maps on the inside of the folder-cover. It is easy to refer to them as *beloved* since, from the moment of their original printing till now it is safe to say that no other module or series has so ingrained itself into the fabric of the fantasy role playing community.

For those that are just experiencing the revival of OSFRP and discovering the OS adventures, the treasures that await your opening are boundless; and you are envied among the elders in the community. For there is no joy I am aware of, nor excitement or thrill relative to the game, that equals the moment when one first enters the cabin of the hill giant chief, or creeps shivering into the frozen crevasse of the frost giant jarl, or comes face to face with the malevolent fire giant king in his sweltering halls.

Sadly, Mr. Gygax only wrote the 3. In this author's opinion, there aren't enough giants represented in the published adventures that have been produced since 1978. Outside of the Judges Guild product, *Under The Storm Giant's Castle* there have been no other serious attempts to bring these creatures to the forefront, save for those that I have dared to offer.

And perhaps that is why no others have appeared--to produce such an adventure is to put one's self up for comparison to those created by the originator of not only the G-modules, but the game itself. Well, as my mother used to always say, "if you can't stand the heat..." But it is much preferred by this author to be compared to the

man who set the standard and fail, rather than be compared to mediocrity and be considered a winner.

Introduction

This adventure is intended for use with the First Edition Game rules, and should not consider anything from the UA manual or any errata that has appeared since. The party of adventurers should range from 5 to 9 in size and from levels 8 to 12. Dwarves and paladins should be included within the group, with at least one cleric, magic-user and thief along as well. Whether a paladin is used or not the general *bent* of the group should be Lawful and Good. The DM should deny any evil race or class from being used. The DM should make a list of pre-rolled characters in case the players do not have any of the appropriate levels; one or more of these may also be used as henchman to strengthen a small group.

This is an extremely difficult adventure requiring that players be experienced beyond just the levels of their characters. It is potentially lethal for the whole party and a group that does not cooperate and utilize its abilities and resources to their absolute fullest will likely fall prey to the denizens within.

Background

Recently the castle of the Cloud Giant King became a location of great concern. When the King abandoned his abode, fleeing south with a concubine and his most loyal guardsmen, the castle was quickly deluged by a force of Fog Giants. The good Cloud Giant King had maintained a steadfast guard atop the mountain so that caravans of the "little folk" in the valleys on either side could transport their goods along the route that traversed the great peak. With him suddenly gone and the mountain pass threatened by the Fog Giants a party of adventurers had to reach the locale and rescue the Queen thought still to be alive within, and drive back the nefarious Fog Giants. In doing so the group came across a map and some hastily scripted parchments alluding to the involvement of a subterranean race. Returning victorious to the valley below with this information, the party's work was done. But the Council of Nobles decided to investigate further, hiring anyone

that would return to the castle of the cloud giants and follow the suggestions in the writings and the map of a secret passage down through the mountain to the home of this conniving race.

Start

If the party is the same that adventured in the G5 and exterminated the evil fog giants assaulting the castle of the cloud giants they will know the way back well enough. If it is a new group they will be provided with guides, and details of the castle regarding areas 1, 7, 30, 27 and 28. It is not necessary for a new party to tour the entire castle, as the cloud giant Queen's nerves have already been stretched to the limit; she will only tolerate the group going directly to the pantry-storage (28), and using the tunnel discovered there. She and her retinue will otherwise have nothing to do with the group, nor offer any advice or assistance. Using the map they discovered earlier will lead them into the levels below (*this map is provided for new groups in this module*).

Geology of the Underworld

The caves and caverns in this setting have been created through both natural and artificial means. The history of their development is not essential to the exploration of them by the party. The DM is encouraged to design any background and chronology regarding them as he sees fit. Dimensionally most of them are rather large as seen on the map, but the height of their ceilings is not as easily determinable. As a general guideline, allow the ceiling peak to be 1' per every 20 square foot of surface area, above the cavern floor. These will naturally be supporting a blanket of toothy stalactites suspended from them, awaiting any natural disturbance that might jar them loose to fall to the floor below. Temperatures within the caves will range from about 45F to 60F (7C to 16C) and reach their coldest (areas 13 & 14) of about 40F (4C). Thus some means of keeping warm should be utilized or individuals might suffer from cold damage. If the party has access to magic that circumvents this effect the DM should monitor that they keep such implemented. Failure to do so will result in hit point loss and perhaps actual death. As a general rule, consider the difference between actual temperature and the human

body (98.6F/37C) as being the amount a character will suffer in hit point loss per day if left exposed to such extreme cold.

KEY TO THE UPPER CAVES (1-9)

Wandering Monsters

Encounter occurs on a roll of 1 in 6 per each hour.

- 1-2. 1-6 Subterranean lizards
- 3-4. 3-18 Piercers
- 5-6. 1-2 Rust monsters
- 7-8. 1 Black pudding
9. 1-100 Bats
10. 1-2 Rock reptiles

Caves and Areas

1. CAVERN. Having the unpleasant duty of standing guard here is a small band of *SPRIGGAN*. 6 of them will be in their normal diminutive form having 26,25, 24, 23, 22 and 21 hit points, with 4 more in large form having 52, 50, 48 and 46 hit points while their leader has 56. They are under orders to allow no one to pass into the caves except NORLAND (who may or may not be alive depending on if he survived the G5. He will not appear in this adventure in any event). These fellows have axes and halberds and will use both effectively. They have no treasure, and will answer to no interrogation.

2. BASILISK CAVE. A *Greater Basilisk* has found this place and taken up residence here. Many bits and pieces of stone lay scattered about. Currently stuck inside its gullet is a **ring of feather falling**. (HP: 65)

3. CLOAKER CAVERN. 4 *Cloakers* dwell in the south end of this large cave. Should intruders appear to the north they will fly out to feed upon whomever dares to enter. They have accumulated a mere 69 SP, 88 GP and 1 gem worth base value 250 GP since they took command of the cave (HP:39, 38, 37, 36).

4. THE ROPER CAVERN. Being the largest chamber among the *Upper Caves* this great cavern hosts a ceiling that averages 70' above the cave floor. While the vastness of the chamber from one end to the other implies a rather large empty arena, the 3 beings that

hang suspended from its vault prove soon enough that the place is far from vacant. 3 large *Ropers* hang from the rocky canopy at different locations (see map) that allows them to effectively reach nearly every portion of the cave (HP: 78, 76, 74). Their only treasure is but a few PP and gems in a gizzard each possesses.

5. RETREAT OF THE INJURED BARBARIAN. One of the smaller of the *Upper Caves* it is also well off the traveled path as they say. Because of that it has served well the injured non-player character currently sitting on the floor with his back against the eastern wall. This brave fellow, *SHAGLICK SNORTSOOM* will likely take the party some time to come to terms with. He is a half-ogre, about 7'3" in height and 300 pounds. And while those akin to his ogre half are notoriously evil and wicked he is not. In fact, he is NG. He is also a *barbarian-warrior* having followed in the footsteps of his father, who was a great barbarian leader of the Red-Cloud tribe. Being one, he normally possesses great stamina and strength. At the moment, unfortunately, he is wounded and in a lowly state of health (having only 15 HP out of his normal 73). The DM should make up any background desired to explain the fellow's presence including how he came to be wounded and here; he is offered here as a suitable henchman to a small or weak party. His STATS are F8, NG, S18/99, I10, W12, D12, C16, CH9. He has been without food for a week, but gets some water from the dripping stalactites. His weapons are a spear, knife and hand axe, and he wears soft-leather armor.

6. THE WORM TUNNEL. Though 40' across at its widest this is the smallest of the *Upper Caves*. Passing through this chamber and surviving is not an easy task, thus most of the residents avoid it out of what they know that dwells within. Along the walls and ceiling appear holes 2' in diameter. There are dozens of them on each side and above, and the blackness within them is dangerous to explore, for residing within are 6 *Tunnel Worms* (HP: 61, 59, 57, 55, 53, 51). At 30' long each the creatures are more than capable of extending themselves out of their holes and attacking anyone attempting to use the passage. They have little treasure to speak of, no more than 2-8 GP and 1-6 PP each tucked at the rear of

their tunnels; with a 50% chance of each having 1-4 small gems as well.

7. THE SHE-TRAPPER'S CAVE. Why so many of these creatures would be in one location and how they would sustain themselves is, at first, an enigma. But little is known about the creatures and even less about their biology. As it so happens the trapper goes without food during the mating cycle, which can last several months. During this time it seeks out the opposite-gender of its kind in deep caverns and goes about the business of creating future generations. As in many cases found in nature more males will be present vying for the acceptance of a willing female. This happens to be the case here in this cavern, as four large male *trappers* have "cornered" a female and are attempting to woo her. (HP: 78, 76, 74, 72/males; 117 for the female which is a giant specimen) Each male has brought his personal treasure as an offering to the female that consists of the following: 100-2000 PP/30% chance, 5-20 gems/20% chance, 1-10 jewelry/10% chance, and any 4 items plus a scroll/5% chance.

8. THE BONE CAVE. The floor of this chamber is literally filled with bones of various shapes and sizes to an average depth of 4'; a narrow passage through them runs along the western wall and to a tunnel going south (see map). In most cases it is not that difficult to determine a dwarf thigh bone from an elf or human, or that of some giant type; skulls being likewise. What is more important is the fact that many small magical items are present as well buried beneath the alabaster-like mound. Thoroughly searching through one 20' x 20' square will require a full turn, and net from 1-6 items, with 5% of them being of a magical nature. In total there will be from 23 to 138 items within the cave; only 1- 7 will actually be magical. What is unique about these is the fact that they are relics from ages past, artifacts of great power. Unfortunately for those that find them, the items are also *cursed*; being failed experiments of the Smith-Lord. Thus, the DM must create each item, assign its ability/abilities along with the curse that plagues it . In most cases the item should be of a kind useable to a giant sized being, but such is left to the DM.

9. THE BONE GUARDIAN. An ascending tunnel from area 8 leads to here, the abode of the *Guardian of the*

Bones. What appears at first to be a giant statue is actually the figure of a calcified *fomorion*. This poor fellow was once an aspiring smith that was blessed with the opportunity to apprentice with the Smith-Lord. But his greedy need to covet things he saw led to his accursed present state. His body has become stiff and rigid, like a stalagmite after eons of dripping calcium has hardened it, and moves rather slow. But move he can, as he will attack any intruders (his move rate being 1/3 that of normal). Worse still is that his natural epidermis has reached a point as to be effectively AC 0. As such all blunt weapons do 1/2 damage against him, and all slashing ones do only 1 point of their damage range; swords must make save vs. Crushing Blow each time they successfully strike the creature or shatter to bits. Because of his condition The Creature strikes for 6-48 points of damage using the weapon adjustment of a horseman's flail vs. armor if such are used. Due to his condition his hit points are unusually high (120).

THE SPINE OF THE WORLD

A long, deep and wide crack in the earth **12** is the only way for adventurers to reach the *Lower Caves*. Accessible at points **10** and **11** where secret doors give egress to ledges that look out over this great "crack", the means to descend will require a bit of fancy footwork; magic items that duplicate spells and spells that allow *Teleportation*, *Dimension Door* or *Flying* effects will not work in the crack. (The spells *Feather Fall/levitate* and rings or items of the same name will function within)

Stacked in a line stretching from areas **10** and **11** are tall stone monoliths of descending heights that will allow the characters to hop down from one to the other until reaching the cavern floor at area **13**. All have a clearance of at least 40' to the rocky ceiling above. Unfortunately, several of the monoliths are so heavy that they have sunken into a level below that sits atop a flowing underground river of lava. The heat from the river tunnel actually pushes these "loose" monoliths upwards of some 30-40' before their sheer weight allows them to settle back down. These are marked **a** on the map and will sometimes be in the "up" position, blocking the characters' progress. They may also be encountered in

the "down" position, where they will be 30-40' below the monolith the characters are standing upon.

With the average distance between each monolith being 16' (the minimum being 12' and the maximum, 20') the party should be able to literally jump from the higher to the lower ones in regards to the shorter figure; other means, such as magic ropes, boots/rings/spells of levitation will enable the greater expanses to be forged. Jumping will pose the greatest threat in these cases, as each character must make an ability check by rolling their Dexterity or less on a d20 to successfully make the maneuver. (Hobbits will get a +6 penalty to their roll, and dwarves a +3, while elves over 5' tall will receive a bonus of -2)

The moving monoliths will rise above or drop below the height of the one directly preceding it at a rate of 10' per segment. Thus the DM must describe clearly to the players the position of the monolith in relation to their characters during the course of the round/turn. It is essentially impossible to jump "up" onto the monolith once a segment has passed; the reverse not being the case. So timing the exact moment of the jump must be done precisely. Anyone failing their ability check has essentially *missed* and will plummet to their death unless some other means (rope, magic, etc) will prevent it.

With an average surface area of 225 square feet, landing on the monolith and fitting the entire party atop one should not pose a problem. Unfortunately, clinging to the rocky vault of the cavern above the moving ones will be a pod of *MEGALO-PIERCERS!* 2-12 of these creatures will be clinging to the ceiling above each of the moving monoliths and should the characters be atop one when it nears the canopy they will drop down to attack and feast upon their victims. (AC1, M2", HD5-8, ATK 1, D: 5-30, 6-36, 7-42, 8-48. SA 95% surprise ability. SD-nil. MR std. INT non-. AL- Neutral. SZ- L)

And if that isn't enough, also dwelling among the jagged rocky stalactites of the cavern roof is a gigantic colony of *bats* (1000-6000). These creatures are not a direct threat to a strong party, but the use of lights, frantic movement and noise will attract groups of them (10d10) that will drop down to investigate, causing the party to deal with the annoying creatures. Should the party actually begin

destroying them the death-screams will summon an additional 100-600 that will swarm the group, causing confusion and possibly causing them to fall off the monolith in the mayhem.

About mid-distance between area **11** and **13** is a ledge along the eastern wall of the crack **b**. It is generally a safe location as the creatures of the crack do not linger about above it. Sitting upon this away from the edge and with its back against the wall is the skeleton of a dwarf. It bears no items, gear or treasure, but a *magic mouth* placed upon it will trigger if molested screaming out--

"get back while ye can. Only death be ayonder!"

there is nothing else of interest here.

THE LOWER CAVES

13. THE GREAT CAVE. Once the party has safely descended the monolithic stairs they will reach the sandy floored bottom of this enormous cavern. The ceiling at the perimeter walls averages 12' above the floor of the cave, while the ceiling above ranges from that to 40'. It is large, and dark, and cold. In the northern half of the chamber living among the rocky vault is a colony of 12 *Mobats* (with 2 x 6HD, 5 x 5HD and 5 x 4HD). These will attack anyone creating a noise or movement below; especially if lights are being used. They will not chase anyone fleeing south, knowing what awaits anyone that does. A pair of large, ancient *Shadow Dragons* dwell in the southern section of the cavern (HP: 49 each) and will investigate any ruckus occurring to the north that is headed their way. A cache of 20-80 gems is buried in the southeastern end of the cave. A large boulder (see map) sits in the center of what appears to be the entrance of a smaller cave just north of this section though there is enough space on each side for a man-sized humanoid to slip by, while to the west a tunnel seems to lead further in that direction.

14. THE SLIMY CAVE. This cavern is comprised of 3 sections, a small one south of the entrance cave, the main cave, and the one to the north of it. All are the domain of a creature that leaves a slimy trail, for the floors of each are covered with some sticky substance. Currently resting in the northern chamber is a *Megalo-Slug* having

18 HD (HP: 117). Buried in the sand at location **C** is a **ring of warmth**. It requires 3 turns searching to find.

THE CHAMBERS OF THE SMITH-LORD

These chambers are finely worked out of the earth and stone to form sharp corners, flat wall and ceiling surfaces and level floors. Ceiling heights range from 20' to 30' with the highest, in the forge chamber itself being an impressive 40'. Huge doors 7' wide by 16' high hang on thick, metal L-hooks embedded in the walls to support the massive 2' thick doors made of redwood and reinforced with iron bands across; each requires a normal Open Doors to manipulate, unless one is of giant strength of 19 or better. Not surprisingly, the chambers are much warmer than in the caves; reaching as high as 120F (49C) in the forge area.

The chambers serve as accommodations for those giants and evil dwarfs seeking to learn the art of smith-craft from the Master Smith, *SLO-VAN*, demigod of the fomorian giants. Occupancy of the rooms is determined by who gets there first. Fomorian giants from around the realm are known to trek to the location and seek the mentorship of the demigod. At present, a small band of Spriggan is occupying most of the chambers. It is this group, led by a notorious villain, that was behind the coup attempt of the cloud giant castle sitting atop the mountain. For it is their leader that seeks the knowledge of the Smith-Lord, wishing to gain the ability to construct great weapons with which to launch a war-against-humanity to wipe out the race. At present, only a few Cyclops assistants are present in the facility, along with a few *other* guests here for their own purpose. (Note that the fomorian demigod is not aware of the plot of the Spriggan against the humans or the cloud giants)

15. SOUTH OUTER CHAMBER. This large chamber is currently occupied by 6 *Spriggan* (HP: 30, 29, 28, 27, 26, 25 or 55, 54, 53, 52, 51, 50 depending on which size they are in when the party enters). Several large tables and a dozen chairs are standing about, some occupied some not. The beings each carries a hand axe, knife and halberd that they will use immediately when intruders approach. They are simply guards, and will divulge no information should they be captured and/or

interrogated. Should a combat be going against them one will attempt to flee down the tunnel to the north.

16. NORTH OUTER CHAMBER. This chamber is identical to the one south of it and contains the same furnishings and occupants. Hit points are the same and they will react just as their kin if surprised. If an alert has been sounded to the south they will rush to that location to assist their fellow guardsmen. Neither these nor the others mention possess or carry any treasure. If an alert has been issued one of these fellows will attempt to flee down the passage to the east and eventually warn the chieftain (at **27**) of the invaders.

17. THE SECRET CHAMBER. Accessible via 2 secret doors (the northern one requiring travel along a winding and lengthy corridor and the southern portal a mere turn to the south) that deliver the curious investigator to a locked door, one might wonder if treasure lay beyond the sealed device. In fact one does, in the form of a beautiful *succubus* sent here as punishment by the Smith-Lord himself. Though she could easily teleport out and escape, she knows doing so would only make things worse for her later. (HP: 45) Why she is being punished and what her interest is in the demigod is up to the DM to create if desired. The only treasure in the room (that is not hers by the way) is a crumpled cloak in the southwest corner of the chamber. When worn and the hood is pulled up over the wearer's head the device will bestow *invisibility*. However, violent movement can drive the hood down which will disrupt the effect. Thus running is not possible when invisible unless the hood is held tightly on. The device also *regenerates* lost hit points at a rate of 3 per hour until the wearer's normal maximum limit is reached. It can only do this 2 times per day and if the process is interrupted (the cloak is removed by any means for whatever purpose) the cycle is broken and is lost for the remainder of the day; leaving the 2nd attempt if the first is ruined.

18. STORAGE ROOM. This chamber is filled with tons of sundry items associated with smith craft (hammers, tongs, aprons, etc) suited for various sizes of users. It also contains a dozen large wooden barrels 8' high and 5' at their widest girth filled with chunks of coal-like material. These chunks range from 12 pounds and a foot long to just a few ounces and a few inches. Hidden

among these, perhaps intentionally so, is a *Loadstone*. Finding it will require at least an hour of searching.

19. ASSISTANTS' QUARTERS. This large chamber is home to 2 *LESSER CYCLOPS* (HP: 97, 95) serving their apprenticeship under SLO-VAN. The room contains two large cots, a table and two chairs, and a large footlocker beneath each bed; the contents of each being extra fur clothing, sandals, and the mummified heads of past victims kept as trophies. There is a 10% chance they will be here when the party first reaches area **15**, but otherwise are at the forge with their Master.

20. APPRENTICES' QUARTERS. This is the barracks of 6 *FOMORIAN GIANTS* come to study under the great Master Smith (HP: 100, 98, 96, 94, 92, 90). The chamber contains cots enough for all, two large tables and a half dozen large chairs. What treasure they brought with them they handed over to their Master as payment for the instruction they are receiving. There is a 10% chance all will be here when the party first reaches area **15**, a 25% chance that half will be here and the other half at the forge, or otherwise the place will be vacant.

21. GUEST QUARTERS. One of four chambers occupied by the Spriggan, brought here by their leader who was behind the attempted assault upon the castle of the Cloud Giants atop the mountain, this one is currently filled with 13 females (HP: 18/36, 3 x 17/34, 3 x 16/32, 2 x 15/30, 2 x 14/28, 2 x 12/24; representing the difference from small/large sizes possible). Generally non-combatant, they will rush to defend any intruders assaulting their young across the hall, but will otherwise attempt to negotiate for their safety. The chamber contains enough beds for all, several tables and chairs for each in both small and large versions. Sacks filled with moldy foodstuff and other sundry items needed by them to make the journey here are shoved beneath the cots. The females wear shabby clothing (no armor) and carry only long-knives (equal to short swords) for their own defense. They possess no treasure.

22. GUEST QUARTERS. This chamber smells of urine and feces and is noisy when entered as a brood of 9 young Spriggan are running about playing and yelping and fighting amongst themselves. At sizes ranging from 3' to 6' they could be potential opponents were it not for

the fact that they are not even adolescents and are more afraid of a party of intruding humans; as any group of small humanoid children would be. Thus they are non-combatants and possess no means to attack or defend themselves. The chamber is otherwise littered with rugs and bed rolls and filth.

23. GUEST QUARTERS. Similar to the chamber north of it (21) this room is home to the male Spriggan guards first encountered at locations 15 and 16. Thus there are 12 cots, some tables and chairs, and sacks beneath the beds all similar in description to the above mentioned chamber. In addition there are extra halberds leaning against the walls between the beds and extra armor stuffed beneath them. Extensive searching among the sacks mentioned will yield from 1-1000 CP, 1-1000 SP, 1-1000 EP, 1-1000 GP, requiring at least 3 turns be spent.

24. THE TREASURE CHAMBER. This long wide corridor is accessible only via a secret door at the west end of the narrower hall leading to it. The northern half of the chamber is piled high, up to 6' in places, with copper, silver, and gold pieces (120,000, 60,000 and 30,000 respectively). Buried and hidden in and underneath all this are several magic items of value (+1 dwarf plate mail, +1 shield, +2 hammer of throwing, +1 long sword/cursed, helm of invisibility--functions as the spell, useable 3 x per day--, +1 cloak of protection, +1 ring of protection, ring of warmth). Getting to all this will not be easy for a creature hovers in the air above it serving as a guard for the demigod. The monster is a round spherical thing about 6' in diameter, has one large central eye and several small ones at the end of stalk like appendages sprouting from it. It is, in fact a *BEHOLDER* (HP: 75).

25. ASSISTANTS' QUARTERS. This large chamber is home to 2 *LESSER CYCLOPS* (HP: 93, 91) serving their apprenticeship under SLO-VAN. The room contains two large cots, a table and two chairs, and a large footlocker beneath each bed; the contents of each being extra fur clothing, sandals, and the mummified heads of past victims kept as trophies. There is a 15% chance they will be here when the party first reaches area 15, but otherwise are at the forge with their Master.

26. HALL OF TROPHIES. The walls of this chamber support several valuable items that any party would likely love to their hands on. In the southern alcove of this room hangs a golden skull-shaped *sconce* that when worn by a humanoid shaman or witchdoctor will double the amount of spells the wearer may memorize, and will allow 1 additional spell of the next two spell levels above that the recipient is normally restricted to. If worn by a human cleric it will increase his or her spell holding capacity by 1 per spell level. It must be donned at the start of each day and not removed until all spells known are used, or the wearer goes to sleep for at least 8 hours. If removed sooner it loses its ability for 8 hours. Upon the eastern wall of this alcove hangs a *magic trident* +1/+3 vs. S-M sized beings. Hanging upon the western wall in this section is a giant +2 battleaxe that does 1-12/1-10 normal damage in addition to the magic bonus, but requires a minimum strength of 19 to wield; being twice the size and 8 times the weight of a standard version. On the eastern wall of the main section hangs a suit of scale armor fashioned from a Gold Dragon sized to fit a giant of no less than 9' in height. It bestows protection vs. dragon breath (fire & chlorine gas) resulting in the wearer suffering either 1/2 or no damage depending on his or her Save throw. In addition it allows the wearer to assume the form of animals of man-size or larger 2 x per day, remaining in such forms unless/until a dispel magic is cast upon him; the assumed form does not gain any special abilities of the normal version of the creature but can use the standard attack/defend abilities.

27. GUEST QUARTERS. This chamber is currently occupied by the Spriggan Chief and his body guard of 9 (HP: 32/64 for chief, 31/62, 30/60, 29/58, 28/56, 27/54, 26/52, 3 x 25/50; with the differences representing the sizes possible). The chief, *LUGROT*, learned about this facility through dealings with the fomorian giants and has come to persuade the SMITH-LORD to teach him the skills of weapon-craft in his quest to exterminate humanity. Upon arrival he learned of the cloud giant castle atop the mountain, and determined it to be a great place to call his own and from which to launch his evil campaign. Sending his agents to infiltrate the place and work their way into the good giants' confidences, all was going well until a party of humans and their allies responded to the cloud giant Queen's pleas for help.

Now, Lugrot and his small band are in a kind of stasis, not sure which move to make next. The chief and his guard wear the best available armor (for AC1) and will use either size and any weapon of proficiency to defeat a party of intruders. The chamber is fitted with cots enough for all, some tables and chairs and footlockers beneath the beds. In addition Lugrot wears a *Necklace of Missiles*, and a *Ring of Spell Turning*. His footlocker contains 1000 CP, 1000 SP, 1000 EP, 500 GP; with his guardsmen's holding only 1/10th of each apiece.

28. FORGE OF THE SMITH-LORD. This huge chamber is constantly hot (120F/49C) with a flurry of activity occurring between the huge anvil at the north end of the room and the huge forge built into the north wall. The Smith-Lord, *SLO-VAN* will be present 60% of the time supervising his 4 assistants, the Cyclops as they go about creating works of wonder. He and they will not go to assist the Spriggan should the evil gnome-kin raise a cry of alarm. His only concern is his anvil and forge. Should a party breach this area he will immediately determine if they are good or not, and use all his abilities to defeat intruders that have not been sanctioned to approach the forge chamber. With 201 HPS and the aide of his 4 assistants it is not likely a party will triumph against the demigod. If a battle is going terribly against him he will *teleport* away, leaving revenge for another day. If he is somehow defeated his giant hammer is equal to a +3 weapon doing 2-24/1-12 damage if wielded by someone with a strength of 19-24, a height of at least 7' and a weight of no less than 325 pounds. Magical means/items may be help compensate for these requirements.

29. MAIN ENTRANCE TO FACILITY. These steps ascend southward for about 240' and end at a cave opening in the mountains allowing access.

30. SECONDARY EXIT TUNNEL. This winding tunnel descends for 2 miles before emerging from the mountains and into the valley below.

THIS ENDS THE EXPEDITION TO THE FORGE OF THE FOMORIAN SMITH-LORD.

Cover by Nathan Nada Maps by Andreas Claren

AFTERWORD

This adventure is dedicated my son and daughter-- Jarred and Alison-- who still patiently listen to me ramble on about D&D.

