

FANE OF THE FIRBOLG QUEEN

For Four to Nine Characters levels 8th to 12th



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This module contains background information, four level maps, exploration keys and referee notes. It also includes a roster of 9 pregenerated characters and equipment fitting for high level play. It can be used in conjunction with the Expanded G-SERIES G4-9 or as an add on to the original modules. It uses mechanics and principles from multiple editions of the game and is not restricted to a particular rules set. New items and ideas are included that might need adjusting to fit your style of gaming.

FANE OF THE FIRBOLG QUEEN

INTRODUCTION

This adventure is designed for experienced players with characters of levels 8th through 12th. Though much of the material appearing may seem to some, and not others, as to be from a specific edition of the game, any such conclusion is solely that of the viewer, and not the designer. Multiple sources have been scoured and portions borrowed to be used in this scenario. All are compatible and should offer no challenge to the Dungeon Master or players as far as comprehension is involved.

Both small and large groups of from 4 to 9 may succeed in completing this adventure. If the party is small (less than 6) it is recommended that the characters be of 10th, 11th and 12th levels of ability; with one or two of them being some form of dual or multi classed. At least one spell caster of arcane and cleric skills should be included, and one character having some background in thievery.

The Fane is beneath the temple; normally, occupied by the current High (Firbolg) Priestess/Shaman and her subordinates. A guard of elite warriors is (also) always stationed within. You can place it anywhere within your personal campaign where such giants dwell; taking note that it is within a mountain (cliff face), and no less than two miles from the giant community it serves. It is not a bustling location of activity or worship; rather, it is where the remains of former Firbolg queens are placed and protected.

BACKGROUND

For decades the late-former Firbolg Queen—Nefalla—ruled her people through just and benevolent care and practice. She was respected throughout her domain by all her subjects and the multitude of visitors traveling within the boundaries of her authority. The reach of her reputation extended well beyond the borders of giant kind and the majority of all civilized races spoke well of her. When she died, it was the end of an era.

Within a year a travel ban was in-acted restricting the movement of all non-giants to a single road leading through the realm. All visiting non-giants were required to register at their point of entry, stating their business and estimated length of stay. Those refusing to do so were turned away. All non-giants bearing weapons were required to turn them over while within the realm. Those refusing to do so were turned away. Though securing one's lands is a reasonable consideration, many of the rulers of nearby baronies and kingdoms became uneasy about the zealotry of their giant neighbors. When rumors of harsh and severe activities toward non-giant travelers began to spread, a political concern about the new Queen and her edicts quickly arose.

When rumors of atrocities against non-giant folk surfaced the neighboring lords and nobles assembled to discuss the matter. Suspicion immediately focused upon the new queen—Amalla—and reports that called into question the manner in which she came to be confirmed the new ruler. Recently, spies sent into the giant lands have returned with information suggesting that Amalla may have assassinated the former queen by poisoning, assisted by the clergy. Before sending troops into the giant lands, to put a stop to any torture and abuse occurring, the lords and nobles must be sure.

GETTING STARTED

The plot is simple: the characters are either hired to find the information the lords and nobles seek or are lured to the Fane by rumors of vast treasure and possibly a magic relic. You may actually use both as their purpose for undertaking the adventure. You might also include captured relatives of one or more of the characters, known to be imprisoned within the giant lands; perhaps the Fane itself. Be as creative as you need to in this regard. Note that, characters of these levels are likely to already possess great amounts of wealth and offering them vast sums in exchange for their service would likely upset the economy of the rulers involved. Thus, land grants of substantial size (with equitable XP earned when completed) might be a reasonable reward.

There is no wilderness component to this adventure. It assumes the player-characters are of sufficient experience as to travel cautiously and undetected. You should create your own map of the outdoors if you wish to include such activity from your players. Encounters of a random nature should be equitable to the terrain/s negotiated. That said, you should allow at least one encounter with a **Firbolg** patrol. This should include 4 to 7 average types (HP 52, 50, 48, 46, 45 x 3) and one leader (HP 72). These will harass the characters, demanding information from them and attempting to confiscate all weapons. These giants are under strict orders and will not respond to normal questioning. If magically interrogated, they have no useable information of interest to the characters. It should be, in essence, a slug-fest.

Whether the above is used or not, the characters will be in possession of a map leading them to the location of the Fane. It is here the adventure begins. As given approval by their employers, they are to enter the Fane to investigate. They must confirm if the former queen was murdered and return with the evidence to support the rumor.

Since poison is a critical part of the adventure, detecting if such was used on the former queen creates a situation that is not likely solvable. Having been dead for at least a year it is difficult to assume traces of a deadly toxin remain in her corpse. The only—and very slim—chance that such might be found, would be for a high level, trained assassin to inspect her body. But this is possible only if there are no paladins in the party, and the assassin character is well disguised. If you use a system that does not include such a class-type, you might consider having all the characters possess secondary knowledge/skill outside their class. Those having non-weapon proficiencies, such as Healing and Herbalism, could—theoretically—have minor knowledge of the effects of poison.

All that said, the surest way for the characters to succeed, will be to find tangible (follow the paper trail!) evidence to support the rumor. Such is located within the adventure. In addition, those with the ability to extract information from their enemies (magically or otherwise), will learn enough bits and pieces to corroborate any physical proof they discover. **Note: be prepared to discover sub-plots as the text unfolds.**

DESCRIPTIONS

All levels appearing on the maps have been carved out of the mountainside. The floors and walls have been smoothed but not the ceilings. All of the latter are at least 15' above the floor, with large corridors or rooms being 20' or more. Single doors are 12' by 5' by 4"; locked ones require either a key that must be located or the thief skill *Open Locks* to bypass. All pits, traps, etc., to be described in the **KEYS** that follow. Light within the complex is provided by lamps attached to the walls or hung from ceilings; figure one per each 30' radius from the source.