APPENDICES, SLO-VAN (Fomorian demigod)

AC: -5

Move: 15"

Hit Points: 201

Of Attacks: 2

Damage/Attack: 10-40 (+14)

Special Attacks: See Below

Special Defenses: +3 OB weapon to hit; blunt types do only 1 HP of damage; all others 1/2 if Save vs. R is made

MR: 50%

Size: L (15' tall)

Alignment: NE

Worshipper's Alignment: fomorian giants; NE dwarfs

Symbol: Hammer

Plane: Prime Material Plane

Cleric/Druid: 14th level druid

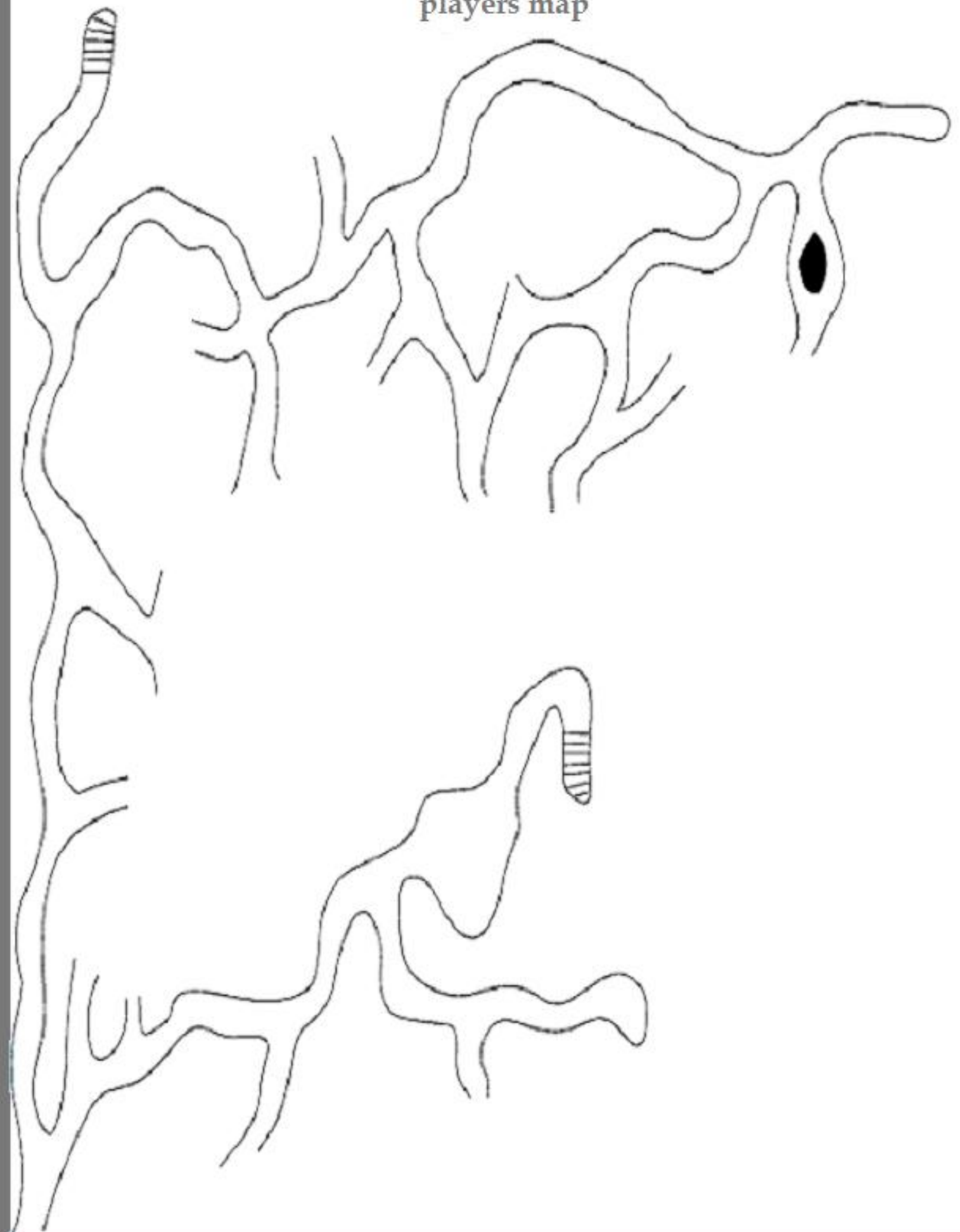
Fighter: As 16+ HD monster

MU/I: 16th level magic user

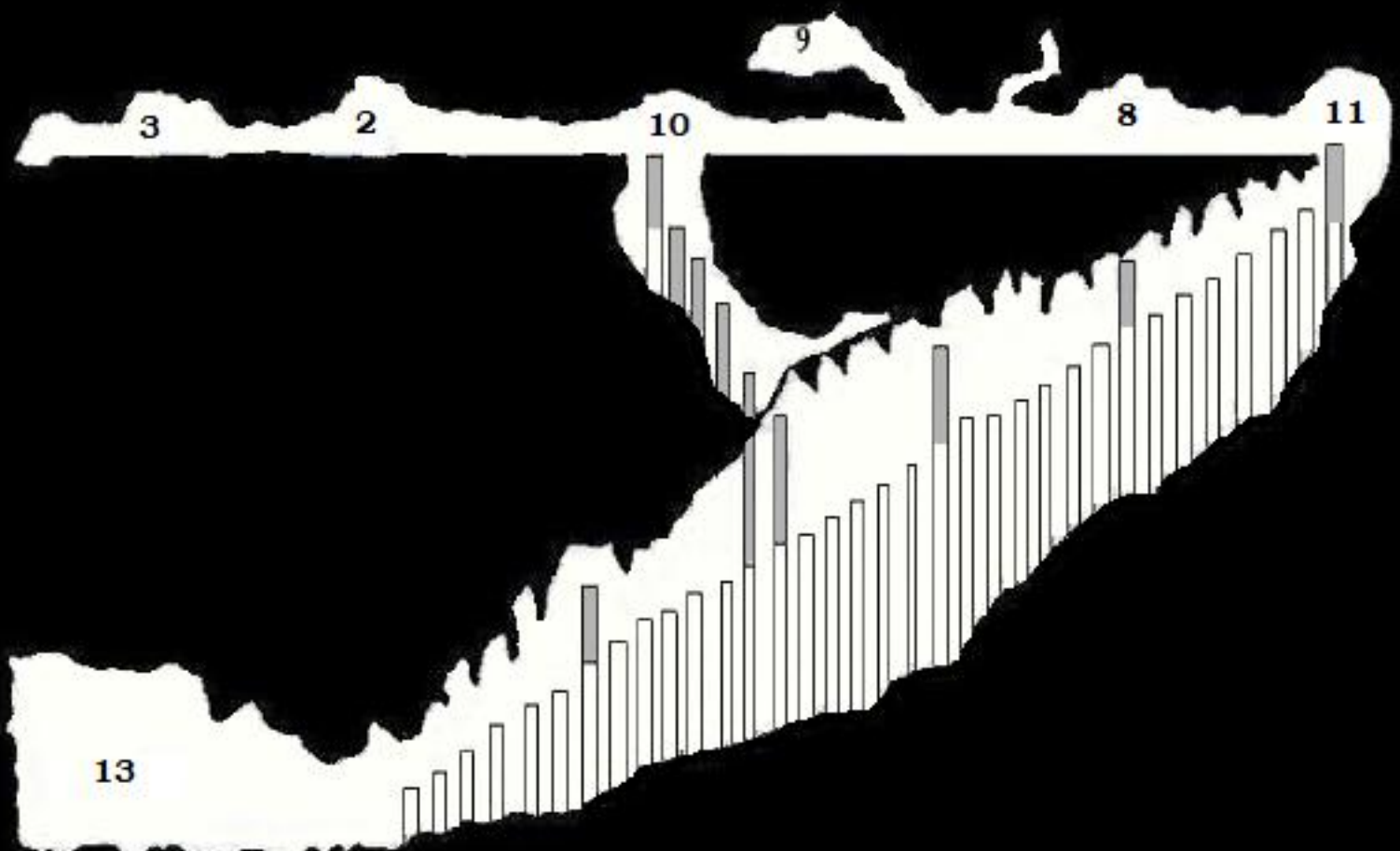
PSI: IV

S: 25 (+7, +14), I:18, W:18, D:15, C:23, CH:6

players map



side view of the caves



G7

ADVANCED DUNGEON MODULE



Giants in the Deep

For 5-8 characters levels 6-10
by RC Pinnell

Cover art by Glenn Barnes
Back art by Russell Flowers

Maps by T. Volz

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ADVANCED DUNGEON MODULE

Giants in the Deep

It is said that the sight of gold drives men wild with a hunger to covet the elusive ore. For a pair of dwarf brothers it drove them to risk their lives, and the lives of their families, friends and associates in their obsession to extract the shining flakes from within the mountain's bowels. Though at first lucrative their operation eventually ceased, and nothing was heard of the dwarf colony. The party has been hired by concerned kin and merchants anxious to restart the flow of gold from the mine to their stores, to journey into the mountain, find the dwarf colony, and get things back to normal.

by RC PINNELL

Cover art by Glenn Barnes
Back cover by Russell Flowers
Maps by T. Volz

DUNGEON MODULE G7

GIANTS IN THE DEEP

by RC Pinnell

FOREWARD

This adventure is designed for a party of 5 to 8 characters with levels ranging from 6 to 10. It should contain at least one cleric and magic user and several fighters; dwarf and gnome fighters being the more preferred for their subterranean skills. A party of Prerolled characters is provided in the appendices after the adventure and can be used by the DM to add NPCs to the party or to allow players lacking a character of appropriate level to venture along.

Created for 1st Edition Rules, this adventure can be played with any of the generally established RPG systems still available with minor modifications. If characters used are from a more *Basic* system the monsters' counterparts from those should be used instead to maintain an equilibrium of sorts.

The author would like to dedicate this adventure to the members of Dragonsfoot, past and present. As it would require too long a list to acknowledge each individual, let this then declare that the support and encouragement of the DF society has been, and is, appreciated.

BACKGROUND

A long time ago two dwarf brothers, Zeffon and Kraggo of the Mountains, discovered a large vein of gold beneath the ground. With their families and several others they established a colony deep within the Crystal Peaks. In a short span the trade of precious metal from the dwarf mines to the surface dwellers became lucrative for all involved parties. This went on for almost a century until, one day, shipments ceased. Human, elf and hobbit merchants and artisans that had been well supplied by the yellow ore were suddenly cut off. Expeditions were raised to visit the dwarfs to find the cause but none came back. Rather than continue to risk and lose lives over the matter, the local lords put a stop to the attempts, instructing their citizens to look elsewhere for raw materials. And in time, the colony under the mountain was all but forgotten.

STARTING THE ADVENTURE

Players begin with their characters in a large village along an established road going north and south. To the north lies a range of mountains that stretches for miles east and west. With peaks reaching 16,000 feet it is easily seen from the village, 30 miles distant. South of the village the road bends and turns through an endless blanket of hills and dales until reaching the coast and the sea ports there, 150 miles distant.

The nameless village is left entirely up to the DM to design and populate if so desired. It is not critical to the actual adventure, aside from providing rumors and incentive to encourage the party. If the DM is not able to construct it, published products should be easily obtainable with a bit of searching. The author recommends the following as potential candidates: the city of **Jonril**, published by Midkemia Press, the **Village of Hommlet** T1 module by TSR, or even the **Keep on the Borderlands** B2 module. All of these are out of print but they, and many more, are still available.

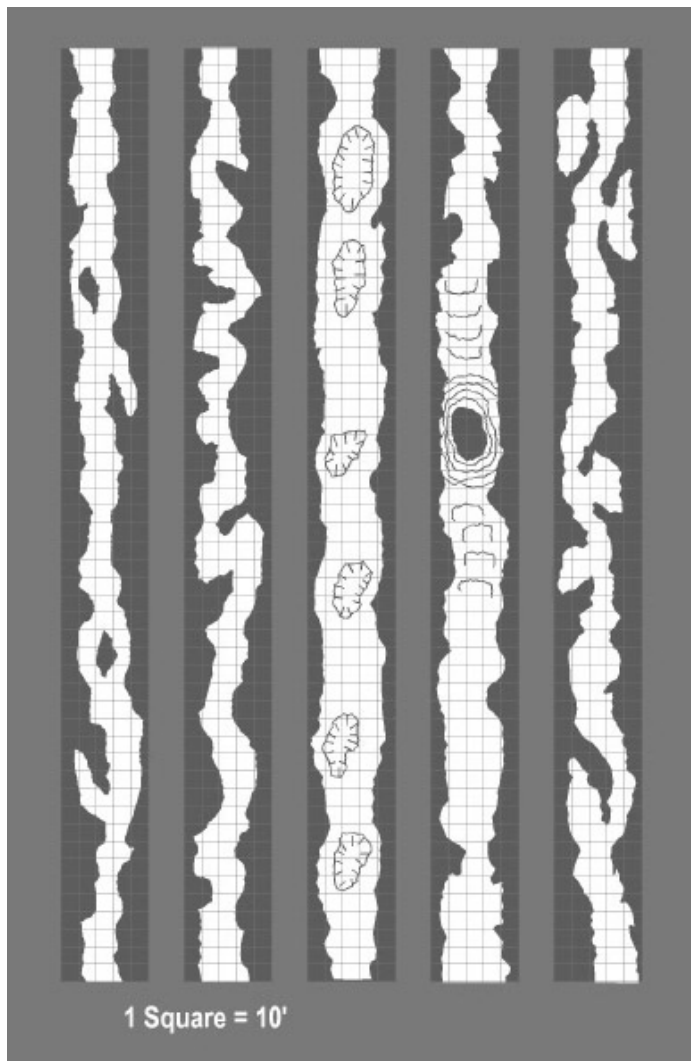
Once the party is together and has restocked itself with normal equipment they should begin hearing bits and pieces of information regarding the "long forgotten" dwarf colony, and the large deposit of gold supposedly discovered by the brothers. While a long and detailed list of suggested rumors would expedite play the author leaves the actual writing of such to the DM. (This is not to penalize the referee, but to give back to him the role of co-creator that, in this author's opinion, slowly eroded over time due to the intentions of adventure publishers to control as much of the product as possible.) Having said that, it is not unreasonable to have the party actually be contacted by a dwarf or two residing in the village, wondering what became of their long lost kin, and seeking the party's services to find out. In any event, once the DM has given the party enough information to point them north, they should arrive at the base of the mountains in short order without incident, and come across faded and ancient tracks leading into the black open mouth of a large tunnel.

THE JOURNEY BEGINS

If the party includes a ranger he (or she) *will* be able to detect faint signs of tracks leading into the enormous maw of the tunnel. If not, there's a chance that one of the other characters might notice. Allow each player to roll the % dice, with success occurring should the roll be equal or less than their level x 3. If no one succeeds it only means they do not realize that the tracks are *not* those of dwarves. A ranger will know upon sight that large, "giant class" creatures -- like trolls or giants, made them.

SUBTERRANEAN WILDERNESS

Upon entering the tunnel the party will have to move slowly down a long, carved passage. Consulting the **Subterranean Wilderness map**, you will see **Primary** tunnels indicated by solid (though sometimes they curve) lines leading from one **Encounter Cave** to the other. These tunnels are a good 20-40' wide, with an average ceiling height of 12'. The floor within is level, and fairly even, and smoothed out. Each hex shown is equal to 1 mile distance, and the party can only move as slow as its slowest member. With humans able to travel 12 miles per day, and dwarves only 6, the math quickly indicates the rate at which the party will move. The slowness of this is dictated by various factors: light, incline, turns, etc., that do not necessarily show on the map. Using [this](#) map piece (the full sized version appears after the adventure) the DM can plot the movement of the group, and arrange locations where wandering monsters might appear.



The DM should photo-scan the full-sized map piece and cut each tunnel section into separate strips. These can then be lined up, mixed around, turned

upside down, to provide an array of lengths and variations for which to plot party movement, actions and monster placement.

Secondary tunnels, indicated by the dashed lines are half the width of the primary ones, with ceiling heights about the same.

The **secret** tunnel, represented with dots, is but 8' wide and very twisting and winding. Discovering it will require a successful *detect secret doors* by an elf or other member, or through magical means.

For each hex entered or passed through a check should be made to determine if a "wandering monster" has been encountered. The DM should use the following table to determine what kind. To keep the action moving as quickly as possible the party will only face a *wandering encounter* on a roll of 1 on a d6. How far away the party is from the creature(s) when this occurs must be determined by standard mechanics.

WANDERING MONSTER ENCOUNTER MATRIX

Die

Roll	<u>creature type(s) encountered</u>
1	1 Giant Slug (HP 54)
2-4	4-9 Trolls (HP 40, 38, 36, 34, 2 x 32, 3 x 30)
5	1-6 Umberhulk (HP 69, 66, 63, 60, 57, 54)
6-8	1-4 Ettin (HP 45, 43, 41, 39)
9-10	1-4 Black Pudding (HP 45, 43, 41, 39)
11	1-3 Roper HD12/11/10 (HP 54, 49, 45)
12	1-2 Purple Worm (HP 82, 67)

These creatures will not be carrying any significant treasure, with the exception of trolls or Ettin, who may have sacks containing minor amounts of coins. The DM should determine this.

SET ENCOUNTERS, CAVE I

After the party has traveled deep into the mountain, they will pass through 3 **Set Encounter** areas. These are not the final destination they seek, but areas they must overcome regardless. The first will likely take a day or two to locate, but upon doing so they will enter a large, wide cavern with several features. First, they will come upon a **secret** tunnel along the east wall of the location that, if discovered, will make it easier for them to proceed. To the west (left) is a side chamber where 1 of the residents will be met upon entering. Further north a sheer drop of 100' must be negotiated to reach the chamber beyond, unless the party discovered the secret tunnel. From the ledge high above they can see 4 great rock formations, stalactites dripping down and nearly touching the stalagmites growing up from the floor of the cavern to meet them. There is also a large

crevasse in the northwest part of the lower cavern. The DM should consult the map to see the initial positions of the creatures residing here when the party first arrives. An X indicates one's location. Any prolonged descent down the cliff will likely result in one or more of the creatures sallying forth to check out the commotion. In all, 4 **Fire Lizards** (HP 65, 55, 45, 45) reside in the lower chamber; though one is in the upper chamber when the party arrives.

The secret tunnel-passage running just east of the great chamber enters and exits two smaller caves where the party can rest safely if need be.

In the western chamber where the monsters tend to spend most of their time are mounds of accumulated treasure from previous expeditions that had tried to reach the dwarf colony and failed. Their combined treasure includes 8000 CP, 6000 SP, 4000 EP, 3000 GP, 4 gems (100 GP base each), a **+2** suit of **scale mail** (sized for a dwarf), 8 metal flasks/potions as follows: *climbing* (half full), *diminution*, *extra-healing*, *giant strength*, *growth*, *levitation*, *speed*, *sweet water*. And a long, hollow bone tube containing 2 scrolls as follows: *protection vs. petrification*, *cursed!* (The DM should consult the DMG for its function)

ENCOUNTER CAVE II

This large nearly round chamber can actually be avoided by the party should they discover the secret tunnel-route noted on the Underground Wilderness map. Should they have to pass through here they will be met by a pod of 6 **Giant Spiders!** The queen of the nest is double the HD and of commensurately more hit points than the rest, attacking as an 8HD monster, and doing 2-16 damage plus poison (HP 44; 26, 25, 24, 23, 22, 21, 20, 19.) While normal spider nests are highly flammable the queen's unusually high intelligence has reasoned that keeping it coated with a thick liquid substance would help ward off fire attacks by intruders. Thus she and her subjects have taken great steps to prevent their prey from losing their bodily fluids too quickly, using them to coat the web-strands periodically. But it has been some time since the last intruder has come along, and the webs are just beginning to dry out. So the queen and her followers will quickly attack any and all intruders, hoping to subdue their victims with as little loss of blood and fluids as possible. The dried out empty husks of former victims lie upon the floor between the 3 large stalagmites, most turned nearly to dust now. Among the corpses may be found, 3000 CP, 1500 SP, 1500 EP, 500 GP, a **+2 dagger**, a **cloak & boots of elf-kind**, and a **ring of spell storing** allowing the wearer to cast the following spells as if a druid of the appropriate level: *Speak with Animals*, *Barkskin*, *Create Water*, *Hold Animal*, *Neutralize Poison*.

ENCOUNTER CAVE III

The last of the "set encounters" before the party reaches its true destination, it is as potentially deadly as the others, yet deceptively appears not to be. If the party enters from the south they will find they are on the west side of a wide deep crevasse that runs south to north in the chamber. An opening in the west wall leads to a secondary, smaller cave where the resident normally dwells, and keeps its treasure. At the north end of the chamber a steep incline of 20 feet must be climbed to reach a large open area that looks down upon the crevasse. Should the party have entered from the southeast they will have to find a way to ford the pit dissecting the chamber. As the party enters from either direction, they will see a distant shape standing upon the ledge to the north. A **Lamia** (HP 49) resides here, and she will use all her abilities to ensnare as many intruders as she can without risk to herself; those she cannot physically control she will attempt to drive into the crevasse by whatever means. Besides her natural abilities and skills, she wears a ring on each hand. On her left is a **ring of regeneration**, and on the right is a **ring of free action**. The treasure within her private chamber to the west includes 8,000 CP, 12,000 SP, 10 gems (2 x 50 GP base, 3 x 100 GP base, 3 x 500 GP base, 2 x 1,000 GP base). She will of course use all her powers of illusion to entrap as many as she can, for she is very hungry and would like a warm snack.

Once the party has negotiated all the Set Encounter Caves they will eventually reach the Great Cavern, where the adventure truly begins.

THE GREAT CAVERN & FORGOTTEN DWARF COLONY

There is no way to describe the vastness of the main chamber and do it justice. For those fortunate enough to have experienced the Carlsbad Caverns or any similar to it, they will have a fairly good picture of what it is like inside. Sharp and jagged walls and ceiling glisten under torch light from trickling moisture and countless flakes of precious ores embedded in them. The floor is rough and uneven generally, except where paths have been worn from constant use over the decades of being inhabited. But within the smaller caves ringing the great chamber there has been a skilled working of the stone to form walls with doorways and roofs, creating chambers in which the dwarves resided long ago. These are noted as areas **d** on the large map. They and the shrine at area **3-B** are finely chiseled and carved as opposed to the natural surroundings.

In addition to the monsters indicated in the text that follows, it is possible for the party to encounter some *wandering* creatures. Where these will be located, or going to or coming from, and at what distance they

and the party will see and recognize one another are variables left to the DM to determine. For every 3 turns spent in chamber **3** a check must be made, with a result of 1-2 on a d6 indicating an encounter of some sort. That being the case the DM should use the following table to determine the type.

RANDOM ENCOUNTER IN GREAT CAVERN

Die Roll	Encounter or Event
1	Loose stalactites break free of ceiling and plummet onto the party. 1 to 3 large pieces among the little pieces and cause 3-24 points of damage to whomever they strike.
2.	1-6 trolls (HP 33, 32, 31, 30, 29, 28)
3.	1-4 giant trolls (HP 36, 34, 32, 30)
4.	1-2 2-headed trolls (HP 45, 43)
5.	1-2 ettin (HP 55, 53)
6.	Rain shower of guano falls upon party from creatures up above. Unless their faces and mouths are well covered there is a 5% chance of ingesting bits of feces, resulting in contracting some kind of disease. (Consult the DMG for types that would apply)

DUNGEON CAVERN MATRIX

1. ENTRY CAVE. A 20' wide tunnel enters this chamber from the south. A secret door in the west wall allows access to a hidden chamber (**A**) in which 2 **shambling mounds** reside (HP 36 ea.) If not discovered they will sally forth into the open chamber upon hearing any commotion occurring there. The foyer to the great chamber beyond is dissected by an underground river flowing from the southwest to the northeast. A large wooden bridge spans the river supported by guide wires and ropes from one side to the other, connected to it. A large **giant troll** (HP 39) is on the southeast side of the river (**X**) doing some repair work with its back to the party as they approach. If he is attacked he will call for help from his companions on the other side of the river. He has no treasure.

2. NORTH SIDE/ENTRY CAVE. Two ledges rise up 8' on this side of the river where a giant troll (HP 39 ea.) is working at each to secure the anchor post that helps support the bridge (**X**). Should they hear their comrade call for assistance they will slide down the banks of the ledges and stride to his defense. Packed down into the ground (**B**) is a circular object barely noticeable unless actively checking (allow a 5% chance per character who casually passes over the object). If spotted, only the rim of the object will be seen, appearing as merely as a metallic circle on the ground. If dug out the discoverer will have found a **ring of swimming**.

It is possible during a melee or otherwise for a person to be thrown or fall into the rushing river. If such is the case the DM should determine what steps are to be taken to rescue the victim. The river will sweep the hapless victim downstream to the docks (see map)

where it is possible to latch on and rescue oneself. If that should fail, anyone caught in the river will be dragged down into the earth and never seen again.

3. THE GREAT CAVERN. This colossal cavern stretches from the southwest to northeast parallel to the river. The walls of its perimeter average 6' to 9' before they begin to curve upwards, connecting to the ceiling high above; in places this canopy of jagged rock is as little as 50' to as much as 150' above the cavern floor. Naturally stalactites large and small cover the ceiling and cling to it. In the middle of the chamber is a huge pit (**A**) running in the same general directions, with widths of about 40' at its southwestern edge to over 100' in its midsection. A winding trail 8' across is carved out of its side that descends to the bottom over 150' below. North of the pit are iron rails laid to convey ore cars that were filled with the pyrite and guided to the eastern chamber beyond this one and put into river boats at the docks there. Along the tracks are the remnants of busted and collapsed buildings and sifting machines the dwarves used to process the raw ore into more precious metal. Several rickety and rotted crane devices still stand about the pit. A shrine to the dwarf god of the earth stands just southwest of the pit (**B**). Atop a terrace rising 6' from the cavern floor are 3 stone figures that appear to have been attacked and disfigured. Who or what they represented is not clear, now. Over 2 dozen 8' tall round stone columns fill the southwest section of the cavern around the shrine. Their purpose, too, is unclear. Looking down upon this great chamber from a ledge high above (**C**) are the *pit-watchers*! 4 **cloakers** (HP 31, 29, 27, 25) dwell upon the ledge (50' above) and act as sentinels for the monsters posted throughout the chambers. They are 30% likely to notice a band of non-trolls or giants moving about in the cavern, but will not swoop down to attack. Instead they will use their sonic screeching to alert the other creatures of intruders. A small bit of treasure has accumulated on their ledge as follows: 10,000 CP, 12,000 SP, 1,500 EP, 500 GP, and a **wand of fireballs** (having 4 charges left).

Eleven smaller chambers surround the Great Cavern. For most, these were the homes of the dwarf brothers, their families and associates long ago. As previously described, walls with doorways, and floors and ceilings were meticulously carved out of the rock to form buildings with chambers in which they resided (**d**). Designed for small beings of no more than 5' in height, it is not clear what could have made it inside these and attacked the residents, but when searched they will be found long abandoned and filled with rubble, debris and in ruin. Nothing of value remains within the ruins. Regardless, at present the caves containing the ruins now house a large population of creatures the party must confront. At each location marked **T** will be found the following:

- T1:** 6 2-headed trolls (HP 55, 2x45, 3x35)
- T2:** 10 trolls (HP 45, 43, 41, 39, 37, 35, 2x33, 2x31)
- T3:** 12 giant trolls (HP 52, 50, 4x48, 4x46, 4x42)
- T4:** 12 giant trolls (HP 51, 4x49, 4x47, 3x45)
- T5:** 10 trolls (HP 44, 42, 40, 38, 36, 34, 2x32, 2x30)
- T6:** 8 ettin (HP 65, 64, 63, 62, 61, 60, 59, 58)

These creatures will have no personal treasure to themselves. Everything they have collected from the parties that have explored in search of the lost dwarf colony belongs to their master in chamber **4!** If they are all destroyed replacements will begin to appear after one week, with 1-6 trolls, 1-4 giant trolls, and 1-2 ettin or 2-headed trolls showing up then, and again every 4 days thereafter until their ranks are full.

THE PIT. Beyond the previous description the following should be noted--the bottom of this great hole is filled with the dead. Scattered about are dozens of mounds and piles at least 4' deep of bones and rotted corpses. Some of these are dwarf, but many are of other races. None are wearing any armor, or packs or pouches, and will thus not have treasure or thing of value amongst them. While some former colonists' remains are among the dead, most are those of explorers come in search of the colony. In all, there are roughly 300 corpses or partial remains, in various states of decay all the way to mere skeletons.

THE FATE OF THE DWARF COLONY. While the obvious conclusion is that the colony was attacked by the creatures now roaming the caverns and tossed into the pit that would be incorrect. At least, for some of them. While many are in fact dead, and have been eaten or tossed into the pit, a small number have actually been taken prisoner and are at another location. For what the brothers did not know when they discovered the hole of gold, was that it is basically in the cellars of a clan of mountain giants that dwell above. When finally discovered, the brothers and their families were taken prisoner, while the remaining dwarves were eaten or killed and tossed into the pit as a kind of ironic justice. But not wanting their cellars to be again "discovered" and homesteaded, the giants have assigned many of their servants to reside in the cellars and drive away any newcomers that might show up. A tunnel in the northeast part of the cavern (i) ascends to the mountain giants' abode. Knowing their troll servants would need strict overseeing, the giants put one of their cruelest warriors in charge. He resides in the large cave to the southeast.

4. THE OVERSEER'S CAVE. Several large solid sections of rock fill the entry to this cave, standing like guard curtains from floor to roof and creating passage ways in between. Going southeast will eventually deliver the party into the larger, open chamber itself. To get

there they must get past the Overseer's watch dog, an unusually large and strong **worg** (HP 48) that attacks as a 6 HD creature, doing 2-12 per bite; he lies against one of the rocky walls (see small **X** on map). From here it can see, hear and smell anything entering the chamber. It will immediately go to investigate, but not attack unless surprised. Instead, it will rush back to its master and sound the alarm, then takes its position behind the last rock wall to surprise those that rush its master. In the southwest corner of the cavern is the abode of the Overseer. A large and cruel **mountain giant** (HP 84), he wields a +3 giant club for 4-40 points of damage, + the weapon's bonus and his own strength of 19, for +7. He can hurl stones for 2-16 damage each if he is alerted and has enough time. Otherwise, any non-troll or giant that enters will immediately be attacked as he instructs his dog to assist him. If combat is going against him he will try to evade his attackers and flee up the tunnel in the northeast part of the Great Cavern. If captured and/or subdued he will not reveal to his inquisitors any information of value unless magic is used against him to force him to. Most of all valuables collected from search and rescue parties that have come looking for the dwarf colony have been sent "up" to the mountain giant abode. But the Overseer has been allowed to hold back a few pieces for himself. He keeps all his treasure in a huge wooden chest 7'x3'x4' in the alcove area at the far northeast corner of the cavern. This is buried and will require 3 turns of vigorous excavation to retrieve, but littered with bones and wolf excrement, one would simply deduce the area to be the dog's place of interest. Inside the chest is 5,000 CP, 15,000 SP, 1,000 EP, 500 GP, 50 PP, 9 gems (base value 50 GP ea.), 7 pieces of jewelry (base value 750 GP ea.), a suit of finely made elfin chain mail, a **cloak of elven-kind**, **boots of elven-kind**, a **+1 cloak of protection**, a **+2 dagger** and a **+3 hammer**, dwarven thrower.

5. THE SECRET CAVE. Discovery of this chamber depends upon the party locating the secret portal that allows entry to it. An injured and weak beast managed to reach this spot long ago, and remained hidden since. It is very hungry and in need of some nourishment. Anyone exploring the cave will see a shiny or unusual formation in the center of the floor and should they go to examine it the creature will fold up its great form like a blanket, attempting to capture its prey. The beast is a **trapper** (HP40), and has no treasure, having not been detected in all the time it has been here.

6. THE STABLE CAVERN. The only side chamber to have an entry/exit tunnel that leads northwest of the Great Cavern, this fairly large cave contains 8 stalls along its west wall, and a pen taking up the northeast part of the chamber. Oddly, there are 4 creatures within the stalls that look very much like

mules. These must have been captured when the last search party explored the area, with the Overseer taking them for possible food snacks later. In any event the stables were often used by the dwarves to port in materials from the surface world. All the tack and gear for the animals is stored in the building in the chamber. The pen area offers nothing unusual or of value to the party. The tunnel leading out of this chamber goes deeper into the mountains and should not be accessible to the players unless the DM has planned something connected to it.

7. PRISONERS' CAVE. Iron-bar gates are set into the walls and locked fast with chains and padlocks, preventing those inside from escape. Inside are two dozen beings, some taken in raids by the mountain giants and sent down here, and a few surviving fighters from failed expeditions. The former are all 0-level beings, humans, from surrounding villages and hamlets. Most are typical farm folk and have nothing of importance to tell the party. All will be thankful if rescued, but none can afford a reward. But 4 others are fighter types, former henchmen of one or two of the fighter lords in the last expedition to enter the caves and fall prey to the trolls. Three are male, being a human, half-elf and hobbit, all 2nd level (HP 19, 15, 14) while the fourth is a half-orc female of 1st level (HP 10); she is also a multi-classed thief. The DM should roll up their abilities and determine their names and alignments and other information that might be required should they be offered up as NPC henchmen to the players. The fighters have heard talk of giants above, and have battled the Overseer personally and if found before the party reaches area 4 they will warn the group of him. The half-orc fighter-thief is actually a spy, a servant of the mountain giant chief, planted among the prisoners to gain information. If questioned with magic and forced to be truthful she will reveal that her name is *Faluna Fruklep*, and that she was captured by the mountain giants 4 years ago and kept alive as a sex-slave and play toy.

8. RIVER CAVE & DOCKS. Back when the colony was in full swing boats from other underworld beings would come by and dock, exchanging with the dwarfs exotic items crafted by underworld denizens for dwarven made armor and weapons. Much of that trade stopped long ago, as the dwarves became more and more involved with extracting the gold from the deep pit. Humans and other surface beings attempting to navigate the underworld water ways will get lost and maroon themselves within a week. The miles of river tunnels are endless, and filled with swift currents, eddies, and whirlpools that will force the untrained down blind ways, and into even deeper levels from which they will never return. When the party reaches this area they will find 2 boats secured to the docks. Each is capable of carrying up

to 3 large humans, half-elves, dwarves or half-orcs, or 2 of either and 2 elves, gnomes or hobbits. They cannot be used to go upstream! However, if the mules are alive when the party finishes clearing out the area, the boats could be ported via the animals through the tunnels. The cart rails end here, where the unloading and loading of goods would take place. All that is left now is a single cart, with its bottom inches deep in soil. Oddly, if the cart is thoroughly search, requiring at least 6 turns, a pearly white **iou stone** will be found along with a **stone of good luck**. Why these are here and have not been discovered by now is an enigma.

THIS ENDS THE FIRST PART OF THE EXPEDITION OF
GIANTS IN THE DEEP!

Written & Designed by RC Pinnell
Cover Art by Glenn Barnes
Back cover Art by Russell Flowers
Maps by T. Volz

The author wishes to extend a deep gratitude to the artists and cartographer mentioned above. Without their contributions this product would not be the same.

AFTERWORD

Being the 4th installment of a series of supplemental giant adventures, many might question its inclusion in a set of adventures primarily dealing with giants, when so few are actually within it (8 ettin and 1 mountain giant). My main response would be that the trolls do fall under the category of "giant class" opponents (See PHB) and 2-headed and giant-trolls are actually crossbreeds with giants. These, of course, do not qualify as the pure races of the 6 major ones, but mountain giants are clearly defined as one of at least 2 sub-races.

More importantly this adventure can serve as a springboard for characters wishing to go on to more challenging Giant modules. Whether this means using the second part of this adventure or going to the G1-2-3 by Gary Gygax, or this author's G4-5-6 is a matter for the DM and his players.

PREROLLED PARTY

	Class	LVL	Race (Sex)	STR	I	W	D	C	CH	HPS
1	CLERIC	9	Human	12	9	16	15	16	10	62
2	CLR/RGR	5/6	Half-elf	17	15	15	15	17	8	51
3	FIGHTER	7	Dwarf	18/91	11	14	16	17	9	64
4	RANGER	8	Human (F)	16	13	14	13	17	7	74
5	FTR/THF	4/8	Hobbit	15	14	9	19	17	13	54
6	MU	8	Human	11	18	10	16	15	13	21
7	MU/THF	5/6	Elf	15	18	7	16	15	13	31
8	THIEF	9	Human (F)	17	14	11	17	16	8	52

MAGIC ITEMS

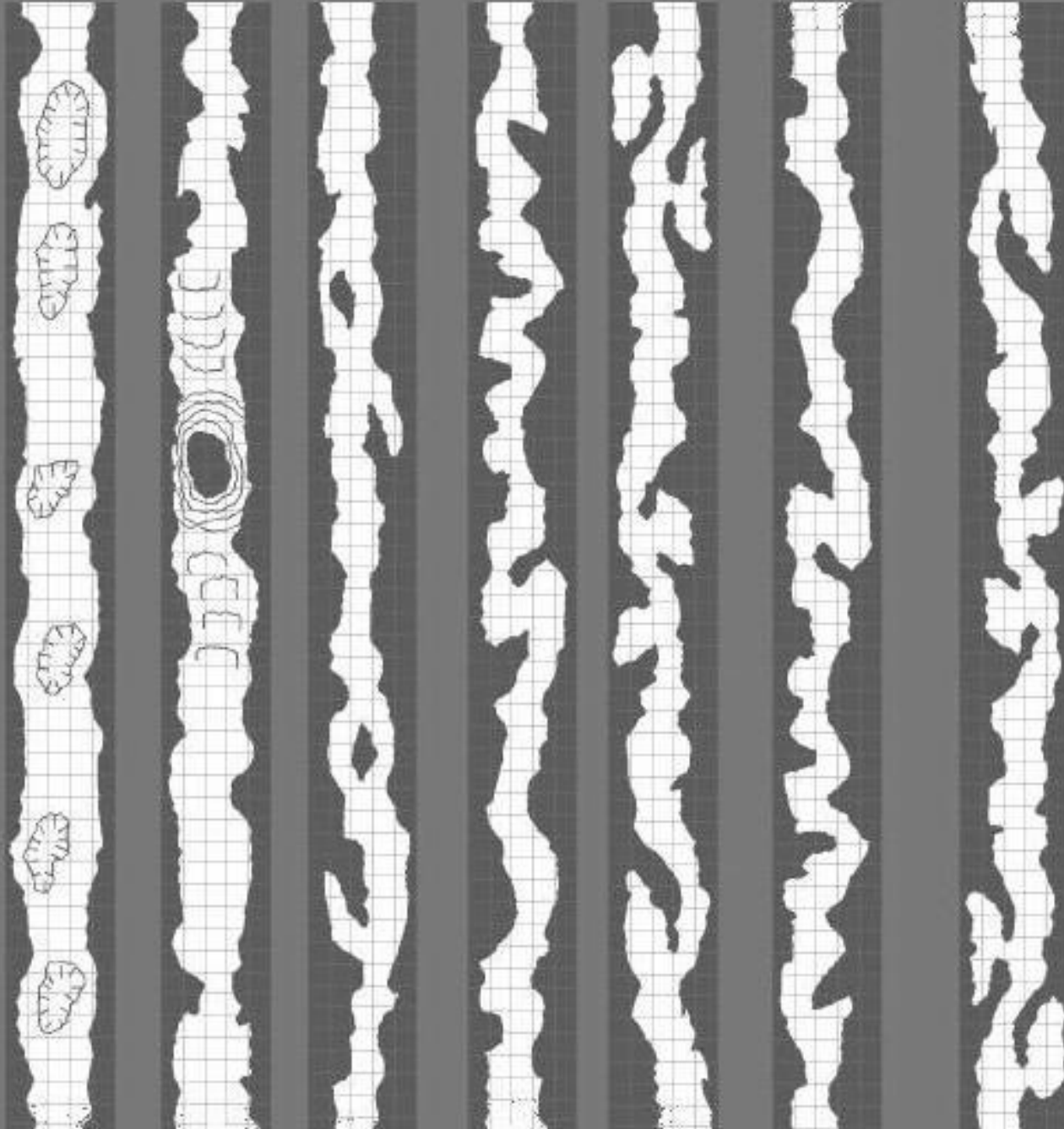
- 1 +1 mace, +1 shield, ring of warmth, potion of gaseous form
- 2 +1 chain mail, 10 +1 arrows, boots of elf kind
- 3 +2 axe, +1 shield, +1 chain mail, 3 +2 bolts
- 4 +1 long sword, +1 banded mail, +1 short bow, potion of extra-healing
- 5 +1 leather, 10 +1 sling bullets, potion of strength, potion of swimming
- 6 +1 ring of protection, staff of striking
- 7 Wand of magic missiles (1/2 full), bracers of defense AC5
- 8 +1 short sword/flaming, +1 cloak, ring of feather falling

The DM and players must *flesh-out* the characters, providing height, weight, age, back-ground, equipment, etc. Each should have standard backpacks filled with necessary items (allow 4 weeks iron rations for these levels). Mules can be rented or purchased to take into the tunnels. Assume characters have a wealth of 1000 GP times 1/2 their level.

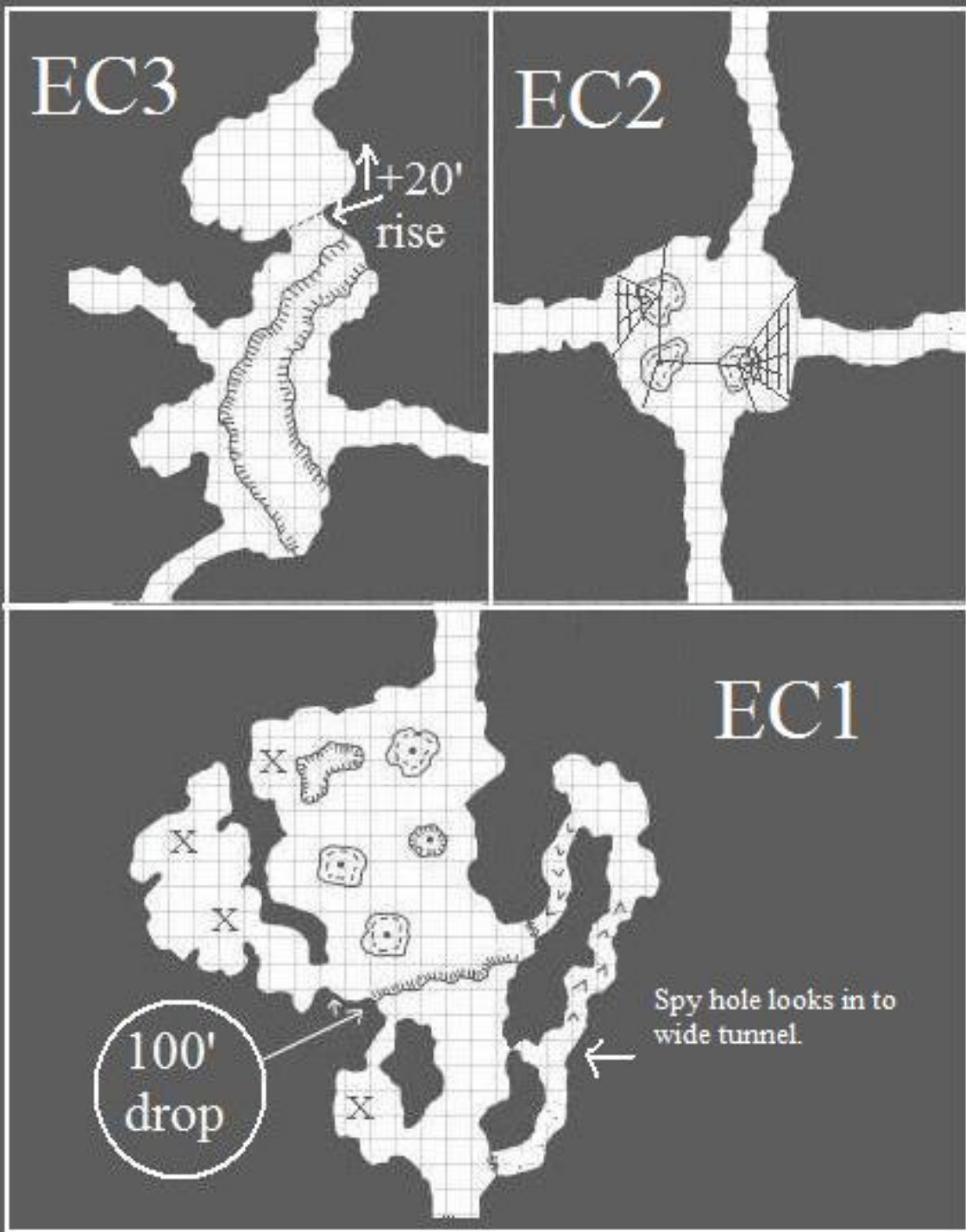
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Primary

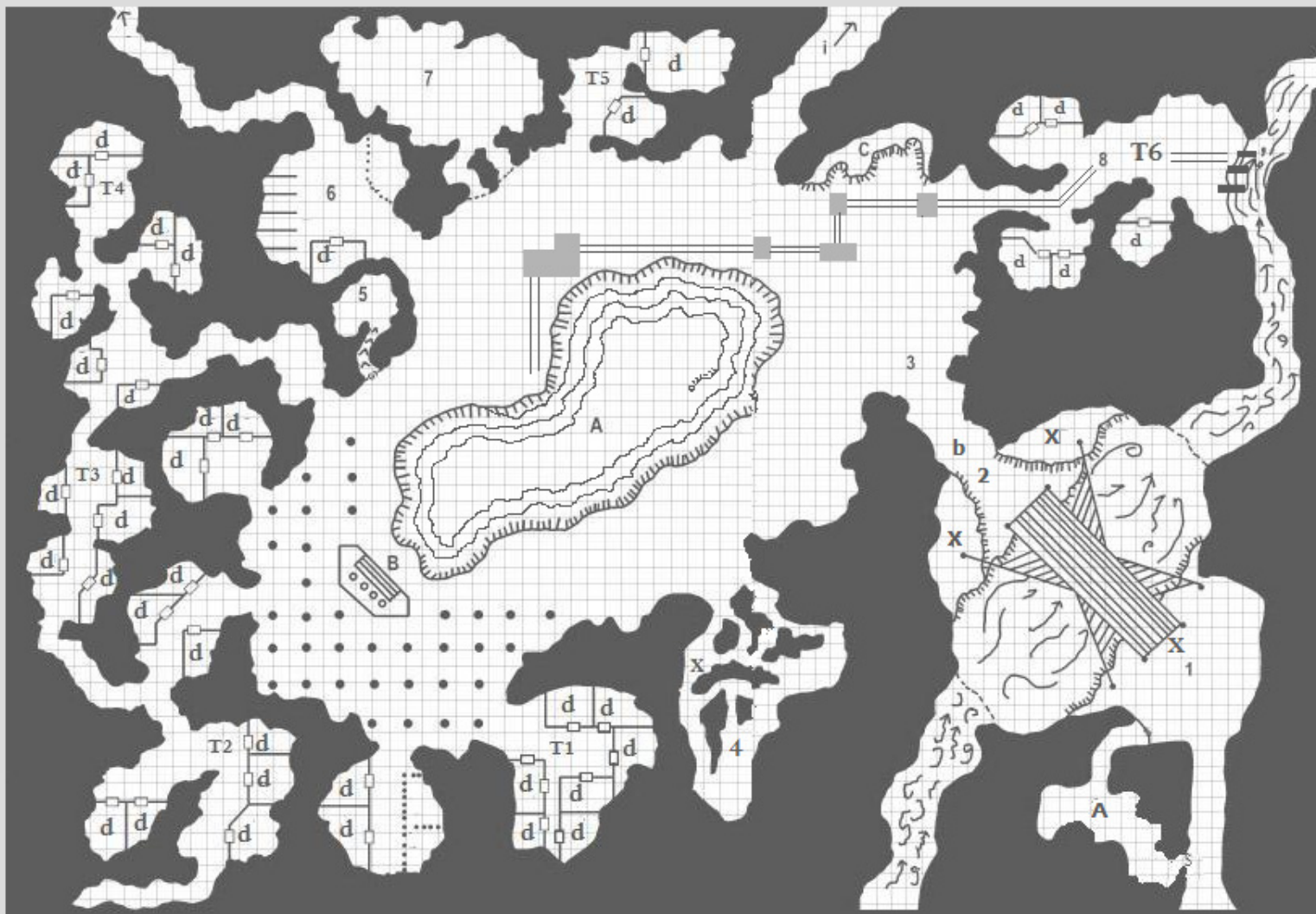
Others



Tunnel Samples



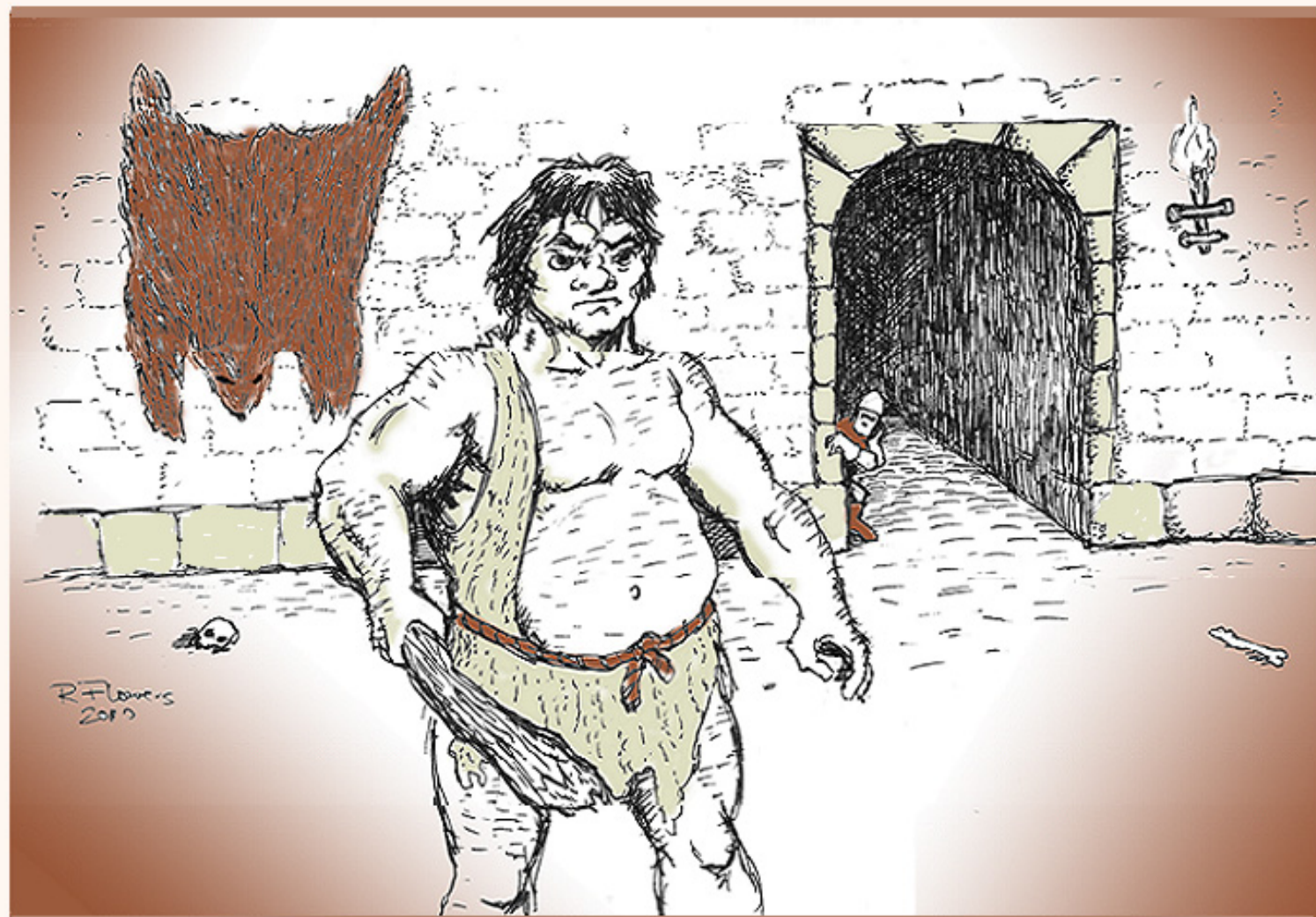
1 square = 10'



GIANTS IN THE DEEP

G8

ADVANCED DUNGEON ADVENTURE



Dungeon Module G8

MANOR OF THE MOUNTAIN GIANT KING

by RC Pinnell

Cover Art by Russell Flowers

Maps by T. Volz

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ADVANCED DUNGEON MODULE

Manor of the Mountain Giant King

by RC Pinnell

FOREWORD

This is my 5th adventure designed for the purpose of pitting high level parties against giant adversaries. The previous scenarios, **Sanctum of the Stone Giant Lord**, **Castle of the Cloud Giant Queen**, **Forge of the Fomorian Smith Lord**, and **Giants in the Deep**, are (were) designed to be supplemental adventures for characters of more experience, more savvy, and having a desire to continue hunting giants and their kin. While all can be played as separate adventures, they can also be linked with some minor creative writing by the DM. There is already a storyline connecting the G5 to the G6, and another linking the G7 to this one; subtle as they are.

Like the ones before it, this adventure is capable of dealing out death easily to the foolish or over confident party that seeks a quick and harsh defeat of the giants within. But unlike those before it the giants in this scenario have been *adjusted* in ways the others were not. More about this will follow later in the text.

As stated on the cover this adventure is intended for characters of levels 8th through 12th. If each carries about 250,000 XP the group will fit well within the spread; single classed fighters, paladins and rangers will likely be at 8th level, with clerics and magic users 1 or 2 above that, and thieves topping the party at 11th. Multi-classed characters will generally be 7th level, though those with class restrictions may find their lower class at 4th or 5th level. Demi-humans, and especially

dwarf characters, should possess high constitution scores if they are to be included in the party. Assassins, monks or other classes should not be considered party material, though a bard of 5th to 7th level fighter ability and 6th to 8th level thief should do fine.

NOTES FOR THE DUNGEON MASTER

MOUNTAIN GIANT SHAMAN

Several of these spell-casters are located on the lower dungeon level of the great Manor of the King. And as the party is forced to begin the adventure entering this level it is more than likely they will encounter the Shaman before meeting the King and his elite guard, located in the upper level. The DM should utilize the following tables when running any encounters between these giant types and the party.

Shaman Level	Add. HPS Gained	THACO	Spells Cast Per Level			
			1st	2nd	3rd	4th
7	6d4	6	3	3	2	1
6	5d4	6	3	2	2	
5	4d4	7	3	3	1	
4	3d4	7	3	2		
3	2d4	8	2	1		
2	1d4	8	2			
1	NA	9	1			

First level Spells

cure light wounds
detect evil/good
light
protection from evil
remove fear
resist cold

3rd level

animate dead
cure blindness
cure disease
dispel magic
prayer
remove curse

2nd level

augury
chant
hold person
know alignment
resist fire
silence 15' radius

4th level

cure serious wounds
detect lie
divination
exorcise
neutralize poison
tongues

The deities of the mountain giants grant a slightly altered list of spells to their clergy. The spells in *italics* are those offered in exchange of others found in the DMG. They also bestow bonus spells to those giant shaman with high wisdom scores. (Roll d8+9 to determine ability) The DM should adjust the number per day given above to reflect the bonuses, if any.

GIANT WEAPONS

Both the clergy and average mountain giant are known to wield huge, double-sized weapons similar to their counterparts found among the smaller races. Preferred by these types is a giant morning star, 8' in length and weighing 25-30 pounds. While spikes on such a weapon are banned by clerics of other races, such is not the case for mountain giant shaman. This weapon, and the others in the list that follows, does a large amount of damage upon S-M size creatures when the giant's strength bonus is added in (see below).

Weapon	Damage	Length/Weight	SF
Battle Axe	2d10	8'/150-250	5
Club	2d8	6-9'/60-120	5
Morningstar	4d6	8'/250-300	6
Spear	2d8	10-24'/80-120	5-6

Vs. large creatures damage is increased to 150% of the potential maximum given. All mountain giants add their strength bonus to the damage they generate. To determine this amount consult the following.

GIANT STRENGTH BONUS BY TYPE

Stature of Giant	To Hit	To Damage
King	+6	+12
Queen	+4	+10
Elite Guardsman	+5	+11
Adult male	+4	+10*
Adult female	+4	+9
Sub-adult male	+3	+9
Sub-adult female	+3	+8
Adolescent male	+2	+7**
Adolescent female	+2	+6**
Young male	+1	+5**
Young female	+1	+4**

*Shaman use this line.

** These will only be found wielding clubs.

Elite guardsmen use a battle axe or Morningstar. All described weapons can be used with 1 or 2 hands by adult and sub-adult types; but 2 handed for those younger and smaller. Without weapons all types do 1-3 + their bonus.

GIANT SIZES

Type/Rank	HGT	WGT*
King	14'	2240
Queen	12'	1510
Elite Guardsman	14'	2240
Adult male	14'	2240
Adult female	12'	1510
Sub-adult male	12'	1510
Sub-adult female	10'	875

Type/Rank	HGT	WGT*
Adolescent male	10'	875
Adolescent female	8'	450
Young male	7'	300
Young female	6'	185

*Based on the formula described in BOTD 1, p.21.

GENERAL CONSTRUCTION NOTES

Aside from lower level chamber 6 all rooms, halls and corridors have been dug out of the mountain with tools and engineered with fine precision. Walls, floors and ceilings are flat and even, with corners sharply squared and surfaces coated with a white wash mortar. Door frames are generally 8' wide by 16' in height. The doors are made out of 2' thick by 2' wide by 16' tall planks, held together by cross beams as 12" spikes have been driven through to fasten them; four cross beams every 4' hold the planks firmly together. Each door is attached to the frame by 3 large iron hinges; one at 2' from the bottom and top, and another in the center. Iron draw-bolts are the standard means of locking the doors from the inside, while a simple pull /push knob on each side at 10' above the floor is used for opening and closing the device. (Secret doors are of the same general dimensions, though the means to their use are obviously hidden from direct sight.) All ceiling heights on both levels are at least 18', though the two largest chambers (8 on dungeon level, and 2 on the upper level) host ceilings at 22' above the floors.

LIGHT SOURCES

To avoid the smoke and smell generated by torches the mountain giants constantly stock and replenish a large supply of fire beetle glands that they place in opaque containers when walking along corridors on both levels. Dozens of these glands will be found in bowls atop tables and counters within the chambers and rooms of the manor. As the radius of the glands' glow is but 10' it is certain that large quantities of the organs will be found all around the chamber. During the day a small amount of natural light reaches into room 2 of the upper level, but the level of intensity is so low as to be nearly the same as that of early morning or sunset, at best. The great cellar (room 8) on the lower level is filled with cages containing the creatures. For this reason, it is lit almost equal to daylight.

BACKGROUND

A pair of dwarf brothers had discovered a vein of gold deep inside a mountain range and, being dwarfs, went about collecting it. Moving their families and a few friends into the deep cavern, they soon established a successful enterprise, shipping raw gold to the races on the surface. Unfortunately they were unaware that the caves they had come to inhabit were warrens and facilities for slaves belonging to the Mountain Giant King, who dwelled with his people in a great Manor above. When the giant king discovered that the dwarfs had squatted upon his domain and were poaching minerals from it, he immediately sent his guards into the caves to slaughter the intruders, and capture the leaders behind the intrusion. Thus Zeffon and Kraggo of the Mountains were taken prisoner, along with some of their family members, while the rest of the colony were slain, and eaten, and their bones tossed into the deep pit the dwarfs had laboriously dug. When the shipment of raw minerals stopped reaching the surface many merchants and distant kin wondered what had happened. Thus expeditions were organized to go and find out; none of these ever returned. When a party of adventurers actually penetrated the deep caverns and found the abandoned site they made a grisly discovery, the remains of hundreds of dwarfs! They also had to battle slaves and servants left in the chambers to guard the king's lower domain. In doing so the group pieced together much of the mystery, and following the clues gathered, entered the wide tunnel leading up to the mountain giants' residence.

START

It is assumed that the party going into this adventure is the same that was used in the previous one. If this is not the case the DM will have to create a reason *why* a new group has come to this location and discovered the tunnel to the lower levels of the mountain giants' abode. If desired, the DM can have a new party negotiate the wandering tunnel network leading to the great cavern in the previous adventure, encountering various creatures along the way. Otherwise, the group that explored the previous setting should simply have concluded that adventure, located the tunnel going up, and followed it to the point where they reach a door in a wall (See Dungeon level map).

KEY TO THE DUNGEON LEVEL

Wandering Monster Encounters

After every 3 turns roll a d6, with a 1 indicating some type of encounter has occurred.

1. 2 L1 shaman (HP 63, 61) going from area 3 to 6
2. 3 giants (HP 63, 59, 57) going from area 8 to 1
3. 2 giants (HP 59, 57) going from area 1 to above
4. 2 giantesses (HP 37, 35) going from area 8 to above
5. 2 giantesses (HP 37, 35) coming from above to area 8
6. 1 L4 shaman(HP 70) going from area 4 to 7 or vice versa

None of those listed will be carrying treasure.

Rooms and Areas:

1. **BACK ENTRY** A large solid door blocks access into the lower level of the mountain giants' residence. This is kept locked by an iron draw-bolt on the inside when the guards are at rest, otherwise, the door can be opened on a normal Open Doors check. Upon entry the party will find a large, square room. In the center stands a round wooden table 12' across and 6' off the floor. During the day 3 **mountain giants** (HP 63, 61, 59) will be found seated around this, with one having his back to the doorway, playing various types of games; loud arguing, joking and so forth is audible on the other side of the closed door. Several weapons stand leaning in the northeast corner of the room, while hanging on pegs will be found water skins and bags containing their personal items on the west wall. At night the giants will be found at location **A** sleeping on cots that run north to south. During the day there will be beneath 2 of these a large, **giant war dog** (HP 30, 28; AC5, HD4, M12", D 2-16, Int. semi-, Neutral, M-L). At night as the giants sleep the dogs will be in the main room, alert and on guard.

2. **STORAGE** This large square chamber contains lots of wooden crates, boxes and barrels filled with an array of sundry items ranging from salted meats (the most recent being dwarf flesh) to cold water brought up from the underground river. Standing undisturbed in the northwest corner is a large **shrieker** (HP 23) that will emit a piercing tone when approached (See manual). A secret panel section of the northeast wall is actually a door leading to stairs going up to the next level.

3. **QUARTERS, LESSER SHAMAN** This chamber is the abode of 3 lesser **mountain giant shaman**; 1 is 2nd level and 2 are 1st (HP 65, 2x63). The room contains 3 cots (see map) and beneath each is a large foot locker filled with the personal belongings of the shaman it belongs to; this includes giant clothing, a weapon, 100-600 CP, 100-400 SP, 10-100 GP. There is a 20% chance per each to find them here during the day. If they are present they will immediately recognize a party for intruders and move to attack them while 1 will attempt to summon help.

4. **QUARTERS, UPPER SHAMAN** This large room is home to 3 **mountain giant shaman**; 1 is 4th level, and 2 are 3rd level (HP 70, 2x68). The senior resident's cot is in the southeast section of the chamber, while the 2 others are in the northern section. Beneath each is a foot locker similar to those just described, and in each is 100-1000 CP, 100-800 SP, 100-400 EP, 100-200 GP. It is 10% likely that each might be present when the party locates this chamber. Otherwise, they will each either be in the common temple (7)/30% chance, the great sanctum (6)/50% chance, or the great upper hall (2) on the level above/10% chance. If they are present in any of these as the party enters they will know the group for intruders and attempt to subdue them, or at least question the invaders until help can arrive.

5. **QUARTERS, CHIEF SHAMAN** 2 senior **mountain giant** shaman occupy this room. One is 7th level and the other is 5th (HP: 78, 73) Each has a cot with a foot locker hidden beneath. In the foot lockers will be found the following: 1000-4000 CP, 1000-2000 SP, 100-800 EP, 100-600 GP, 2-9 gems (base value 100 GP each), and 1-6 pieces of jewelry (base value 500 GP each). In addition, within the senior shaman's foot locker can be found 2-5 potions (DM's option as to types), and a *Rod of Smiting* (25 charges left); there is a chance that a *Stone of Controlling Earth Elementals* is present (see chief shaman's location). There is but a 5% chance of either being here during the day should the party enter; this becomes 80% at night during sleeping hours. If either is not present, it is 30% likely they will be at the common temple (7), 40% of them being at the sanctum (6), and 25% that both or either of them will be in the level above, either in the great hall (2) or the King's study (22)/equal chance of each.

They, like all of the shaman described, will not initially be armed. To do so will take 1-6 rounds depending on circumstances.

6. **GREAT SANCTUM** This natural cavern is the holy place of the shaman and is accessible only through secret passages from the temple (7) or their quarters. 4 tall columns of rock rise out of the floor and extend to the ceiling 24' above. Terrace like steps carved out of stone lead to a riser along the west wall, where sits an enormous rock of raw gold, 6' high by 20' wide by 30' long. This was the last thing excavated by the dwarfs before the giant king's guards flooded the lower caves and captured the poachers. Should any of the shaman be within the chamber when the party enters they will immediately rush to attack the intruders, casting what spells might assist them, first. If the chief shaman is among them, it is 70% likely he will be carrying his *stone of earth elemental control*; he will use this to summon forth 4 of the creatures from the columns that will attack upon his commands. If all are slain the party may retrieve the rock by whatever means they have. And if they return to the surface with it, and find a smith and jeweler that will work the stone, it will yield a total worth of 125000 GP.

7. **COMMON TEMPLE** This odd-shaped chamber is accessible from the long north-south corridor running through this level, and a corridor at the back of the temple (east end) behind a large tapestry; the latter turns south (see map) and leads to an apparent dead end, where a secret door allows the shaman to pass to their chambers or the sanctum. A stone altar (b) stands in front of an alcove in the eastern end of the chamber. 3 large tapestries 10' x 20' hang on walls to each side of this, and across the back of the alcove. Each depicts scenes of mountain giants in battle, defeating a variety of foes, and is not worth much on the open market (base value of 100 GP each). If any shaman are present should the party enter they will react much like that previously described for the sanctum. Spells will be cast first if possible, with those providing immediate defense or offense being preferred. Should more than 1 be present then 1 among them will attempt to go for assistance while the remaining engage the intruders and keep them occupied. If the chief shaman is present, it is 70% likely he is carrying the *stone of earth elemental control*.

8. THE GREAT CELLAR The 2nd largest chamber on this level, the great cellar is full of interesting things for the party to discover. During the day there is a 45% chance that 7-12 **gargantuan giant rats** will rush out from behind the crates in the southwest corner (C) and attack anyone approaching (HP 9-16 each) These are unusually large rodents, having 2HD, and inflicting bite damage of 2-8, with a 20% chance of infecting the victim with some type of disease. The crates are filled with sundry items associated with dwarf kind, as these were confiscated from the Great Cavern below, where the dwarfs had squatted. None contain anything of use to the party unless the DM wishes to create something of interest. Along the north and south walls are work tables with shelves above (D) covered with a variety of objects in all states of being. Broken tools, weapons and normal service ware are scattered atop these tables, along with piles of organic materials in various degrees of rot. At night there is a 50% chance that some rats like those mentioned will be atop these scurrying about. During the day there is a 15% chance of 3-24 **giant ants** (HP 2-16 each) being at these locations. A cage has been constructed between the last 2 westernmost pillars, divided into 2 separate cells with a door to each (E). Inside these the party will find 7 dwarfs in sorry health and starving. A foul aroma can be detected from 10' away, as a single pot covered in straw is filled with excrement. In the west cell are the wives of Zeffon and Kraggo, along with 3 young adult dwarf maidens; two are daughters of Kraggo, and 1 of Zeffon. All are in rags and dirty. Both elder women are middle aged and in poor shape. They will divulge all that they know to any would be rescuers. This includes the fact that they have been imprisoned for about 6 months, fed very little--and always foul food and water, and that several associates of theirs were taken to the upper level and never came back. They are frantic and worried now since their husbands were recently removed from the cells and taken to the level above. (The DM should impart any and all information of use found within both the Background sections of this module and the one before it. Care should be given not to reveal anything concerning the giants that the dwarfs would not be aware of. Otherwise, feel free to create family and colony histories, and other experiences the dwarfs may have endured during their time in the Great Cavern.)

In the eastern cell are 2 male dwarf associates of the brothers. One is named Lon Larston, and is a 7th level fighter (HP 20/70, due to poor health; S18/90, I12, W10, D14, C18, CH9) that was employed by the colony as a guard captain. Though he is Lawful he is also Neutral, and will make any deal he can to get out of his current situation. The other male is non-descript and for the DM to *flesh-out* if desired.

In the northeastern section of the cellar stand huge barrels, 6'-9' in height and girth, that hold a variety of contents including water, raw roots, mushrooms, hard tack, salt, spices, lard, animal heads (including dwarf), and so on. During the day there is a 15% chance that a **gargantuan black widow spider** dwelling in the web above will be down investigating the barrels (HP 31; HD 6+4, D 1-10 for bite, + poison). At night she is 65% likely to be moving about. The giants know she is here and leave her be, as she feeds on the ants and other pesky insects that annoy them. If the party spends 4 or more turns searching the barrel filled with heads they will find one of a female dwarf wearing an earring. If *detect magic* is cast it will radiate magic, for it is a **ring of X-Ray vision**. The poor previous owner never knew its true powers, as it always malfunctioned when she put it on her finger. Thus, she took to wearing it on her ear.

KEY TO THE UPPER/GROUND LEVEL

Wandering Monster Encounters

After every 3 turns roll a d6, with a result of 1 indicating some type of encounter has occurred.

1. 1-3 giant dogs (HP 30, 29, 28) patrolling
2. 3 giants (HP 63, 59, 57) going from area 3 to 24*
3. 2 giants (HP 59, 57) going to area 8 below
4. 2 giantesses (HP 37, 35) going from area 16 to 25/26*
5. 3 ogres (HP 23, 20, 17) going from 12 to 16*
6. 1-6 *young* giants (HP variable) going to area 2

* Or vice versa

None of those listed will be carrying treasure.

These giants are in addition to those listed in specific areas and do not count toward the total population as such.

All doors encountered will be found closed and require an Open Doors check to open; secret doors will need special investigation to discover. General construction of the rooms, ceilings and halls is described at the beginning of the module and the DM should refer to the section, *General Construction Notes*. The numbering of rooms and chambers on this level assumes intruders will enter from the front opening, and not the tunnel or level below. This is a minor issue, and the DM should simply consult each area the party enters or moves through as they do so.

Stealth will be the party's biggest ally, and should that fail them for whatever reason, and/or a general alarm is raised, all the male giants will move as quickly as possible to arm themselves and rally around the king, as females and young retreat to the nursery and harem quarters. From there, they will use the secret tunnel to move to the king's study, then through the secret door leading to the stairs going down and into the cellars below, thinking this to be a safe exit.

Rooms and Areas:

1. MAIN ENTRANCE This 40' wide tunnel slowly ascends in a northerly direction for about 600' before reaching the surface. During the day it is possible that the party will encounter 3-10 male giants (HP 76, 74, 72, 70, 68, 66, 64, 62, 60, 58) coming or going through this tunnel; if encountered entering they are returning from a hunting party and will have from 1-4 carcasses of giant elk, moose, or even bear, while if meet on the way out they will have only their weapons with them. By the time the tunnel actually reaches the entrance (1) it has dropped in elevation 200'. During the day 1-3 young males will be assigned guard duty at location **A** (HP 50, 48, 46) while at night at least 1 adult male will be with them (HP 72). They will not allow the party to enter freely as they have had no instructions from the king to let any non-giants to pass. If they are seriously challenged one of them will attempt to raise a general alarm, if possible. They are armed, but have no treasure on them.

2. THE GREAT HALL The enormity of this chamber is difficult to appreciate unless one is a non-giant. At 120' across and 180' long it is the largest room on the level. The ceiling is a whopping 22'-24' from the floor, with the lesser number at the perimeter walls, angling up to

the center height running north to south. Three times per day--during the meal hours--the place is definitely going to be full of giants of all sizes and ages. For times in between the chances of fewer giants being present are actually less. The following rosters should be consulted according to the appropriate time the party enters the chamber.

Meal Time Occupancy

Klorg, mountain giant king. HP 105, Attacks as 14HD monster, AC1, does 8-48 points of damage. 40% chance of being present.

Mina, mountain giant queen. HP 80, Attacks as 12HD monster, AC4, does 3-36 points of damage. 60% chance of being present.

3 Elite guards, HP 84, 83, 82, AC2 12 HD, does 4-48 points of damage. Always present if the king is.

12 Adult males, HP 80, 79, 78, 3x77, 3x76, 3x75, 12HD, AC4, does 4-40 damage. 55% chance of being present.

6 Adult females, HP 64, 62, 60, 58, 56, 54, 8+2HD, AC5, does 3-18 points of damage. 40% chance of being present.

4 Adolescent males, HP 62, 60, 58, 56, 8+2HD, AC5, does 2-16 points of damage. 30% chance of being present.

4 Adolescent females, HP 54, 52, 50, 48, 8d6 HD, AC5, does 2-12 points of damage. 25% chance of being present.

5 Verbeeg giants, HP 41, 39, 38, 37, 36, 5+5HD, AC4 does 1-10+ points of damage. Automatically present if the king is, and 55% chance otherwise.

2 Fomorian giants, HP 74, 61, 13+HD, AC3, does 4-32 points of damage. Automatically present if the king is, otherwise a 40% chance.

6 Ogre-servants, HP 30, 29, 28, 27, 26, 25, 4+1HD, AC5, 1-10 points of damage. Always present when any adults are indicated.

In between meal times the % chance of any of the *mountain* giants above being present is 1/2 that listed. If any of the above are found and killed in other locations, disregard the chance of them appearing in this chamber. When 1 or more groups indicated above are present the place will be filled with loud talking, joking, arguing, laughing and other noises associated with such mingling. The servants will be dashing madly about from table to table, their muscles straining under the weight of stacks of plates and pitchers they carry.

3. DAY-ROOM/GAME-ROOM Two large tables and some giant chairs are all that occupy this chamber. It is in a continuous and varying state of being empty to full throughout the day. At non-meal times it is possible the following are present.

1 Adult males, HP 75, 12HD, AC4, each does 4-40 damage. 25% chance of being present.

1 Adult females, HP 56, 8+2HD, AC5, each does 3-18 points of damage. 20% chance of being present.

2 Sub-adult males, HP 58, 56, 12d6 HD, AC4, each does 3-18 points of damage. 10% chance of being present. Attack as 8HD

2 Sub-adult females, HP 40, 38, 8d6 HD, AC5, each does 2-16 points of damage. 10% chance of being present. Attack as 6HD

2 Adolescent males, HP 42, 40, 8d6 HD, AC5, each does 2-16 points of damage. 30% chance of being present. Attack as 6HD

2 Adolescent females, HP 34, 32, 6d6 HD, AC5, each does 2-12 points of damage. 25% chance of being present. Attack as 4+4HD

If none of the above are present when the party enters the chamber each will be in their listed quarters along with the other occupants mentioned there. None will have any treasure per se on them.

A set of stairs in the west wall descend to the lower level and area 8 below. A secret door (S) in the east wall gives access to a small hiding alcove where some of the younger females will rush to hide in the event of a general alarm being sounded. It otherwise has no special function.

4. GUEST ROOM This nearly square room contains 4 cots big enough to support a being up to 10' in height. It is currently not being occupied, and several sacks and water skins left by the previous occupants lie about, some stuffed beneath the cots. The water skins are either empty or half full of rancid liquid. The sacks contain the crumbling remains of moldy cheese, dried meats, a splintered wooden bowl and spoon and giant sized clothing, soiled and smelly. If a thorough search of all the items is made the party will find after 3 turns of effort a **ring of warmth** in one of the bags, and a **potion of cloud giant strength** in another.

5. GUEST ROOM Only 2 large cots, each 16' in length and 6' wide, stand in this room. Each has several pelts atop it of some type of animal, though all in a bad state and smell terribly. The chamber is currently being used by **2 Fomorian giants**, guests of the king, and will either be here when the party enters the chamber, or at the large hall (2) if the king is there. (Statistics for them can be found in the larger chamber.) The creatures have no treasure on them, and in sacks stuffed beneath their cots are items similar to those previously described in chamber (4). They have been sent by their own chief to deliver a message. Written in their own language it merely requests a meeting be set up between the two leaders, including a day and time. If they have been at location (2) before the party reaches this room they will have given the king this scroll.

6. GUEST ROOM This chamber is identical in size and shape to room (4). There are 9 small cots scattered throughout that, oddly, appear able to accommodate beings only up to 6' in height; the cots are actually 6' by 3' in dimension. While these may, at first seemed intended for the younger giants found within the abode, the thin legs supporting the devices and the low heights off the floor indicate a design for specific beings--perhaps 4'-5' tall, and not very heavy. Who these might be is left to the DM to determine-- and the party to discover! A round table 3' in diameter stands in the center of the room, with 5 chairs around it. Square wooden dice with strange symbols on the faces, and playing cards of some type lay scattered atop this; all are covered with dust, hinting the room has not been used in a long while. Along with these, a small leather bag (of **dust of disappearance**) rests on the table top. The door to this room is always locked.

7. GUEST ROOM This chamber is double the length of its width, making it a long rectangle. There are 9 cots within it capable of supporting beings up to 12' in height. It is currently being used by the Verbeeg noted in the large hall (2) and if those mentioned in that listing are not encountered there they will be here along with **4** other **Verbeeg** (HP 42, 41, 36, 33). This group is, like the Fomorian guests, on a mission to meet with the king to solicit his help in driving out a colony of humans that have encroached upon their own chief's lands. While not evil per se, these creatures might, in fact, be bargained with if their lives depended upon it. Beneath each cot is a large leather bag containing food and other supplies required for the trip here and back to their homeland. Most of that is mundane, with the exception of an exceptionally well made *silver sword*--2 handed--belonging to the largest of the group. If detect magic is cast the item will radiate strong, ethereal connections, as it is a special **+3 silver sword** of GITHYANKI origins. The DM should research this item in the FF to become knowledgeable about it. (*Note: how the Verbeeg came to possess it, and what that means should the party take it as treasure, could lead to other adventures.*)

8. DORMITORY, FEMALES All the young females of the manor of adolescent age and younger will be found here if not indicated elsewhere. There are enough cots and double bunks to accommodate the number using them, with footlockers beneath each to hold clothing and other items associate with young females. At any given time the following will be present when the party enters the chamber

4 Adolescents (HP 42, 39, 36, 33) AC5, attack as 6+6HD, does 2-12 points of damage.

6 Young (HP 36, 32, 28, 24, 20, 16) AC5, attack as 5+1HD, does 1-10 points of damage.

These young females will not be frightened by a small sized party, but startled to say the least. At first they will attempt to send the intruders running by throwing large items at them, but if seriously threatened they will call for help. They have no treasure.

9. BARRACKS, MALES All the adolescent and young males are quartered here. As with the females' dorm, there are bunks and footlockers as described; nothing

of value will be found among them. At any given time the following will be here as the party enters the room

5 Adolescents (HP 44, 42, 40, 38, 36) AC5, attack as 7HD, does 2-16 points of damage.

7 Young (HP 37, 35, 33, 31, 29, 27, 25) AC5, attack as 5+1HD, does 2-12 points of damage.

These young ruffians will not be intimidated by a group of puny humans, and will immediately rush to swarm the party and subdue them. Only when half of them have been hit and blood is shed will they call for help.

10. DOG POUND This large room is used to quarter the king's giant hounds. During the day the door will be closed but will remain open at night so that the animals may easily patrol the grounds. Standing 15h high at the shoulder (about 5') and twice that in length from tip of nose to end of tail, these giant mastiffs can easily knock a large man to the ground. Though they attack primarily by biting, they can use their front paws to claw if their victim is down and prone. During the day there are always 6 of these within the chamber (HP 30, 29, 28, 27, 26, 25). They have an AC5, Move of 12", attack as 4HD doing 2-12 points of damage per bite, and an additional 1-6 per paw if used. If they win initiative and have enough room they will *rush* their opponents in an effort to knock them down (requires a "to hit" roll of 19-20). The chamber is bare of furniture, and filled with bones and rotting meat, and a stench of urine and feces that is equal in effect to that of a **troglydte**. There is no treasure in the room.

11. DAY-ROOM Like the other chamber (3) two large tables and some giant chairs are all that will be found within. It is, also, in a continuous and varying state of being empty to full throughout the day. And at non-meal times it is possible the following are present.

1 Adult male, HP 75, 12HD, AC4, each does 4-40 damage. 25% chance of being present.

1 Adult female, HP 56, 8+2HD, AC5, each does 3-18 points of damage. 20% chance of being present.

2 Sub-adult males, HP 58, 56, 12d6 HD, AC4, each does 3-18 points of damage. 10% chance of being present. Attack as 8HD.

2 Sub-adult females, HP 40, 38, 8d6 HD, AC5, each does 2-16 points of damage. 10% chance of being present. Attack as 6HD

2 Adolescent males, HP 42, 40, 8d6 HD, AC5, each does 3-18 points of damage. 30% chance of being present. Attack as 6HD

2 Adolescent females, HP 34, 32, 6d6 HD, AC5, each does 2-16 points of damage. 25% chance of being present. Attack as 4+4HD

3 Young males(HP 33, 31, 29, 27, 25) AC5, attack as 5+1HD, does 2-12 points of damage. Always present during the day.

3 Young females(HP 24, 20, 16) AC5, attack as 5+1HD, does 1-10 points of damage. Always present during the day.

None of the above, if present, will have any treasure on them.

12. BARRACKS, OGRE **12 Ogre-servants**, (HP 32, 27, 23, 2x20, 2x18, 14, 13, 12, 11, 10) 4+1HD, AC5, 1-10 points of damage. These slaves are not even afforded cots to sleep on, so low is their station. If a strong appearing party should approach them without malice it is possible these will *join-up* to rebel against their masters. Though logic would dictate they would have no treasure, the strongest of them actually possesses a **wand of fireballs** (6 charges left) that he stole from the king's secret cache. Unable to manipulate it, he will offer it to the party in exchange for the lives of him and his comrades and safe passage out of the manor.

13. BARRACKS, TROLL This large chamber is usually the quarters of the troll-slaves of the giant king. Almost all of them have been sent below (see previous module) on a mission and have not returned. But **3 troll females** (HP 37, 34, 31) remained behind to tend to the infants they recently bore. They will defend their young, but will otherwise cower in the corners should anyone--the party or resident giants--enter the room. And as expected, they possess no treasure.

14-15. QUARTERS, TROLL These two rooms serve as the quarters for the 2-headed troll servants to the king; though none are present, having been sent below on a

mission (see previous module). Both chambers are filled with trash and filth and if searched, aggressively, those involved are likely to contract some kind of disease (see DMG p13-14). If a full 6 turns is spent sifting through the debris there is a 50% chance the party will discover a small, leather bag. If *detect magic* is cast upon it the item will radiate a strong magical pulse. Inside the party will discover 26CP, 26EP and 26 small gems(10 GP value). If taken to a sage that can identify it, the party will discover that they have come into possession of a **Bucknard's Everfull Purse!**

16-18 KITCHEN AREAS From early morning to sometime after the last meal of the day this room will be busy with activity, and full of giant females, slaves and giant dogs. **4 adult female giants** (HP 56, 49, 43, 40) and **2 adolescent females** (HP 30, 25) will be busy cooking and preparing meals as **5 ogre slaves** (HP 29, 27, 25, 23, 21) will be racing around attempting to follow orders from the women. **3 giant dogs** (HP 29, 28, 27) will be dodging about until scraps of food spill onto the floors when they'll immediately fight for the spillage, snapping and snarling at one another. A large stone cooking stove with chimney stands in the middle of the south wall, with iron L-hooks that swing large metal pots in and out of the firebox, suspended by the devices. Shelves line the north and east walls, and a huge table for preparing food stands in the center of the room. The alcove to the west (17) is lined with more shelves that hold round metal plates 5' in diameter, along with 3 pronged forks, spoons and knives 3' long. A nook (b) south of this is filled with sacks of raw vegetables and barrels of various contents (meats, pickles, cheese, etc.) The southern room in this facility (18) is warm as the back side of the cooking stove can be seen and touched from within. Hanging all about on hooks are shanks of meat being slowly roasted (as the temperature within the chamber is about 200F.) Should the party spend at least 6 turns searching any of the auxiliary chambers they will notice a long knife in (17) of unusual craftsmanship. If *detect magic* is cast it will register as being magical, for it is, in fact, a **+3 scimitar, frostbrand**. In the nook (b) they will find an empty bottle that is, in fact, a **Decanter of Endless Water!** (The DM should create the command words for each of its functions, providing some types of clues for the players to discover.)

19. ROYAL PARLOR When emissaries of other races come to do business they often spend hours, if not days, waiting here for a meeting with the king. The place is decorated with giant figurines wearing finely crafted armor only a giant could wear, holding giant-sized weapons (see map, X notations). Huge tapestries 40' wide by 20' high hang upon the east and west walls, each worth 5000 GP on the open market. A giant-sized chair stands on a dais against the short south wall where the king will sit to listen to his visitors. And always present, night or day, are **3 mountain giants**, Elite guards, (HP 84, 83, 82) AC2 12HD, armed with a giant Morningstar, or does 4-48 points of damage. There is a 15% chance of the king actually being in the chamber if he has not been encountered already elsewhere; his information can be found in (2).

20. THE QUEEN'S CHAMBERS The large main room is filled with furnishings; a huge divan, several giant sized stuffed sitting chairs with high backs, a thick animal skin rug covering the majority of the floor (if inspected, the party will think it is merely a giant, hairy elephant skin. The truth is it belonged to a mastodon, a gift from a strange being long ago that claimed he visited "other worlds and times"! It is worth 10,000GP on the open market.) Standing against the south wall is a large built-in vanity, with drawers, where the queen sits and brushes her hair, dons her jewelry and puts on her makeup. Inside the dozen drawers the party will find 6-36 pieces of *fine jewelry* among the 100+ common pieces, each worth (a base value of) 2500 GP. The DM should determine what, exactly, each piece is. If not encountered elsewhere it is 20% possible to find the queen in this chamber (HP 80); information regarding her is given in area (2). If she is there will always be 2 adult females (HP 56, 54), 1-3 sub-adult females (HP 40, 38, 36), and 1-2 adolescent females (HP 34, 32) in attendance. Information for them has previously appeared and can be quickly found if needed. The queen will not fight if intruders make it into her boudoir but her attendants will rush to surround and protect her. To the south is her sleeping chamber where her bed, 10' wide by 20' long, will be found. A large footlocker 6' wide by 12' long and 3' deep sits beneath her bed. This is secured with a large pad lock, requiring a thief to make his OL check in order to easily access the contents. Once opened the party will discover the following within--

50,000 CP, 75,000 SP, 30,000 EP, 15,000 GP, 1,000 PP, 6-60 gems worth (a base value of) 100 GP each, a giant-sized suit of **scale mail +4** made from the hide of a blue dragon, a **+4** giant-sized **footman's mace** (does 2-16 damage plus bonuses; requires 20 strength to wield 2-handed) and a wide, thick belt that is actually a **girdle of giant strength/frost**.

The queen is a randy tart, with delusions of her own beauty and desire beyond explanation. Should an intruder, of any race, being at least 6' or more in height and with good looks and a charisma of 16 or better, enter, she will shamelessly flirt and attempt to seduce the unsuspecting character.

21 THE KING'S CHAMBERS Behind a set of double doors lies the king's private chambers. Consisting of a private toilet, sitting room and sleeping chamber, they are the most lavishly furnished in comparison to those previously explored. A variety of stuffed animals and beings is scattered throughout the sitting room held upright by dowels anchored in the floor, along with heads of many types mounted on the walls. A huge pair of tusks, those of a mastodon (the skin of which lies on the floor in the queen's chambers) will be found as well, protruding from the wall above the desk located in the southern section; the ivory of these is worth 5,000 GP on the open market. A pair of high backed stuffed chairs are the only other furnishings in the main room. Leaning in the southwest corner is a giant **Morningstar +1**, and giant **Battle Axe +2 of Sharpness**. If the king is present when the party enters here (30% likely unless he was met and killed elsewhere) he will grab the axe to attack with. If he has time he will don a giant-sized suit of **+2 plate mail** as well. A door in the west wall leads to the king's private toilet, while an archway in the eastern wall leads to his sleeping chamber. If the king is present should the party engage in combat in the parlor (19) he will rush to join his guard. The king's bed is 12' wide by 22' long and stands 5' off the floor with space enough to slide his footlocker beneath. While filled mostly with normal and mundane items if the party actively searches it for 3 turns they will find a huge cloak sized for a giant 14' or taller. If detect magic is cast it will radiate positively as magical, for it is a large, **cloak of Poisonousness**. The king's actual treasure is in chamber (22).

Atop the desk are dozens of scrolls written in many giant dialects (hill, stone and fire mostly) asking the mountain giant king to *throw-in* his clan with each author's plans for raiding and terrorizing the lands about them. Hidden beneath these is one in particular written in an ancient tongue, almost deep dwarfish but not quite. Any dwarf in the party has a % chance of understanding this equal to 2 x his intelligence ability; all others have a set 5% chance, while a *Comprehend Languages* spell will reveal the contents of the scroll. If it is deciphered it reads as follows--

Mighty King, Klorg-- my master thanks you for providing quarters for us during our visit . When next we return will be the 13th year since our meeting, and we will have payment for you in the form of precious gems and slaves. As per your request, we will transport the two dwarf brothers with us, to be executed for their crimes against you and your clan. (See End Note)

*May our alliance never falter.
Your friend, and comrade,*

Lispis, the drool

22. THE KING'S STUDY A secret door from area (19) is the most common way the party will find and enter this room. If the king has not been met and killed elsewhere it is 100% likely he will be here when the party enters the chamber. The east and west walls are lined with shelves filled with tomes of all shape, size and state of decay; being items confiscated throughout the course of all his raids upon the societies of the little folk. Two heavy curtains hang down the south wall, separated by an 18' gap between them. Behind each is a single, secret portal going to different locations; the western door leads to the harem (26) while the eastern one leads to a set of narrow stairs that ascend to a ledge high above for escape and viewing purposes. A moderately sized round table 8' in diameter stands in the center of the chamber with a single chair tucked beneath it. Dozens of books are stacked or lay atop it. If the party has caused heavy losses in his clan the king will attempt to gather up his most precious treasure and use the secret stairs to escape. Among the many tomes on the shelves is a set that appears to be connected, for the spines are numbered in giant script from I to V. These are each large manuals, 6"

thick, 18" tall by 12" wide. What makes them unusual is that each is hollowed out, and contains part of the king's secret treasure. Their contents are as follows--

Book I A **bag of holding**, type 2(full) with 5,000 GP
Book II A necklace worth (a base value of)10,000 GP
Book III A bag of 50 gems, base value of 500 GP each
Book IV 9 wands*
Book V A bag of 12 rings**

* The DM must determine what these are. None are fully charged items.

** As per above, but half must be detrimental in nature.

23. ARMORY Along with giant armor and weapons this large chamber contains items of all racial origins taken by the giants during their various raids. As the giants have no means of determining if any of these are of a magical nature, many have escaped such detection and lay or stand about the room, unknown for their abilities. The following list is by no means complete and the DM may alter it as desired.

30 giant shields
43 giant clubs
50 giant spears
28 giant battle axes
13 giant Morningstar
33 giant sized leather armor
20 giant helmets
9 suits of dwarf sized plate mail*
12 suits of dwarf sized chain mail**
8 suits of dwarf sized leather
11 suits of human sized chain mail**
6 suits of elf sized plate mail*
9 suits of hobbit sized leather**
16 normal sized shields***
7 normal sized long swords**
4 normal sized bastard swords**
3 normal sized battle axes
8 normal sized flails, footman's
13 normal sized short swords
8 normal sized hammers**
17 normal sized daggers

* 1 is +3 magical

** 1 is +2 magical

*** 3 are +1 magical

This room also serves as the quarters for the king's elite guardsmen. While 3 are always with him, either in the great hall (2) or outside his chambers in room (19); present are an additional **6 adult giant guards** (HP 84, 83, 82, 81, 2x80), AC2, 12HD, does 4-48 points of damage, or a giant weapon plus strength bonuses. There are 3 double bunks standing in the southern section of the chamber, and the guards have footlockers beneath the lowest bunk of each set, 2 per stack; none contain any thing of worth to the party.

24. BARRACKS, MALES Being the 2nd largest room on this level, it is the quarters of the **adult male giants**. While some might be in other locations (as indicated in previous text) there will be **16** present when the party enters, unless a general alarm has been sounded, and these are drawn to the location of the intrusion (HP 80, 79, 78, 77, 2x76, 2x74, 2x72, 2x70, 2x69, 2x68), AC5, M12", 12HD, does 4-40 damage. When called to battle they will use standard giant clubs. There are enough double bunks throughout the room to serve 28 of these brutes, but some may be out on hunting missions, or raiding parties; those not accounted for may be considered "wandering" until they actually return. As described before, footlockers holding the giants' personal belongings rest beneath the bottom bunks and if searched will yield nothing of value. The DM is free to place some item of interest within one or more if so desired.

25. NURSERY This chamber contains a dozen small cots and cribs for use by *infant* and *toddler* giant young. At any time from 1-8 will be present, usually in some state of sleep though they might be just waking up. Both types are definitely non-combatant, with the toddlers being only 2'-5' in height and still learning how to walk. If required for some purpose, assign toddlers an AC8, and 2-12 HP each; though they cannot really attack. The chamber will smell of urine and kiddy- poop but otherwise contain nothing of value or interest to the party, aside from some huge animal bladders hanging on the walls filled with rancid mother's milk used to feed the little ones. An archway in the west wall leads out of the room.

26. HAREM This chamber is designed in 2 sections, one running north to south and the other east to west. The former contains 6 large cots, 4' wide by 10' in length, while in the latter stand 4 bigger ones, 6' wide

by 16' in length. Ten females will be in this chamber when the party enters

4 Adult females(HP 54, 52, 50, 48) AC5, M12", 8+2HD, does 3-18 points of damage.

3 Sub-adult females(HP 44, 41, 38)AC5, M12", 8d6, attack as 7HD, does 2-16 points of damage.

3 Adolescent females(HP 36, 33, 30) AC5, M12", 6d6, does 2-12 points of damage.

The chamber is furnished and decorated as one would expect from females, including bottles of obnoxious smelling liquids they use as perfume, boxes of powder they apply to their faces to decorate their skin, etc. A large dressing table stands against the wall in the south west corner where these items and more are located; 2 chairs for them to sit and apply these are also present there. A secret door in the wall behind this allows them escape in dire situations and they will use it should a general alarm be sounded, or intruders breach the door to the nursery. If given no option they will attempt to appeal to a large group of invaders not to kill them or their young; a smaller group might find itself challenged if they appear weak and injured. The females have lots of apparel each, stored in footlockers beneath their cots, but nothing of value to the party.

This ends the expedition to the Manor of the Mountain Giant King.

Written & Designed by RC Pinnell
Cover Art by Russell Flowers
Maps by T. Volz

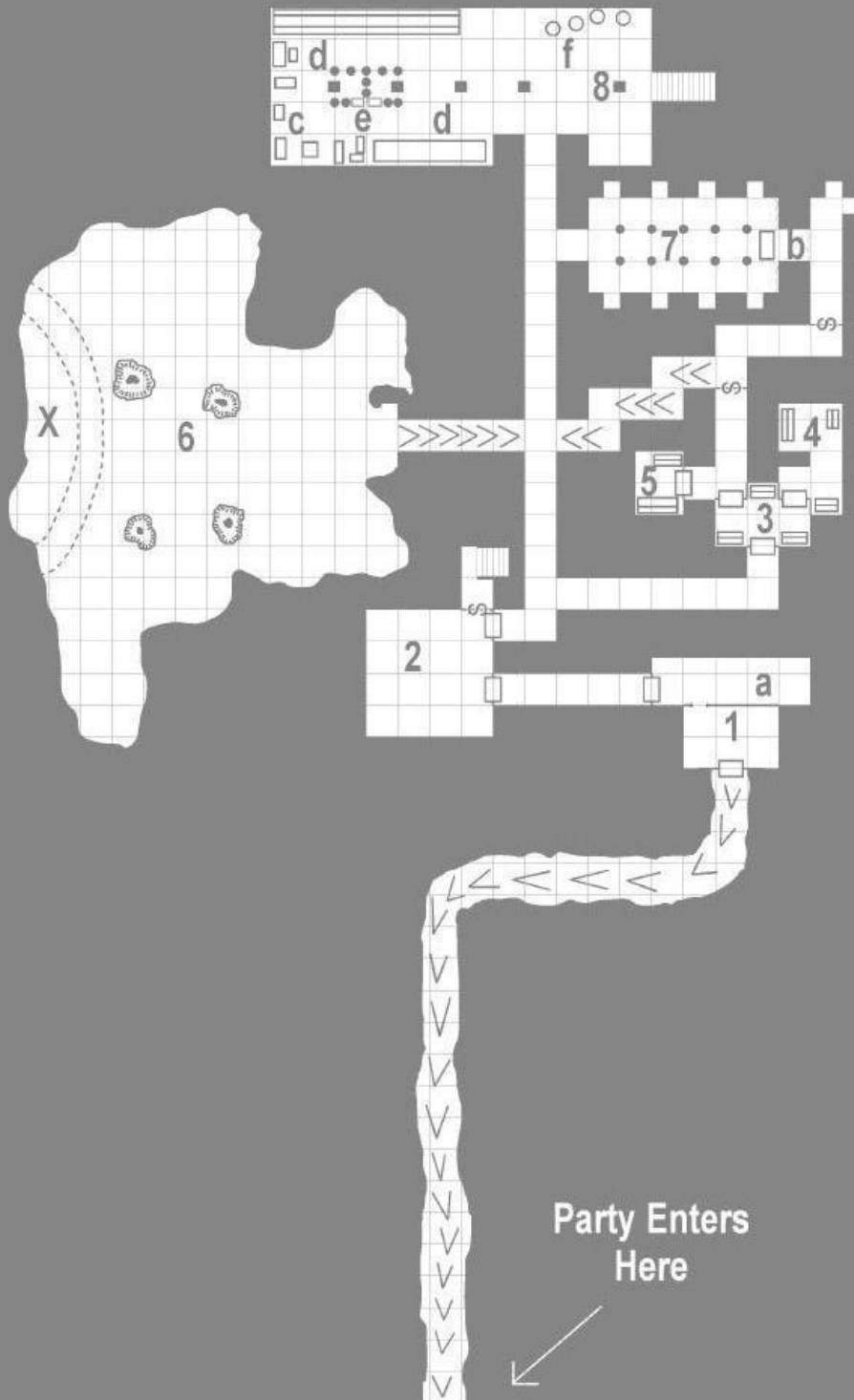
END NOTE

The DM is free to improvise this situation, either leaving it as indicated, or having the brothers alive and shackled, under guard, in chamber (19) awaiting their sentence from the king--and to be rescued by the party.

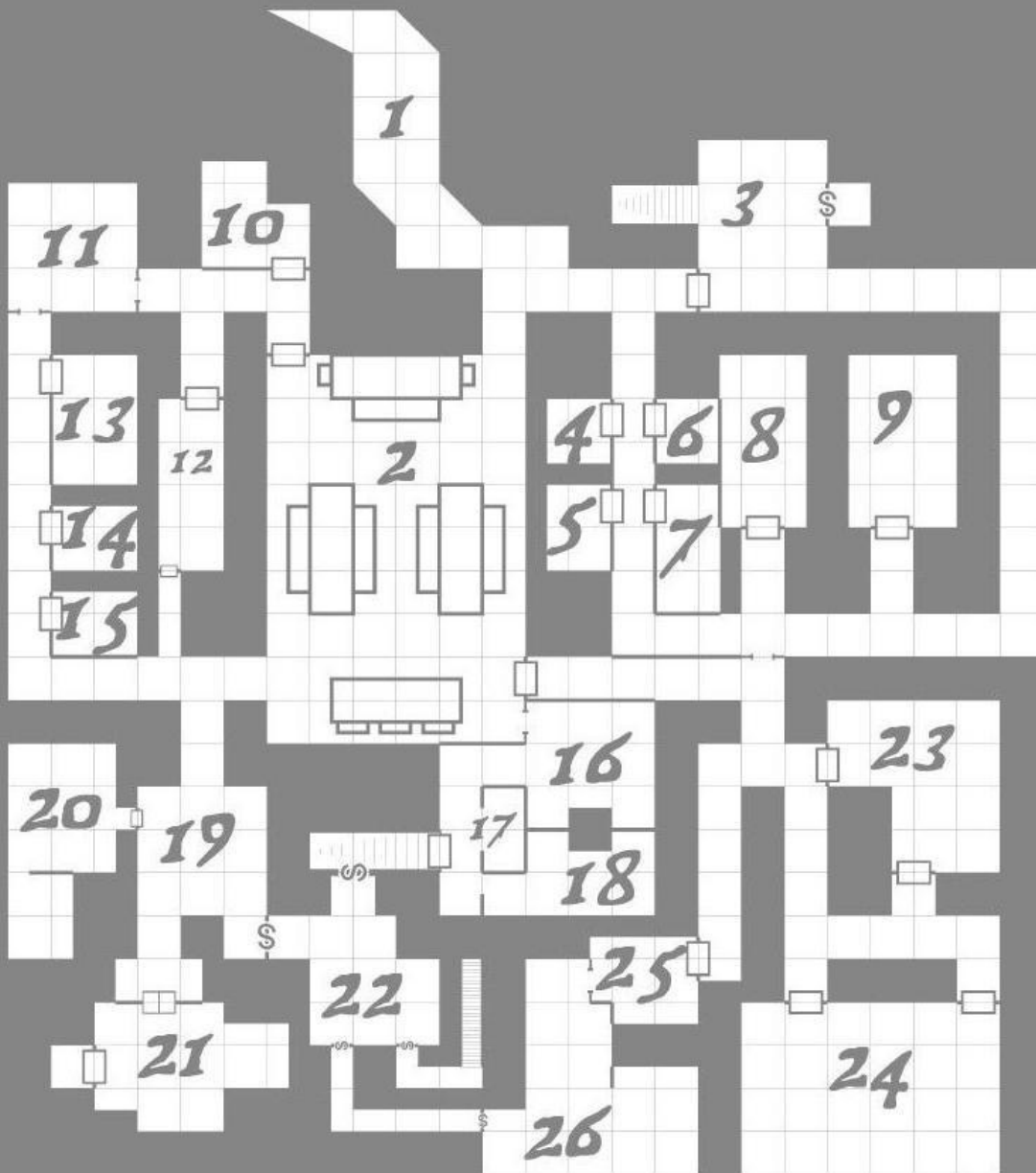
Manor of the Mountain Giant King

Dungeon Level 1 (Cellars)

1 Square = 20'



1 Square = 20'



*Manor of the
Mountain Giant
King
Ground Level*

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For Characters Levels 9-12

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ADVANCED DUNGEON MODULE



SECRET OF THE SWAMP GIANT STEWARD

by RC Pinnell

Cover and interior art by Joseph J. Calkins

Maps by T. Volz

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ADVANCED DUNGEON MODULE



Secret of the Swamp Giant Steward

by RC Pinnell

Art by Joseph J. Calkins Maps by T. Volz

SECRET OF THE SWAMP GIANT STEWARD

FOREWORD

This is a wilderness adventure. Though it is designed for mid to upper level characters it is unforgiving to those players that behave rashly, or assume too much. While some groups may think they are too powerful for such a simple scenario the possibility of losing half the party is not only likely, it is eminent, should the group underestimate its dangers. And while many might think it is full of contrivances placed simply to diminish the full powers and abilities of such groups, and characters, it is worth noting that from time to time groups need reminding that the *natural* world is just as dangerous as a fantastic one.

ACKNOWLEDGEMENT

As the last adventure in a tribute to Gary Gygax's *Giant Series*, it is hoped that those that read and play it will find some sense of enjoyment from it.

NOTES TO THE DM

This scenario is written for 1st Edition rules. If you intend to allow characters created using any other edition you will need to make adjustments to the material within. The recommended size of the party planning to undertake this adventure should be from 4 to 9, with class levels being from 8th to 12th. It is not likely a group of 4, even being of levels 10+, will be able to survive, unless they are played by very experienced and skilled players. The optimum group in the author's opinion is from 6 to 8 players, with most of their characters falling in the range of 9th to 10th

level each. It is also beneficial if each possesses 1-3 items designed to deal with giant types.

The physical make-up of the group should include at least 1 cleric of at least 9th level, several fighter types--including dwarfs and rangers, who do well against giants and their kin--and 1 to 2 magic users. The addition of a druid or bard may be of great assistance, but a thief or monk is not recommended, nor are assassins and/or UA classes or combos.

BACKGROUND

A large colony of giant folk is reported to be dwelling in the fetid fen called, Smigmal. While this has never been verified, parties of the giant men have been seen leaving the sweltering swamp, going west to the great mountains. What they did upon arriving there is unknown, but rumor has it that some cousins of theirs dwell within the thick mountain forests high atop the peaks.

News of late is unnerving as reports of merchant trains headed for the mountain pass never seem to make it over the range. Even worse, some never get around the great swamp that lies between the coastal communities and the villages and hamlets beyond the mountains. Reported attacks by giant wild boar are increasing. With merchants losing too much of their goods and the possibility that prolonged delays may ruin the local economies, the lords and barons have assembled a stout and heavily armed group to deliver these swamp giants a harsh message. With a map given to them, drawn from the accounts of others that

have tried to breach the swampy locale and failed, the party easily follows the merchant road until it approaches the fiendish fen.

GETTING STARTED

Travel through the swamp will be the first hurdle you must deal with. Parties of these levels might easily have spells, items and even winged mounts allowing them to simply fly over the terrain. While this should not be blatantly banned if attempted, you should be very enigmatic when explaining why the former (spells and items) apparently seem to fail when tried. You can use the reasoning for the latter mode's difficulties--winged mounts--which causes both mount and rider to actually become blind within 6 turns of moving or hovering in the air above the swamp; there is something in the swamp's waters that, when condensed and turned into the foggy vapor that blankets the region, also dampens magic. (*This requires the spell-caster to make a successful check vs. **Dispel Magic** as if cast against L11 magic.*) While this water vapor does not prevent sunlight from reaching the surface of the swamp it does have a damaging effect on magic items, scrolls and spell books exposed to it, either through direct contact with the water or through the air, as in the case of scrolls and books; the drier one keeps his magic items, the better. (*This will be explained after this section.*)

NATURAL MOVEMENT

Travel on foot or mount is the most effective way to explore the swamp. While boats can be utilized, it is not possible to include horses, mules and pack animals in such craft, as the devices would either hit bottom in the shallow sections, or *swamp* in the deeper ones due to the weight of the animals. Again, clever players will likely come up with ways to make things more complex (such as *shrinking* the animals) so you will have to judge the probability of success based on your own reasoning. If standard movement is decided and implemented by the group, then use the following tables to determine the speed by which they can move and the rates per day they will achieve.

MOVEMENT THROUGH THE SWAMP

Depth of the Water:*	Normal Move on Foot		
	6"	9"	12"
Shallow	1+2/3	2	3+2/3
Medium	1+1/3	2+1/3	3+1/3
Deep	1	2	3
Very Deep	*b	*b	*b

Depth of the Water:*	Normal Move on Mount			
	12"	15"	18"	24"
Shallow	3+2/3	4+2/3	5+2/3	6+2/3
Medium	3+1/3	4+1/3	5+1/3	6+1/3
Deep	3	4	5	6
Very Deep	*b	*b	*b	*b

The number stated indicates the number of hexes the character can move during the course of a day.

*Characters shorter than water depth must either be carried, swim, or boat in order to move.

*b This depth applies to all characters and mounts.

Note: characters on horseback or atop a pack animal or another character's shoulders will add roughly 1/2 the character's height to the top of the porter's back. This may put the character well above the water. To compute the combined height of the two, use the following table for mounts.

Animal's Height:	At Withers	Head held in up position*c
12h	4'	5'-6'
13h	4'4"	- " -
14h	4'8"	- " -
15h	5'	6'-7'
16h	5'4"	- " -
17h	5'8"	- " -
18h	6'	7'-8'

*c Horses cannot keep their heads held up at this height for extended periods of time. After 1 complete Turn a check must be made and a roll of 1-2 on a d6 indicates the animal fails to keep it maintained.

BOATING MOVEMENT

Using boats of any type (even flat-bottomed) is not possible in the Shallow waters as the growth of plants and small trees is too thick in these areas. Further out into the swamp where the water becomes deep to very deep, the plant life around the boundaries gives way to a more open, lake like condition. Even so there

is too little wind to employ a sail effectively, and the party will have to use oars or poles to drive the vessels forward. Using either the most that they can cover in a day is 4 hexes in deep and very deep water; cross currents, whirlpools, colonies of thick moss beneath the surface and other conditions prevent moving any swifter.

ON COURSE & BECOMING LOST

The strange map provided to the party clearly shows a main path or trail leading through the swamp, and entering some hexes, but not passing through them; thus they seem designated for some reason. You, as the DM, know that they are to be encounter areas when the party reaches them. They will likely assume the same if they are clever players. Let them. For they will also note in several instances signs that indicate other types of trails; in some cases these even allow the party to bypass certain hexes. As this is a very difficult adventure, allowing the players to react to what translates as their characters' "gut feelings" should be encouraged. In some instances they will try to avoid the notable hexes if possible, but following the partial trails provided might not, always, be the wisest choice. As long as they are following (on) the map they will not get lost. Once they move off of it (into the white/blank hexes) they will have to fill in the map themselves. If a ranger or druid is in the group the chance of the party getting lost is as follows.

Ranger/Druid Level	Chance of Becoming lost	Direction they will Head off in
7-9	3:10	NW/NE or SW/SE
10-11	2:10	"
12	1:10	"

You will have to refer to the DMG Outdoor Adventures pages 47 & 49 if you wish to allow the party to become terribly lost for extended periods of time.

With levels this high having drinkable water on hand should not be a problem, unless the spell casters' attempts to create or purify water fail. There are, oddly, 3 natural springs on the western side of the swamp (see map, blue symbols) that can be utilized if found. Rangers and druids can detect these when within 1 mile on a roll of 1-2 on a d6 if just passing through the area, and on a 1-4 if actively looking, as tiny currents of the fresh liquid trickle through the terrain.

WANDERING MONSTER ENCOUNTERS

As suggested in the DMG, a check should be made at Dawn, Noon, Evening, Night, Midnight and Pre-dawn of each day the party is in the swamp; the hexes designated as having a "Set" encounter do not apply until the party has defeated the normal monster located within it. Each day thereafter, the hex is subject to the wandering check routine. A roll of 1 on a d10 indicates that some type of an encounter has occurred and you should consult the following table to determine what that might be.

Roll 2 d12	Creature Type Encountered
2	Basilisk, 1-4
3-4	Centipede, gargantuan* 1-8
5	Crab, humongous 1-6
6-7	Alligator** 3-24
8	Eel, giant swamp 1-12
9-10	Frog, giant poisonous 1-8
11	Harpies, 1-8
12-16	Boar, wild 1-6
17	Leech, giant 5-20
18	Giant, Swamp 1-3 (see "New Monsters")
19	Mantis, giant 1
20	Pudding, dun 1-4
21	Garkus, 3-12 (see "New Monsters")
22	Slime creature 1-20
23	Wasp, giant 1-20
24	Will-O- (The)-Wisp 1-3

*These specimens are 6' long, having 3HD and doing 1-10 points of damage per attack. Otherwise, they share the same characteristics of their smaller kin.

**Similar to crocodiles, except for having a SA. If a roll of 20 is made it has locked its jaws upon its victim and will then begin a *death roll*! This can be either on land or in the water. If the former, there is a 10% cumulative chance per round that the creature will tear off an appendage if such is in its grasp, or puncture a vital organ, delivering an additional 4-40 points of damage in both cases. If in the water, the cumulative chance is in regards to the victim drowning during the ordeal. An alligator will *death roll* for 2-12 rounds before exhausting itself. A victim caught in one cannot break free short of rolling their Bend Bars/Lift Gates to pull free of the animal's grasp.

None of these type encounters will include treasure.

MAGIC SPELLS & ITEMS USED IN THE SWAMP

As mentioned previously cleric and magic-user spells (illusionist spells too) and magic items suffer from a dampening effect caused by the moisture of the swamp. At higher levels (30' or more above the ground or swamp surface) the air actually causes permanent blindness to occur within 1-6 Turns. Even at ground and water level the air destroys the magic writing on scrolls within 1 hour per level of spell; there is no Save against this. If a scroll becomes wet a Save vs. Poison check must be made or it is instantly destroyed. Books are affected as well.

Magic-users and illusionists will begin to notice a slow change in their books after they first arrive in the swamp. Each day they remain in the swamp spells within their tomes will begin to fade. Higher level spells are more resistant and will remain longer. The following table shows the % chance of a given spell fading with each passing day.

Level of Spell	Chance per day the spell will fade							
	1	2	3	4	5	6	7	8+
1	10%	20%	30%	40%	50%	60%	70%	*
2	9%	18%	27%	36%	45%	56%	63%	*
3	8%	16%	24%	32%	40%	48%	56%	*
4	7%	14%	21%	28%	35%	42%	49%	*
5	6%	12%	18%	24%	30%	36%	42%	*
6	5%	10%	15%	20%	25%	30%	35%	*
7	4%	8%	12%	16%	20%	24%	28%	*
8	3%	6%	9%	12%	15%	18%	21%	*
9	2%	4%	6%	8%	10%	12%	14%	*

Each day after the 7th has passed the per cent chance of fading will increase by 1. In no case will it ever be 100%!

The spell casters may study each day to regain their spells, but they will soon realize the eminent disaster they are facing as each spell fades away. This section is the most difficult to employ as it requires you to maintain a constant awareness of the spell casters' books; and then express to them that a mystical, daily assault is destroying their spell books without them protesting, rioting, and wishing to leave the adventure. It is recommended that you determine well in advance of beginning the module each spell that is doomed to fade-away--and on which day--of the magic-user and/or illusionists' books; the time spent doing so may

well be appreciated later. However, if this appears too tedious and distasteful to you, then simply ignore this element of the module and go on. As if that isn't enough, in order to cast a spell all spell casters must roll vs. Dispel Magic using the following table. Druids, however, fare slightly better in this regard than the others.

Spell Caster's Level	%Chance to Succeed		
	Cleric	Druid	Magic-user/ Illusionist
7	42%	49%	42%
8	44%	57%	44%
9	46%	66%	46%
10	48%	76%	48%
11	50%	87%	50%
12	55%	99%	55%

MAGIC ITEMS & DEVICES

The dampening effect on magic spells and scrolls does not end there. As the party explores the swamp and passes throughout it constant exposure to the water itself is a problem for armor, clothing and equipment, magical or otherwise. A complete list of every possible magic item and how it is affected is beyond the scope of this text. While you will have to determine how much every individual piece is subjected to and reacts, the following table lists many specific items and how they are affected; and can be used for general comparison to others of similarity. While most items are made of materials that will be resistant to the water and repel most of it, some things are very absorbent and will suffer worse because they are so.

TABLE 1 ARMOR

Type Worn:	Daily retention check of magic ability		
	Soaked-fully	Semi-soaked	Thin-coating
None*	20%	30%	40%
Padded	25%	35%	45%
Leather	30%	40%	50%
S. Leather	35%	45%	55%
Ring mail	40%	50%	60%
Scale mail	45%	55%	65%
Chain mail	50%	50%	70%
Splinted	55%	65%	75%
Banded	60%	70%	80%
Plate mail	70%	80%	86%
Shield, M.	75%	85%	89%
Shield, W.	65%	75%	83%

After 1 day in the swamp, a check should be made at the beginning of each day thereafter to see if the item listed has retained its magical ability. The "condition" might change through the course of the day, so you will have to reach a decision as to what state the item is in at any given time.

* Includes clothes, cloaks, boots, hats, gloves, bags.

Listed items that "fail" their % "save" do not, necessarily, lose all their magical ability. For example, if a +3 cloak is fully soaked and fails its save then, yes, it loses its full +3 ability until it dries, passing to the next lesser stage of semi-soaked, at which point it would be a +2 until it dries even further to being barely coated, at which point it would be at +1 until fully dried. This mechanic works easily for items with + factors. For others, it is an either/or situation. Magic boots would be a good example, and gloves, that bestow specific abilities but not in + factors (boots of speed, gloves of climbing, etc.) Certain items, such as rings, helms, etc., will never be "soaked" at all, but merely thinly coated. And while metal armors might seem to fall into such a category, the fact that undergarments might be in such soaked condition are as important as the item itself, as underwear being thoroughly soaked will affect the armor worn over them.

As with the issue of spell-books, implementing this feature may prove tedious and not to your liking. It is bound to be even more offensive to players when things such as powders, like **dust of appearance or disappearance** are simply dissolved/destroyed upon being used. If you choose to utilize this feature you will have to go through the lists of all the players' items and see which can be affected by the mechanic, and to what extent. You can, of course, simplify it by reducing the effect to only armor, only weapons, only rings or any combination you prefer. And you can, of course, just ignore this feature and go on.

VISION & RANGE OF VISIBILITY

Standard range of sight during encounters is given as 500 yards in the *Wilderness Survival Guide* under optimum conditions. In the swamp the various factors involved reduce this base range to 150 (450') at best. In twilight conditions this becomes 100 yards(300'); in the light of a full moon this range remains the same, though shapes will be shadowy at best. In the light of a half moon the limit decreases to 25 yards (75') and in total darkness is subject to the light source used. But natural growth within the swamp will further inhibit

line of sight. The large DM's map indicates various terrain types: Open Ground, Shallow, Medium, Deep and Very Deep Swamp. Natural ground cover, trees and thick brush will range from 3' to 30' in Open Ground, while tall swamp reeds and trees will rise out of the mucky waters to similar heights. In many places the tree canopy will be so solid as to block out sunlight, while in others, the trees will be sparse and far apart, allowing the sun's rays to reach the surface. All possible factors cannot be accounted for in determining how well the characters will be able to see at any given time. But, to assist you the following table is suggested. **Note: if you have a preferred method of handling this element of play, then simply ignore this section and go on.**

TABLE FOR SIGHT RANGE OF IMMEDIATE VICINITY

Roll d6	Open Ground	Shallow Swamp	Medium Swamp	Deep Swamp	Very-Deep Swamp
1	120'	30'	40'	50'	60'
2	110'	25'	35'	45'	55'
3	100'	20'	30'	40'	50'
4	90'	15'	25'	35'	45'
5	80'	10'	20'	30'	40'
6	70'	5'	15'	25'	35'

The figures indicated reflect the thick and growing foliage the party is currently within, and the radius of their unobstructed line of sight. Obviously, such areas do not just suddenly *pop-up* and surround the characters but must be entered. At the beginning of each Move turn, assume the party is within an area of optimum sight range, midway in its diameter. If a wandering encounter is indicated, then refer to the table above to see what kind of vicinity the group is about to enter as the encounter occurs. First roll a d10, with a result of 1 indicating it is **not** occurring under Optimum conditions. At which point, use the table above to fine-tune the immediate locale of the event. Remember, there is always the possibility of overhanging trees and very high reeds to block the party's line of sight.

FIGHTING IN THE SWAMP

Characters knee-deep in the water suffer a -1 to hit & damage rolls, and lose their DEX bonus to AC. In waist-deep water the penalty is -2. If the water is chest deep the penalty is -3, and a +1 penalty to AC applies, and shield use is not possible. If they are sitting atop a mount, or standing within a boat, they (again) lose their DEX bonus to AC and are -1 to hit & damage; they can, however, retain the use of their shields, but doing so under such conditions is awkward, and may result in the character becoming dismounted or falling overboard. Thus, the character **must** roll his DEX or less to maintain his position **and** use his shield.

KEY FOR SET ENCOUNTERS

When each designated hex is approached or entered by the party you should determine quickly whether they or the monsters mentioned are alerted to the possible danger about to unfold. Once this is done, simply run the encounter provided.

1. THE OPEN GROUND Journey to this hex has been on solid but obstructed ground. Thick, dense foliage and plants as high as 4' to 7' forces the party to ride single file for over 9 miles. Finally they will reach a broadening of the trail, and the area before them opens up; though filled with tall grass as high as a tall horse's belly (3'-4'). In the midst of this area appears to be 8 lizard-like creatures, spread out in a circle about 90' across, separated by multiple yards between each. Though they are long (about 7') they stand low to the ground and are fairly concealed by the tall grass. They are **BASILISK** (HP 49, 47, 45, 43, 41, 39, 37, 35) AC4 M6" HD6+1 D1-10 SA gaze turns to stone AL neutral S s-m MM/p8. As soon as the party enters the area allow each character an "awareness" check by rolling his WIS or less on a d20. If he succeeds, he will have noticed an unusual amount of stones under the horses' feet and scattered along the trail; some appearing to be pieces of statue—a hand, a head, an arm or leg. These are the remains of victims of past attempts to explore the swamp and fell prey to the creatures. When the time permits it, the characters could easily gather up the remains of at least 3 bodies; taking roughly 6-12 turns to accomplish. Upon the finger of one will appear to be a

ring, also of stone. If the finger is somehow removed the ring will return to its "normal" self and benefit the party, as it is a **ring of jumping** (UA/p93)

2. THE SHALLOW SWAMP Just over 3 miles from the first encounter area the ground gives way and the waters of the swamp begin to rise. Here the depth is a minor nuisance for horses, being only 3' deep, but to smaller members of the party, should the group be on foot, it becomes a problem. Here the dry plants of the open ground have been replaced by those of an aquatic nature; willows and reeds sprout up from the water to heights of 7'; off the "trail" these are too thick and dense to pass through without expending a lot of time and effort. Upon reaching the actual encounter hex the "trail" will widen slightly, and the plant growth will decrease to 5' in general. Amidst this area, separated by a few yards each, appears to be a herd of 6 large creatures, roughly the size of a rhinoceros, but with long tails, and even longer necks. The heads of these beasts are hidden in the lily plants upon which they graze. If the monsters have been alerted by the approaching group they will have raised their heads to avoid being caught unaware; if not, their heads will be down when the party enters the area. The creatures are **CATOBLEPAS** (HP 51, 50, 49, 48, 47, 46) AC7 M6" D1-6 + stun SA gaze causes death AL neutral S large (6' at shoulder) MM/p13 **Note: if the party is on horseback or other mounts, then the animals also run the risk of meeting the monsters' gaze attack!** They have no treasure.

3. THE LILYPAD LAIR Just little more than 3 miles beyond the previous encounter the water becomes noticeably deeper, rising up to 5' and over the heads of the smaller party members if afoot, and/or well up the legs of the riders if atop their mounts. The cypress trees within this zone are spread apart, from 30' to 80' generally, and while their limbs and canopies sometimes merge and combine they as often do not, allowing sunlight to filter through and down to the water's surface. Tall reeds rise up above the water level to heights of 8', but are not as dense as those found in the shallower areas. As the party enters this hex-encounter they will see a rather large and open area, with gigantic lily pads floating atop the water, ranging in diameter from 3' to 8' across. They will also have heard a rather loud and annoying croaking

sound ahead of them, that suddenly ceases when they reach the expanse. About 30 of these floating fronds are scattered about (See appropriate map), and these will be supporting dozens of **giant frogs**. If the party has the element of surprise, the frogs will be sitting, startled, upon the leaves for 1 segment. Though not normally man-eaters, the sight of the men or smell of the horses will certainly excite the creatures into action. The frogs will, at first, hop to their normal limits attempting to slap at the intruders, knocking them down or off their mounts. If the party draws blood from the animals, they will attack to kill. (HP 8, 7, 6, 5, 5, 4, 3, 2, 2, 1 x1HD/ 16, 15, 14, 14, 13, 13, 12, 11, 10, 10 x2HD/ 24, 23, 22, 21, 21, 20, 19, 18, 18, 17 x3HD; 50 for the Frog King) AC7 M3"/9" D1-3 x1HD/ 1-6 x2HD/ 2-8 x3HD; 2-12 for Frog King SA sticky tongue, hop AL neutral S s-m MM/p41 In the center of the area is a very large lily pad, a good 20' in diameter. Atop this the Frog King resides, along with 4 females of 3HD each (HP 18, 17, 17) He and his consorts will not join in the fray unless they have no other choice; if given the option he and they will hop away if his defenders lose over half their numbers. Though they possess no treasure personally, on the bottom of the swamp beneath the pads throughout the area are the remnants of a previous party that went this way a few weeks past. For every 6 turns the party spends searching the muddy bottom they will find 10-1000 CP, 10-1000 SP, 10-1000 EP, 10-1000 GP.

3B-C. AVOIDABLE ENCOUNTERS Both of these areas can be avoided if the party turns away from the main "path"/direction indicated on their map, and follow what appears to be an optional one (see map, dashed lines) Should they continue north and to 3B they will come face to face with a giant serpent-like creature with multiple necks and heads--a **12-Headed Acid-Hydra!** (HP 8/per head) AC5 M9" HD12 D1-10/per head SA spits acid from up to 6 heads per round for 3-24 (or half if save is made) per attack AL neutral S Large MM/p53. If slain or avoided and the party continues on the main "path" they will turn northeast until they reach 3C, and the beginning of deep water. At this point their mounts will no longer serve them unless some magical means is employed to allow this. Otherwise, they must resort to the use of boats, unless they have done so from the beginning. In that case, they will simply realize that they must

drive their push-poles even deeper to make contact with the swamp bottom. At 5-7' deep the bottom would normally be visible in a clear lake or stream, but not here in the swamp. Thick as soup and filled with floating weeds and things, sunlight does not even reach the bottom in these areas. Hardly any trees are found here, and in this deep water a plethora of fish makes the area popular for hunting by other animals. When the party reaches the center of this hex they will be startled by the appearance of 3 giant, stork-like birds doing exactly that. With thin pole-like legs 4-5' in length, these strange creatures move easily through the water as they search for food. Though not normally hostile toward humanoid creatures, they will respond if attacked. **BOOBRIE** (HP 52, 46, 40) AC5 M15"/15" HD9 D1-6/1-6/2-16 SA surprises 2:6 SD immune to poison AL neutral S Large (12' tall) MM2/p20.

3D. DANGER BELOW While the terrain here is similar to that of the previous encounter, the threat to the party is far greater, as the creatures currently residing here do so under the orders of the swamp giants. Thus lurking beneath the surface of the water are 8 **swamp trolls** (HP 66, 61, 57, 52, 48, 43, 2x 39) AC2 M3"/12" HD6+12 D1-4/1-4/9-16 SA can attack multiple opponents SD regenerate as standard troll AL CE S Large (10' tall) Since they are evil, as penance for invading the swamp and attempting to claim it for themselves, this group has been spared their lives as long as they remain in this location, and guard against intruders. Under orders to kill only if they must, they detest this, and will take perverse pleasure in inflicting suffering upon any humanoids that attempt to pass through the area. They will surrender if faced with possible death from a strong and/or large party. They have no treasure. A "secret" route leads out of this area going south.

3E-F. AVOIDABLE ENCOUNTERS This second pair of encounters, like the previous ones 3B-C, can be avoided should the party discover and use the secondary route exiting hex 3D. The first one, 3E, lies approximately 18 miles due southeast of the previous encounter hex. While there is nothing topographically unusual about this area of the swamp it is, for some unknown reason, a favorite mating spot of many of the large flying insects residing about. When the party

passes through the hex make at least 2-3 checks if they do not pause to explore, or 1 each 3 Turns if they do, with a result of 3 on a d6 indicating they have been noticed by a group of 3-6 **Giant Dragonflies** (HP 54,49,45,40,36,31) AC3 M1"/36"(hover) HD7 D3-12 SA +2 on initiative SD -4 to opponents attacks if they win initiative MR as L16 magic user AL neutral S s-m MM2/p59. These creatures will immediately rush to attack non-giant humanoids that enter the area. They have no treasure. About 15 miles due south and 3 more southeast lies the 2nd encounter in this avoidable pair, 3F. Two **Shambling Mounds** (HP: 55, 50) AC0 M6" HD10 D 2-16/2-16 SA suffocation, SD immune to fire, lightning increases their HD, cold damage is 1/2 or not at all AL neutral S Large MM/p87 patrol this area under orders of the swamp giant steward. They have no treasure. The "trail" appears to continue due south from this area.

3G. GIANTS REVEALED Either route coming from the north will deposit the party here. This will likely be the first time the party has encountered these giant beings; unless previously met during a *wandering encounter*. The ones posted here are guards meant to turn back the first wave of invasion from the north. With 7 **Swamp Giant** males (HP 74, 72, 70, 68, 66, 64, 62) and a L1 *Steward* (HP 66) at the ready it would require a large force to get past this area. Each wields a huge tree trunk 1' in diameter and between 6' to 9' in length, and can toss tree stumps as well up to 24" distant. These huge fellows will be initially encountered sitting upon gigantic logs, downed trees, having a bite to eat from the rations in their bags and packs. Though neutral in demeanor they are gruff and discourteous to any that enter their domain without some physical type of authorization. Aggressive behavior by the party will be returned, and physically assaulting the guards will result in instant combat; if seriously challenged the steward will summon a *giant alligator* before fleeing south to alert his leader. A calm tone and attempt to negotiate entry beyond this post is the key. Anything less will result in the party being forbidden to continue, and likely followed by instructions to leave the swamp as fast as possible. If convinced that the party has some important purpose in meeting their leader they will allow passage, with one of them (not the steward) guiding the party south

to their village. This group of guards does not carry any treasure on them.

4. SCALES & TAILS Every 3 Turns the party spends in this hex there is a 1-2 chance on a d6 that they will be assaulted by 1-6 **alligators**. Similar to crocodiles, except for having a SA; if a "to hit" of 20 is made it has locked its jaws upon its victim and will then begin a *death roll!* This can be either on land or in the water. If the former, there is a 10% cumulative chance per round that the creature will tear off an appendage if such is in its grasp, or puncture a vital organ, delivering an additional 4-40 points of damage in both cases. If in the water, the cumulative chance is in regards to the victim drowning during the ordeal. An alligator will *death roll* for 2-12 rounds before exhausting itself. A victim caught in one cannot break free short of rolling their Bend Bars/Lift Gates to pull free of the animal's grasp. AC3 M3"/15" HD1-4 D1-6, 1-8, 1-10, 1-12, SA as noted above SD blunt weapons do half damage, swords do 1 point only per hit and run the chance of snapping or breaking off one they penetrate the animal's thick hide (a roll of 1 on a d10) AL neutral S s-m(4-9' long) to L (10-15' long). Along with the possible appearance of these, in the middle of the hex is a gigantic nest-like structure built upon a sandbar. Atop it usually rests the *Queen* of the alligators, though if alerted by nearby combat she will have slid into the murky waters. At 20' long and over 2 tons she is colossal, and rare among her species. AC0 M6"/18" HD12 (HP 84) D 3-24 SA bite will sever appendages on a 19-20 causing an additional 3-30 points of damage and 1-6 per round thereafter from blood loss until bound or cauterized. *If* her bite does not sever an appendage (DM's choice) she will swallow a large man on a natural 20, and any non-human of smaller size on a 15 or better. Those swallowed will take an immediate 3-12 points of damage as she "chews" them, and an additional 1-8 per round once inside her stomach from digestive juices. Those swallowed may try to cut their way out, if they have a small dagger in hand, at a -6 to hit vs. AC7; inflicting 30 points or more will create a sizeable enough wound to force their way through. *Note: in this instance the dagger will do its full range of damage until it reaches the outer hide (the last 10 points) at which time it will only inflict 1 point per hit.* There are already previous victims from the past weeks inside

her stomach, all in various stages of decomposition. Among these there is a metal object causing her a bit of a belly ache at the moment--a helm. There is a 1 in 20 chance per turn that anyone alive within her stomach might discover it, and if she is killed and gutted it is 99% likely to be discovered. The item is a **Helm of Regeneration**, and *when worn*, acts as if the vampire version of the ring of the same name. But, in addition to this, if she is killed without seriously damaging her hide, skinning it intact will fetch 100,000 GP on the open market, as it is used to make full suits of exceptionally protective leather armor, bearing an AC5 when finished. Up to 2 man-sized suits can be rendered from her hide, or 4 elf or dwarf, and up to 8 halfling or gnome sized suits can be retrieved from it. Only someone with the 2ndary skill of animal husbandry, or a ranger, has a chance to remove the hide without ruining it. Allow a base 50% chance to do so, giving the ranger an added 5% per level if he has had experience exploring swamp terrain before. Otherwise, all attempts will automatically fail; if in doubt they should port her back to civilization intact. *Though none of the characters are likely aware of the fact, blunt-force applied to the back of any alligator's head inflicting at least 25% of its overall hp will kill it instantly. As this is would likely result from a random attack roll, allow a 1 in 20 chance of actually landing on the spot, and should the damage then rolled meet the requirement, the alligator is killed. To this purpose, the "spot" is considered AC7. While this applies to the queen as well, the death-blow must be from a single, blunt weapon.*

5. SONGS IN THE MIST An unusual condition seems to appear within this hex, a veil of mist hangs down from the sky completely enclosing the area. Though it extends not much beyond 24' above the surface of the swamp, it is thick enough to reduce one's vision to 10' at best, ruining the ability to see in the infra-red spectrum for those that have it. It seems to deaden sound, for little noise can be heard beyond 20'. But for the scent of smell the mist is an aroma of orgiastic pleasure. Males passing through the mist must make a Save vs. Paralyzation at -6 to their rolls, or they will become mesmerized by the smell, filled with a driving urge to find the source of it. To this end their WIS scores will decrease by 1 point for each Turn spent within the mist, until they reach the glade in the

center. Once there they will likely fall under the *charm ability* of the 2 creatures residing there. Female party members are immune to this effect. A pair of beautiful **Sirens** dwell in the glade. The older and more experienced of the 2 has 45 hp and her sister has 34 hp. AC0/3 M12"/24" HD7 D by weapon type SA touch caused idiocy SD spell use, Save as MU11 at +2 bonus, immune to all forms of gas MR 20% AL CN S s-m MM2/p109. The older of the 2 has a **+3 ring of protection** (thus her higher AC), and a **+2 short sword/Quickness**; younger sister has a **+2 dagger long-tooth**. In addition, they have a combined treasure of 20 *swamp pearls*, each having a base value of 50GP. The sisters call each other Marigold (the older) and Tulip (the younger) and have equivalent *charisma* scores of 17 & 18, and equivalent *comeliness* scores of 20 & 23! Though they are highly desired by males, they will actually be more flirty with the women in the party (if any); as girls are known to love to talk, and they haven't had any company other than each other for a long time. They *might* assist a party, if persuaded.

6. WATCHER IN THE WATER Upon entering this area the party will sense nothing unusual about it at all. The swamp water is deep, the reeds rise high above the water level, cypress trees with dangling moss are scattered throughout separated by spans of 30' to 60'. The sun beats down and the air is thick and buzzing with insects, as an occasional shadowy movement suddenly disappears into the murky depths with an accompanying sound of splashing, or passes overhead with a faint sound of flapping. But after an hour they will begin to feel as if they are being followed, and watched. When the time is right you can bring forth the current resident of the area, a giant **FROGHEMOTH!** (HP 112) AC2/tentacles 4/body 6/tongue M2"/8" HD16 D5-50 or 5-8/5-8/5-8/5-8 SA swallow whole SD immune to normal fire, resistant to Burning Hands, electrical attacks do only 1 point per die of damage and slow the creature to 1/2 move for 1 round MR as noted AL neutral S Large (18' long, 10' wide) MM2/p67 Since the creature tends to attack travelers in the same general vicinity, there is a chance that the party may find several items in the muddy bottom below. For each Turn spent searching there is a base 5% and a cumulative 2% chance they will discover a +1 **shield** and +1 **mace**.

7. THE MALEVOLENT MOSS Though this encounter area is not often entered those who do usually regret doing so. Just below the water's surface a large colony of **KELPIE** has claimed a spot here. Made up of 5 separate servant plants and a *queen* (HP 40, 37, 35, 33, 30; 60 for the *queen*) these creatures will attempt to ensnare any passing male humanoid, luring him to a watery death; females are immune to this *charm* ability. AC3 M9"/12" HD5(8 for the *queen*) D nil SA *charm* SD fire attacks do 1/2 damage or none AL neutral evil S s-m FF/p55. If the colony is destroyed and their mossy lair searched there is a 15% base chance of finding 1-4 swords, 1-4 blunt weapons, 1-4 shields, 1-4 suits of metal armor, 1-4 potions, 1-2 rings, 1-3 wands-rods-or staves. The base chance is for each group type and, if found is the same chance that any 1 of these items might be magical. In the case of potions/wands-rods-staves, those *not* being magical are empty/out of charges! You should then determine what type of magical item each is, if such is indicated. At least 3 turns must be spent, though spending more does not affect the base chance.

8. THE GUARDIAN If the party has for some reason traveled due southeast from the initial encounter (1), survived the potentially total party killer at (4) and has continued their course, they will have the misfortune to approach the most lethal, single encounter, within the swamp. Blocking the "trail" at this point with the intention of preventing the discovery of an island to the south-southeast, is LING WENG! This creature is a wise and Ancient **SWAMP DRAGON** (HP 84) Though it does not use spells as some dragons do, it has 3 special attack forms that it will use without hesitation; a breath up to 3 times per day and its scream, *at will*. It can also summon 1-4 giant snapping turtles once per week. AC-6/0 M6"/24" HD11-13 (13) D 1-12/1-12/7-42 SA poisonous breath stream, 20'wide X 20' high x 80' long (Save or die), and sonic scream that deafens and disorients victims (in a 12" radius) to extreme vomiting and evacuation of the bowels, causing loss of DEX bonus to AC, shield use, and at -2 to hit and damage for 2-12 Turns (Save is for half duration rounded) SD blunt & slashing weapons do 1/2 damage with the latter running the risk of breaking (Save vs. Crushing Blow must be made per each hit) AL CN S Large (45' diameter shell) This creature

appears very similar to a cross between a giant snapping turtle and sea dragon. Its shell is nearly impossible to strike causing any damage (thus the better AC), though its head and appendages are covered with very thick scales and not easy to harm. It is charged with guarding the *ISLAND OF LOST SOULS*, and to that end, it will die attempting to do so. If it feels those challenging it are superior foes it will summon the giant snapping turtles at (9), that will immediately move at *triple* move rate in answer to the call. It will allow any swamp giant to pass, and is frequently visited by the steward Elder. It has no treasure.

9. SHELLS OF SNAPPING A brood of 8 **GIANT SNAPPING TURTLES** (HP 80, 75, 70, 65, 60, 55, 50, 45) have been drawn to this area and adapted to the salty conditions here. AC0/5 M3"/12" HD12 D6-36 SA surprise on 1-4 in 6 SD head and limbs can be retracted somewhat bestowing AC2 rather than 5 AL neutral S Large (20'-30' long by 12'-16' across and 8'-12' high) If summoned by the LING WENG they will move at 10 times their top speed doing 120 miles per day/or 5 miles per hour, until they reach the area of their summoner. They have no treasure.

10. VILLAGE OF THE SWAMP GIANTS When the party enters this area from the north end they will find that the water lessens considerably, until it becomes no more than 2' deep in a 120' radius around the village. They will see gigantic huts built of natural wood materials rising up above the swamp on platforms supported by large 5' diameter poles. A set of ladder-like steps ascends from the ground up to each platform, about 10' in height. A dome-shaped cage constructed of thick bamboo and hard wood limbs laced by vines dominates the large open space at the center of the village. Inside this are about 2 dozen wild boar of various sizes and colors, running, rutting, defecating, squealing and so forth. If the party has been guided here by one of the guards at (3G) then the chief, Elder Steward and population will be awaiting them. If the party has arrived after doing combat with the guards there, then a small band of adult males (4) will be positioned "at ready" (see map locations **X**) along with 3 lesser stewards (noted as **XS** on the map) The Chief and Elder Steward will be on the veranda of the stewards lodge, waiting to deal

with the invaders. How the party behaves and how the giants react will now fall into your hands completely. If the party uses its head and does not act rash, they will be able to parley with the chief and Elder, and learn the "secret" of what has been happening to the merchant caravans that have disappeared along the western stretches of the swamp. While the chief is in total military command of the village, the Elder is the one responsible for maintaining the imprisonment of the wild boar. Once/if the party explains their purpose in entering the swamp, the Elder will provide the following in bits and pieces of conversation.

1. The swamp giant Stewards are worshippers of the deity *GROME* and have been given the task of capturing and holding all evil humans reincarnated as wild boar until the evilness is forgotten in the beasts and the mind of the animal erases all that was left of the wicked person.
2. To this end they have managed to collect over a 100 such "souls" and, once completed, deposited the animals on an island in the southern part of the swamp, surrounded by deep waters preventing the creatures from escaping.
3. Evidently, much to the stewards' dismay, some of the swine had not completely taken over the personalities of the persons reincarnated, and some were mistakenly placed on the island. Somehow, these managed to escape, and fled west to the drier sections of the swamp.

And the reasoning for the *dampening* effect on magic within the swamp? This comes from *GROME* himself, through spells the stewards cast each month. Why? The "dampening" is a safety valve, designed to suppress and erase from the minds of those humans reincarnated, that they were once spell casters. It is kept in place to ensure that the last vestiges of their memory and humanity are forgotten, and eliminated. The fact that some of the swine have escaped is more than a nuisance to the Elder and stewards. It is a worrisome sign that, perhaps, the dampening is not as strong as it once was, and some of those reincarnated have managed to retain a little of their former, evil selves.

If the party has reached this point of awareness peacefully, then they will have learned *why* the caravans have been attacked. It was not the giants, but the wild boar--evil reincarnations, that they guard. They will have full filled their mission, and can return if they choose to do so, unimpeded. If you wish, you can

have the Elder parley with them into taking this last batch of swine to the island. This is purely an option and up to you. If you choose to continue along this line of play, then go on to *The Island of Lost Souls*.

If the party has rampaged its way through every encounter, without worrying about information or reason, then they will not, likely, find any quarter given to them when they arrive. The Elder will make one brief attempt to call for a parley, but if the party is hell bent on giant-slaying, they will not, then, learn the truth behind the "secret", and the giants will move to defend themselves with all their abilities. In either event, allow any of them that happen to move close to or approach the domed cage to be startled when one of the swine, wearing a *rope collar*, actually speaks to them, begging to be set free. (See Optional Adventure) If the party has arrived peacefully, the Elder will instruct them not to approach the cage, for an evil-one still lurks within.

VILLAGE AT A GLANCE

All structures are built to accommodate the large size of the occupants. Thus, archways will be 18' high, while walls will generally be 20' where the roof joins them, with pitched conical ceilings reaching heights of 28' in the center. All are made from indigenous materials within the vicinity. The floors are generally covered with mats.

HUTS 1-12 are single family residences, occupied by an adult male (HP 71-80), an adult female (HP 46-55) and 1-2 young. Their furnishings are giant size of course, typical sundry items, and very basic.

MALES BARRACKS This large building is used by the young single adult males in the village. About 6 (HP 58-67) of them occupy it at present. It is sparse on furnishings, with little more than bunks, floor mats, wooden bowls and implements, etc.

FEMALES DORMITORY/NURSERY This building houses the young single females in the village, and serves as a nursery for the little ones to be watched over by them as the adults go about their daily duties. Currently there are 7 females (HP 35-44) and 4 pre-

adolescent young (non-combatant). The furnishings throughout are atypical.

THE STEWARDS LODGE This is the home of the chief, and all the stewards. The Elder is L7, and his assistant L5, with the remaining stewards being L1 (3 of them, total). Use the following table should any physical altercation occur.

Chief KANATH (HP 101)
Elder LORSOOM (HP 115)
Assistant Steward FRUJP (HP 105)
Stewards x3 (HP 92, 86, 76)

The stewards lodge is divided into many chambers, with quarters for the chief, elder, and assistant; the servant stewards share a chamber. If you plan to have any action unfold within this structure you should prepare the floor plan ahead of time. As swamp giants are not known to hoard treasure like other types often do, the party will find nothing of value should they rampage through, slaying all in sight and ransacking the buildings. However, if the party has played on the side of caution, and parleyed with the Elder, the old giant will offer them a very shiny stone that he wears on a leather strap about his neck as payment for transporting the swine to the island. The item is a stone of **earth elemental summoning**.

While the deaths of swamp giants out in the open might be justifiable, under certain circumstances, callously running through the village killing at will is another matter. Should the giants succeed at stopping the group, and some understanding is reached, the Steward and Chief will want compensation of some kind for their losses. Whether this is paid by the party or the merchants that hired them, the leaders will expect a payment of 3,950 GP per each adult male slain; 2,500 GP per each adult female or young adult male; 2,250 per each young adult female; and 2,000 more per each giant young. How they reach this tithe is up to them, but this compensation must be met if the Steward is to propose the optional adventure.

This ends the expedition of the Secret of the Swamp Giant steward.

Written & Designed by RC Pinnell
Cover and Interior Art by Joseph J. Calkins

Maps by T. Volz

AFTERWORD

Having spent much time over the creation of 6 "giant" modules, I am actually sad to see the series come to an end. But other projects await, luring me in other directions, and I am excited to try new things. I hope, in the end, readers and players of these adventures will have found some enjoyment from them. And I hope, as well, that Gary is not displeased with the way I have chosen to pay tribute to his marvelous G1-2-3 modules.

If you choose to implement the optional ending adventure, proceed to the next section.

OPTIONAL ADVENTURE CONTINUATION

Transporting roughly 2 dozen wild boar across the swamp to the island should not prove all that difficult to the party. The use of *sleep* spells on the animals will easily reduce them to a moveable state. The party will learn that the giants have 4 huge wicker baskets they generally use for the task (20' square by 10' deep, with tops that latch) that they will provide. But the giants usually carry these suspended on long poles resting on the shoulders of 2 males per basket; this keeps the swine from drowning. Thus the party will have to come up with some method of floating the cages without the swine drowning during the trip.

Making this more difficult is the fact that one swine among the group is **not** what it appears to be. Upon their arrival in the village one or more of the party may have approached the large containment cage holding the wild boar, and been startled when one of the creatures spoke, pleading for help and to be set free. If they actually did so, then you will have to conduct an encounter between them and the **swine-demon** they have set loose. This creature has been sent by its Demon-Lord (**BAPHOMET**) to free as many of the evil reincarnated beings as it can, as its Master is upset by the swamp giants' activities in curtailing his plans. If the party peacefully entered the village and has decided to take on this task, the swine-demon will feign being asleep should the actual wild boar be

rendered so for transporting, then attempt to talk to one of the party members along the way, to fool and charm the character into releasing it. While you may wonder why the swine-demon does not simply use its abilities to attack the giants and/or party, note that the *rope-collar* about the swine's neck is magically enchanted by the stewards, and prevents the creature from using its full powers; having discovered the evil still within it, the Elder thought additional insurance would be a good idea.

Upon accepting this task the party will be guests to a grand feast thrown by the giants that evening. All types of swamp meats will be prepared, along with roots and greens and drink. Music will fill their ears as young giant girls sing and dance to entertain them.

JOURNEY TO THE ISLAND

This should be as danger filled or uneventful as you desire. Use the Wandering Encounter table to help you fill in the time and space between the swamp giant village and the island itself. You can extract specific monsters and enhance them in number, hp or other abilities, using such to create specific "set" encounters if you like, or you can design your own. All along the way the swine-demon will be trying to charm a party member into freeing it by removing its collar. If this is done you should then have the creature turn upon the party with all of its might and abilities. If it senses it is no challenge for the group it will *change shape* and flee as quickly as it can to the island and prepare for an ambush as soon as the party arrives. If the wild boar are awakened it will try to agitate them into a fury, possibly causing their cages to tip over and rip the doors off. As the wild boar scatter into the surrounding swamp the swine-demon will try to slip away; unless its collar comes off, in which case it will attack as previously described.

SWINE-DEMON

FREQUENCY: Very rare

NO. APPEARING: 1-2

ARMOR CLASS: 3

MOVE: 12" (in standard form)

HIT DICE: 10

% IN LAIR: 0% (on prime plane)

TREASURE TYPE: Incidental (DM's discretion)

NO. OF ATTACKS: 1 (or more in other forms)

DAMAGE/ATTACK: 3-24 (bite)/ (or in other form)

SPECIAL ATTACK: Disease (from bite), *charm* ability

SPECIAL DEFENSES: +1 or better weapons to hit, same as any demon, *shape change* 3 x per week

MAGIC RESISTANCE: 35%

INTELLIGENCE: Exceptional

ALIGNMENT: Chaotic Evil

SIZE: M(6' tall normally)

Information regarding wild boar is located in the MM /p.11

The swine-demon will do its utmost to get someone to remove its collar; in its current form it does not have the prehensile ability to do so. Should it occur the creature will change into something with a swifter move rate and flee the vicinity if, again, it senses it is no match for the party.

Once the island is reached the party will find it swarming with hundreds of wild boar. As these have been trapped here, and the food supply is sparse to none at all (most being brought by the giants twice a month) the animals will act aggressively and, perhaps, attack the group. While a map of the island is not provided you can easily design one if you plan to have the party linger about, exploring it. It is large enough to include *hidden* lairs of creatures that terrorize and feed on the wild boar, while allowing other creatures that fly over and swim pass to stop on it for a snack from time to time. Your imagination is the greatest tool in your DM-kit.

This concludes the Optional adventure

GIANT, SWAMP



FREQUENCY: Rare
NO. APPEARING: 1-4 (4-24 in lair)
ARMOR CLASS: 5
MOVE: 14"
HIT DICE: 13+ 1-4
% IN LAIR: 10% (or 90%)
TREASURE TYPE: E
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-30
SPECIAL ATTACKS: Hurling stumps for 2-24
SPECIAL DEFENCES: Regeneration; see below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Very
ALIGNMENT: Neutral
SIZE: L (16' tall)
PSIONIC ABILITY: Nil
LEVEL/X.P. VALUE: 3,050 +16 per hit point

Rumored to live deep in the most primordial jungles of the known world is a race of giant beings as ancient as the land itself, and more reclusive than the mythical dark elves. With hair and furry skin easily mistaken for long and dangling moss, these giants are often hard to distinguish within their natural setting, as they often appear as mossy overgrown trees or plants at a distance.

In their natural surroundings swamp giants are virtually invisible to detect until or unless they

move suddenly. If they reduce their normal move rate to 1/3 they can still cross distances without being easily seen. In either case, they are treated as both a thief of equal HD *hiding in shadows!* In addition they are equally as *silent!* All swamp giants take -2 per die of damage vs. fire (magical or otherwise) and lightning; those that make a successful save reduce this further to -4 per die of damage (though never less than 1 per die.) In addition, all swamp giants are able to use the 3rd level druidic powers at will.

All swamp giants regenerate wounds just as a troll, but regaining 3 HP per 5 rounds once damage has occurred, until their normal maximum is restored or they are killed; if standing in swamp water while this process is taking place there is an additional 1-3 HP gained each turn. These humanoid behemoths are resistant to poison of all types, just as a dwarf; with an average CON of adult males being 22, this +7 bonus to their Save Throw makes it highly improbable for them to be harmed by any toxin.

For every 3 males residing in a lair there will be 1 female. This is in addition to the number listed previously. Adult females are equal in hit dice, damage done and attack rate as a male Frost Giant. Young adult males are equal to a male Hill Giant, with young adult females having 6 d6 for hit points, attacking as an ogre but inflicting 2-12 damage. Preadolescent and younger types are noncombatants.

In addition to the warrior and common types will always be present within the lair a Steward. This exceptional humanoid will have druidic spell and other abilities as follows.

Druid Level	Additional HP	ATK AS HD	Druid Spells Known	1st	2nd	3rd	4th
1	1-4 HP	--	2				
2	2-8 HP	14HD	2	2			
3	3-12 HP	--	3	2	1		
4	4-16 HP	15HD	4	2	2		
5	5-20 HP	--	4	3	2		
6	6-24 HP	16HD	4	3	2	1	
7	7-28 HP	--	4	4	3	1	

Stewards gain bonus spells per high Wisdom as do human clerics. (Roll 1 d6 +12 to determine a Stewards wisdom score)

All stewards possess *Immunity from charm* spells as a level 7 druid. At 3rd, 5th and 7th level a steward is able to *Summon Animal Totem* 1 time per day per week. Only the following are affected by this spell, and will answer the call immediately, moving with top speed to the one calling it.

1. Alligator, giant; AC2 8HD, M12"/24" D2-16 SA
2. Eel, giant swamp; AC5 7HD, M12", D3-24 SA
3. Manatee, AC7, 9HD, M1"/18", D1-12/1-12 SA

More on each of these creatures is found under their individual listings (see text).

GARKUS



FREQUENCY: Rare

NO. APPEARING: 3-18 (21-120 in lair)

ARMOR CLASS: 7 or better

MOVE: 9"*18" swimming, 12" hop

HIT DICE: 3+1, and see below

% IN LAIR: 10% (or 90%)

TREASURE TYPE: Incidental (DM's option)

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 3-12 or 1-4 (and see below)

SPECIAL ATTACKS: Nauseating croak

SPECIAL DEFENCES: See below

MAGIC RESISTANCE: Standard

INTELLIGENCE: Very-Highly

ALIGNMENT: Chaotic Good (Neutral)

SIZE: S-M (5-6' tall)

PSIONIC ABILITY: Nil

LEVEL/X.P. VALUE: 150 +4 per hit point, more for leader types

The Garkus are a bipedal race of frog-people. Two distinct off-shoots are known to exist, one is found deep underground, usually within the vicinity of large subterranean lakes and or rivers, and the other is encountered, rarely, deep inside very ancient and isolated swamps.

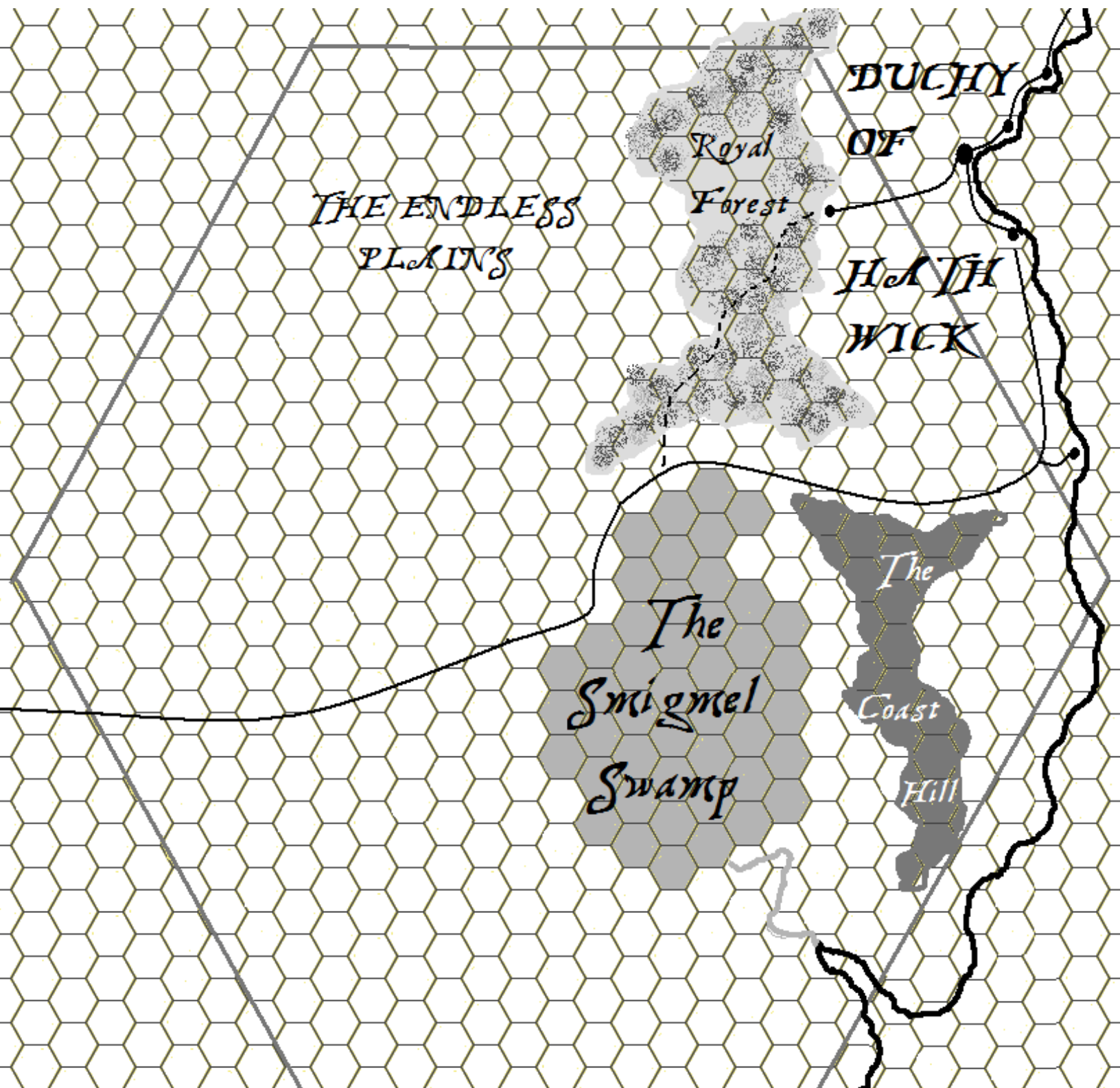
Small groups of these beings is the usual way for them to be encountered; mostly as hunting parties, or advance scouts to invading forces far behind them. If 8 are thus encountered there will be an additional leader type having 4+3HD, and if 12 or more are present there will be two of these types plus a commander of 5HD. Females have but 2 Hit Die, while their young and tadpoles have 1/2 to 1-1.

While the males possess a tusk-lined mandible below their jaw this characteristic is not meant for general combat. Rather, it is used when the males rut and vie for females when mating season is upon them; much like antlers in modern caribou and deer. Females lack the tusks, but have a fleshy ganglia instead that gives off the mating scent when she is ready.

In combat males utilize a specialized spear that inflicts 3-12 hp of damage from the head; a barb on the end of the shaft can also be used for 1-4 points. as the barb is a piercing weapon, a roll of 20 on the to hit die indicates a severe

puncture wound, causing 1-4 points of damage per round for 10 rounds thereafter, minus the victim's CON adjustment to HD. If not actually in combat the male can emit a croaking sound that causes disorientation and nausea to those that fail their Save vs. Turn to Stone. At least 3 uninterrupted rounds of croaking are required to cause this. Those that fail will roll their to hit and damage dice at -3 for 1-6 rounds following. Females do not wield weapons, but may bite for 1-2 points of damage.

Garkus blend in so well with their natural habitat that they cannot be surprised when within it. In addition, blunt weapons suffer a -1 point penalty when used against them.



THE ENDLESS
PLAINS

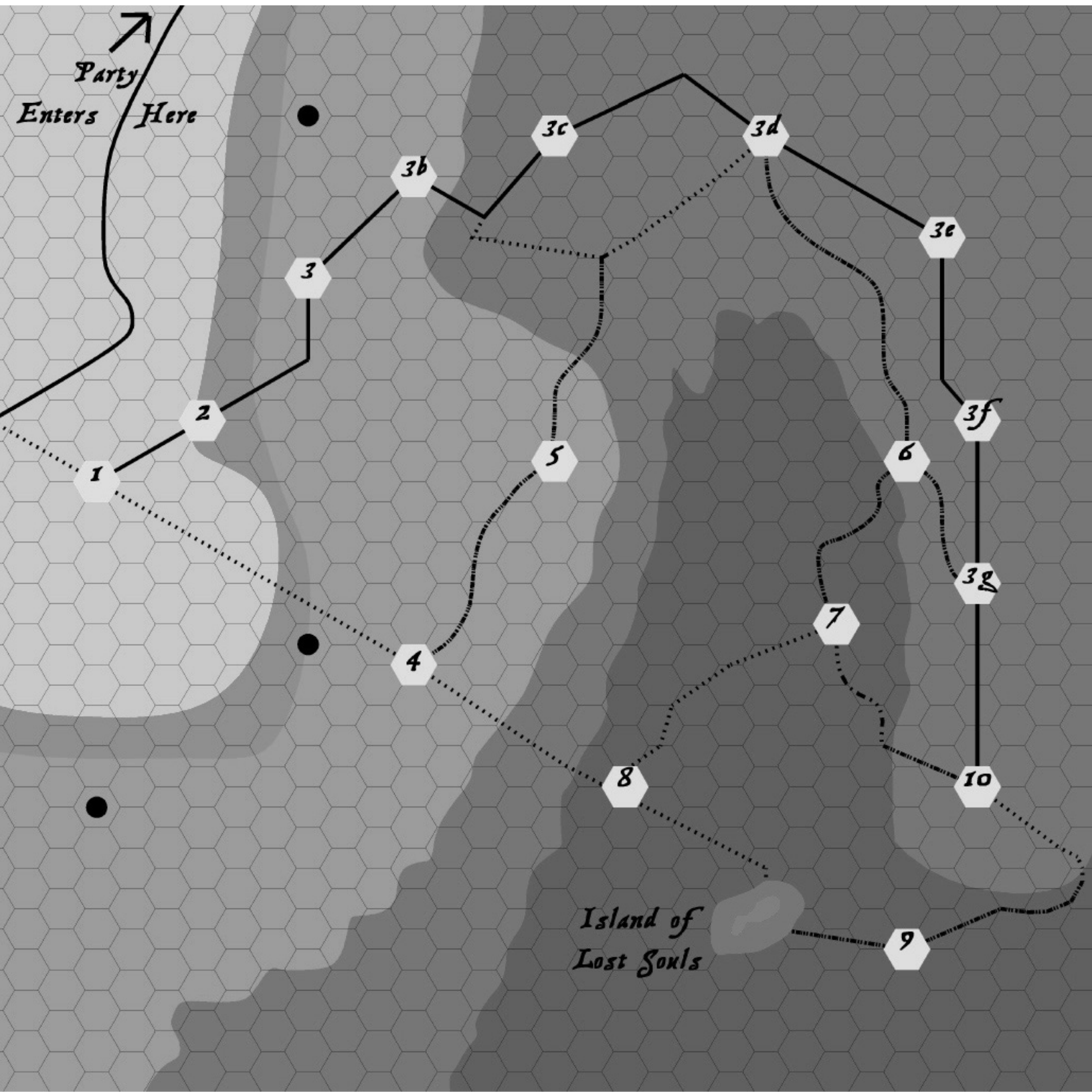
DUCHY
OF
HATH
WICK

Royal
Forest

The
Smigmel
Swamp

The
Coast
Hill

Small Hex = 20 Miles



Primary Path

Secondary Path

Secret Path

Fresh Water Well

1 Hex = 1 mile

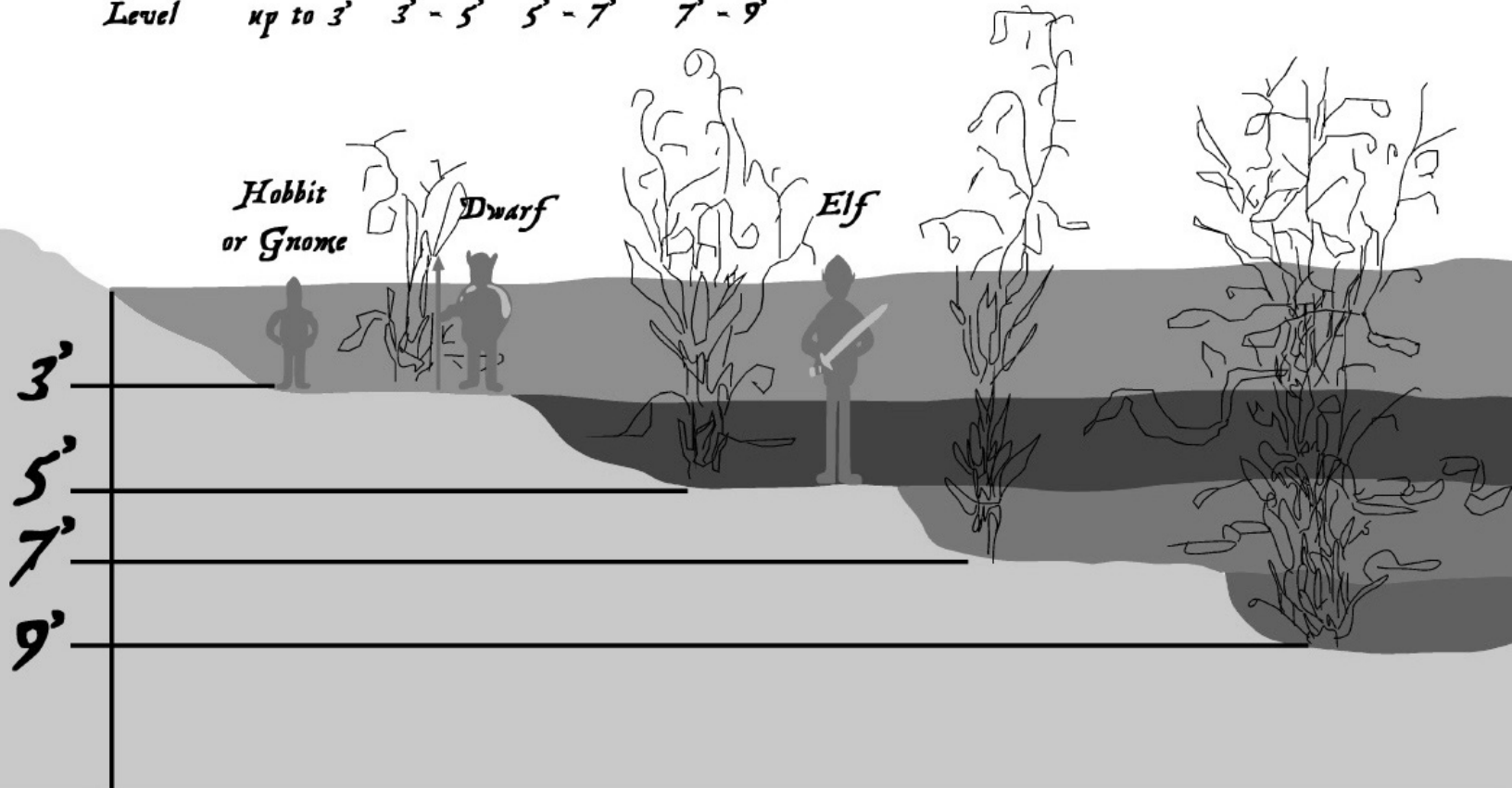


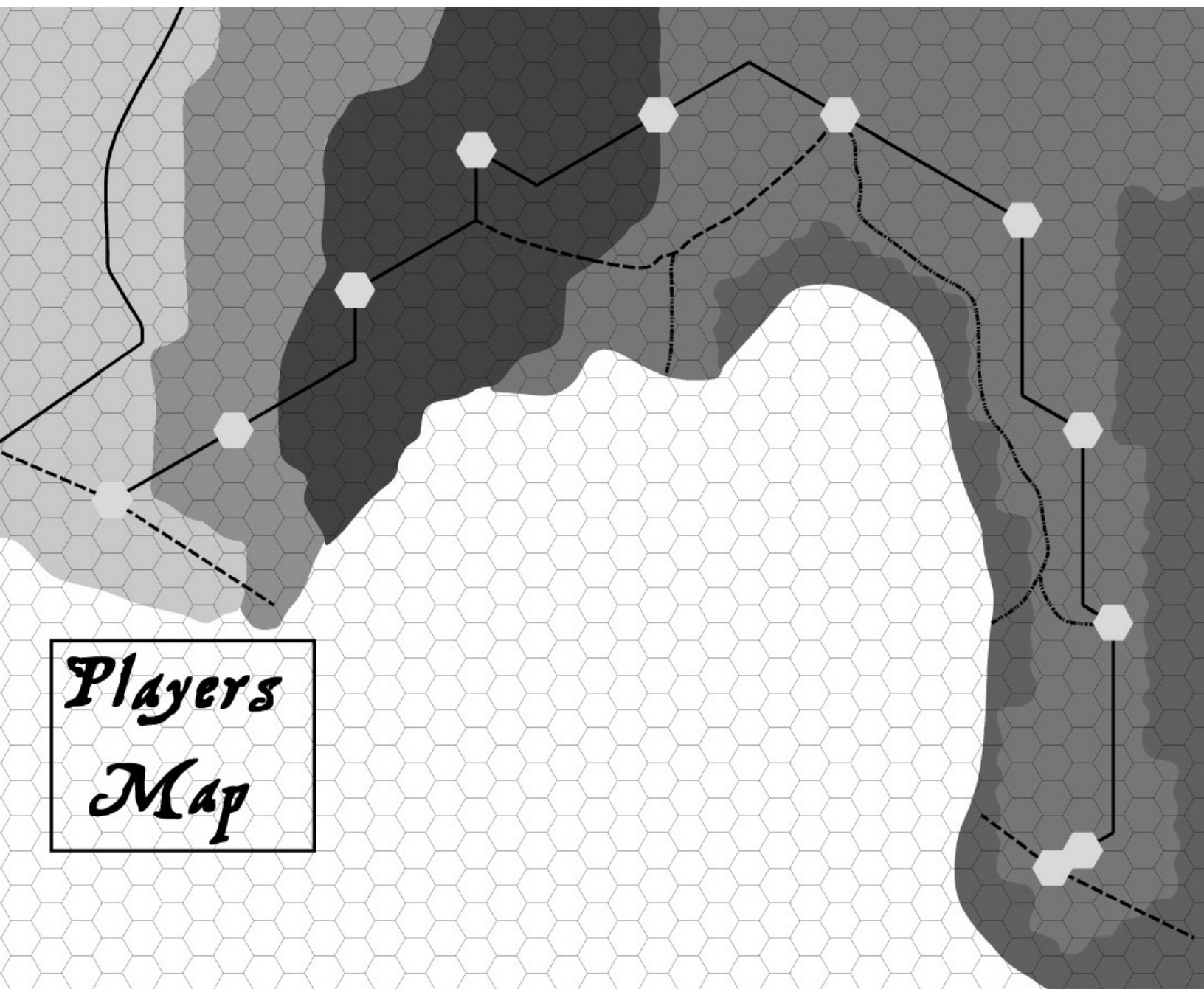
*Hobbit
or Gnome*

Dwarf

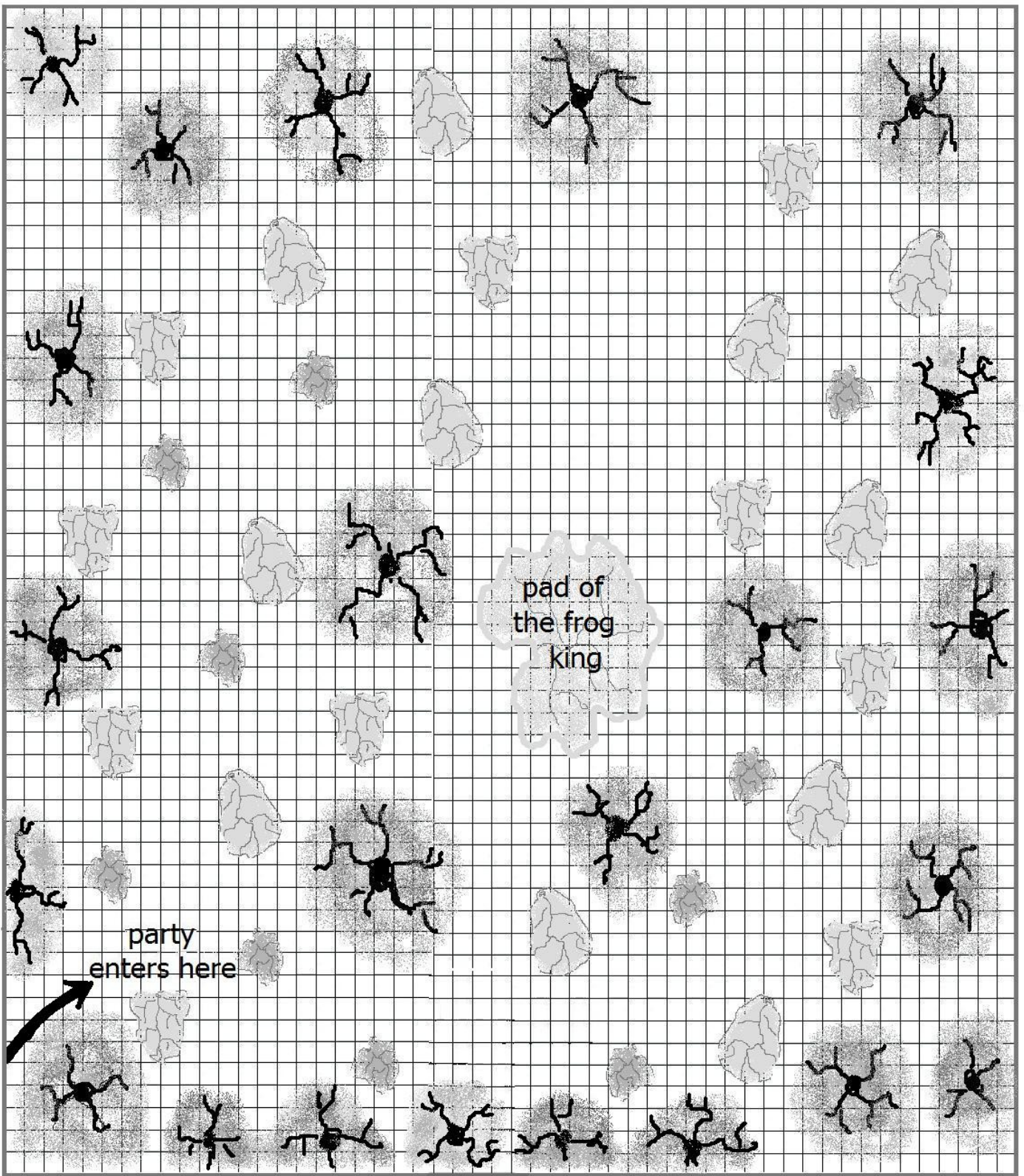
Elf

3'
5'
7'
9'



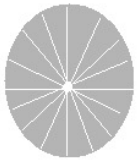
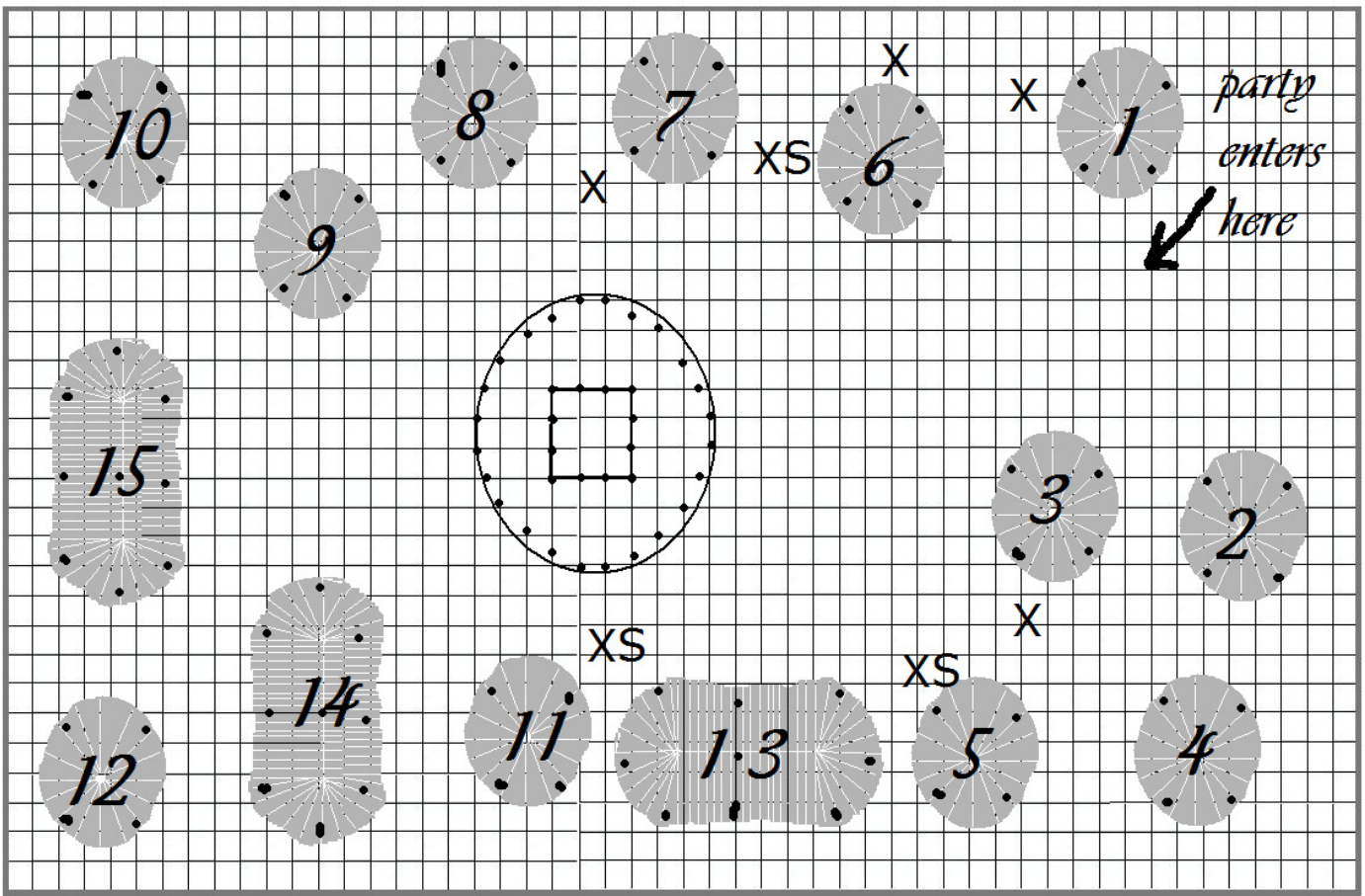


*Players
Map*

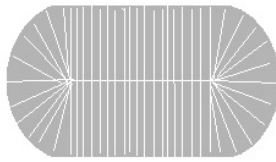


square = 2 & 1/2 Ft.

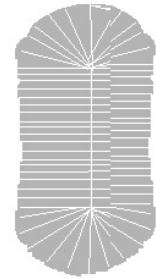
WILDERNESS HEX ENCOUNTER 3



*hut 85'
diameter*



*stewards lodge
210' long 85' wide*



*barracks/dorm
210' long
85' wide*

village of the swamp giants

one square = 20'

WILDERNESS HEX

ENCOUNTER 10



THE VERBEEG VALLEY

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

The Verbeeg Valley

FOREWORD

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

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

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

BACKGROUND

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

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

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

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

NOTES FOR THE DUNGEON MASTER

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

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

Random Wilderness Encounters

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

Roll a

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

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

STARTING THE ENCOUNTER

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

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

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

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

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

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

ROSTER OF THE FORT

GENERAL VERBEEG STATS

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

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

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

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

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

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

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

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

SHAMAN SPELLS

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

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

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

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

BUILDINGS

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

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

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

FORT STRATEGY

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

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

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

FORT TREASURE

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

2750 SP, 1750 EP, 8500 GP

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

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

+3 Giant Plate Mail

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

AFTERWORD TO THE G9+

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

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

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

AFTERWORD TO THE SERIES (G4-9)

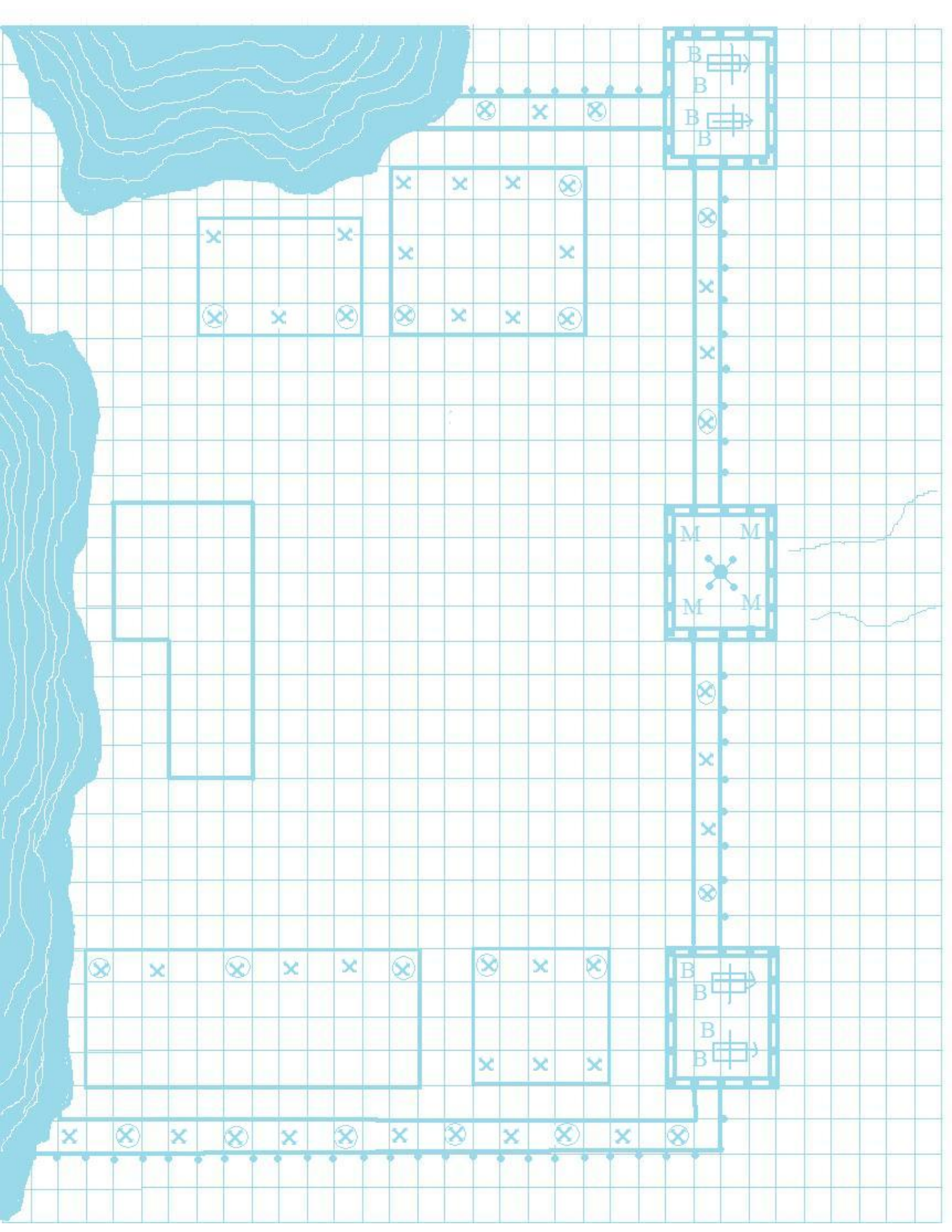
I think I am, finally, done with my dear giants. I have sincerely enjoyed creating the multiple settings and challenges for each of the installments.

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

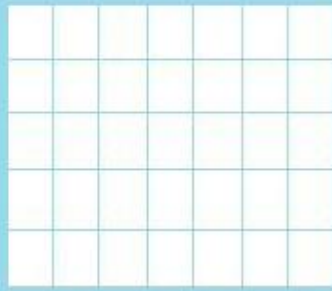
I am now going to follow the advice of my *femme confident* from French Quebec--Eliana--and move on to other interests besides giants. Which is probably the wisest thing I can do, as she is known throughout the French quarter for wielding a wicked Spatula of Pain!

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

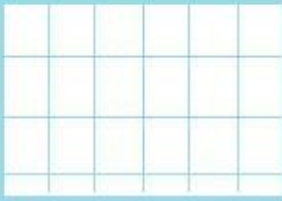
RC Pinnell,
Menifee, CA. July 2011



Females Dormitory



Kitchen



Towers



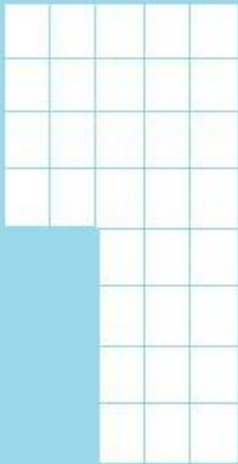
roof top



2nd story

Verbeeg

Shamans' Quarters



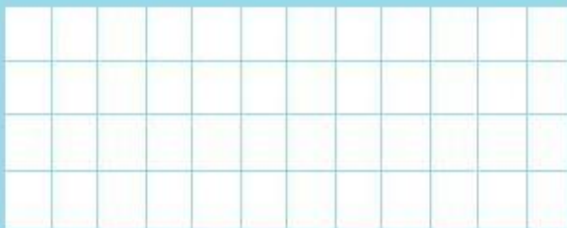
ground level

Compound

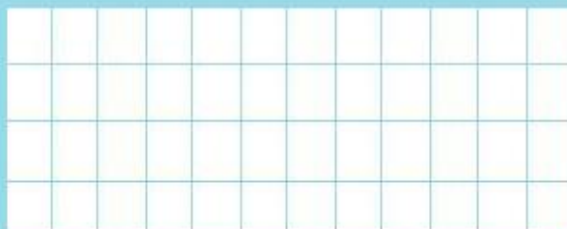
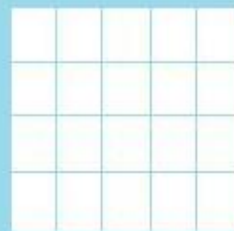


cellar

Foot Soldiers' Barracks

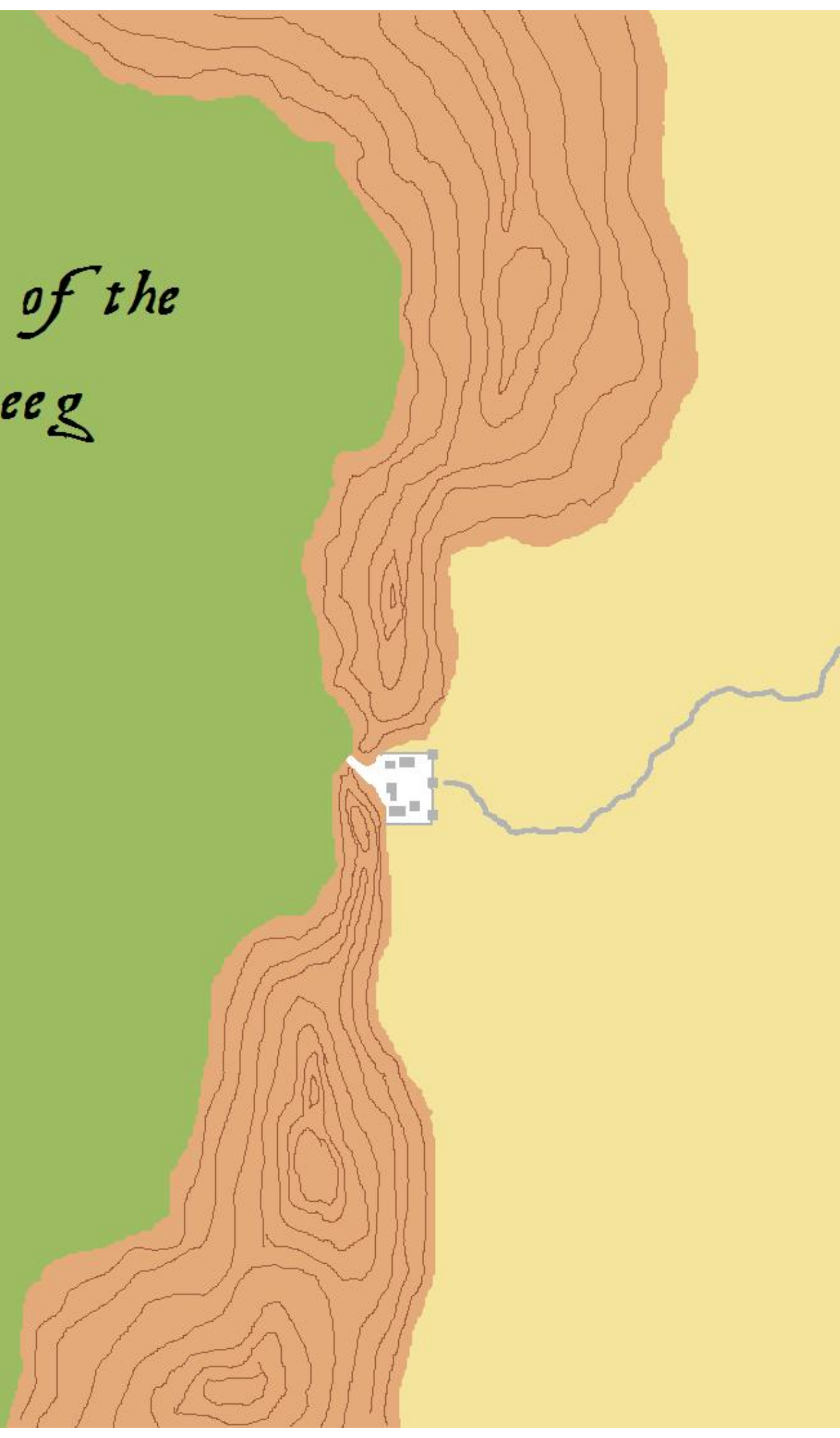


Worgs' Kennel



Dragonnel loft

*Valley of the
Verbeeg*



THE HERBEEG VALLEY