KEY TO GROUND LEVEL

1. ENTRANCE

As the characters approach they will see two great doors (as described earlier) closed before them. To the right, along the face of the cliff, 30 feet above, appears to be a balcony; guards (2-4) will be present according to a schedule (See Barracks level to follow for details). There is a 1 in 6 chance of being seen by the giants during the day/1 in 4 at night. If an alarm is raised, these fellows will jump down from the balcony and rush to assist the guards inside the entrance. A 3' diameter iron ring hangs attached to each door and must be reached and slammed against the portals to seek entry.

A. Waiting at this location is, what appears to be a human, six and a half feet tall. It is, in actuality a **Firbolg** in disguise. (HP58, AC 2, DAM 1-8 +10, It wields a **+1 Long Sword** of *Wounding*. Move 15").

Under strict orders not to admit any non-giant visitors, the guard will act nervously, demanding answers to who, what and why the characters are there; refusing them entry, ordering them to lay down their arms and surrender. If attacked, or any attempt is used to bypass him, he will raise the alarm, summoning nearby help.

B. Another human-appearing **Firbolg** stands ready here (HP56, DAM 1-10+10) wielding a **Halberd, +1**. He will rush to the entrance if the alarm is raised.

C. Two **Firbolg** giants in their true form. (HP64/62, DAM 2-16+10) Each with a large battle axe.

If the alarm is raised at any time, the guards located outside on the balcony will drop down and rush to assist those in need. This will require only 2 to 5 rounds. (You should prepare this information before you begin the adventure. The time of day/night the characters arrive will determine which group of giants are on duty at the time.)

2. VIEWING CHAMBER

Four huge pillars stand in the corners of this hall. An area (beneath the #2) appears slightly different than the rest of the floor, and it is here that dead queens are placed to lay-in-state for a period of time. The single door (**F**) is spiked closed (from this side), requiring those seeking to pass it to make some sort of an ability check (Suggested: Open Doors using a d12, or Bend Bars/Lift Gates.) The double-doors (leading to area 3) are not stuck, but require an Open Doors using a d10.

D. Six stone statues line the walls of this area. They are **Stone Golems** (HP60 ea.) and will animate should the statue at the end of the hall be desecrated or molested in any way.

E. A 12' tall statue of *SINTHGUNT*, goddess of the **Firbolg** giants, stands here. While it can be struck by any item/weapon, it will suffer no damage whatsoever. However, those striking it will suffer as follows: all items-weapons must make a Save of some sort or will crumble to bits. (Suggested: Either a Save vs. Turn to Stone as if a level 1 character, or vs. Crushing Blow; the latter at a penalty of -5, with both gaining no bonuses at all from being magical!) Characters will suffer the effects of a **Holy/ Unholy Word** (double all that is described), or a **Geas**; the latter charging them with going into the lower levels to save the remaining priestesses being held there. (This subplot is described later in the text.)

3. CONNECTING PASSAGE/TRAP

This 20' wide corridor leads to the rest of this level. Sections in the floor on each side of the marked trap (See map) require a combined/or more weight of 950 lbs. in order to lock off the triggering mechanism and allow safe passage. If less than that crosses the floor/plates (20'x10') the trap will be set and spring as soon as the center of the marked area is stepped upon. There are two parts to this trap: if a thief successfully locates the trigger and performs a Remove Traps, the back-up trap will activate; two checks are thus required. (The exact trigger device and disarming it is left to you to design/describe.) If neither trigger is disarmed, both traps will spring.

Trap 1. Spikes will punch through the ceiling above and the entire ceiling will release, causing any-one caught beneath to suffer crushing damage (10D10) and piercing damage (1-4 spikes doing 1D6 each, with a poison save required on any/all of the spikes). This takes less than 1 round to occur, allowing anyone within the trap-zone to make a Save of some kind to jump to safety. Any- one that fails is automatically caught in the second trap.

Trap 2. The floor gives way dropping victims 120' to their death below. Those failing to save vs. the first trap do not get a Save against this one.

Once one or both of the traps have been sprung, the area is impassable for 3 turns; the time needed for the mechanism to reset.

4. HALL OF SILENCE

Two stone columns stand in the vertical center of this chamber. A permanent Silence spell (20' radius) emanates outward from each column. If the silence is tampered with/broken the Queens from area 6 will animate and rush to punish the offenders. Two will appear in 2-7 rounds, with 2 more every 5 rounds thereafter; until silence is regained or they are killed. A **Dispel Magic** cast at each column by a 11th or 12th level magic-user will remove the effect for 1-6 Turns; 8th to 10th level casters doing only 1-2 Turns.

5. HALL OF ATONEMENT

Two large altars set against the (left and right) walls as 3 large man-like statues stand against the other. The altars are made of strange metal and bone, a large/giant skull filled with, what appears to be, a reddish-liquid rests upside down atop each. It is here that the priestesses were able to grant Atonement for those seeking it. Clearly, the altars receive this power from SINTHGUNT, thus it is not available to non-giants. Any non-giant getting within 3' of/or touching an altar will trigger the guardians. These will animate, one per Turn and attack any non-giant. **Clay Golems** x 3 (HP50 each.)

6. HALL OF QUEENS

Eight sarcophaguses stand within this hall. Each contains the mummified corpse of a long dead Queen. These will animate and respond as stated in 4 above. Each is a **Royal Mummy** of 9+3 HD, (HP60, 58, 56, 54, 52, 50, 48, 46) DAM 1-12+4 with a special breath attack: poisonous gas. This can be done once every 5 rounds for damage equal to their current hit points; half, if a Save is made, but only 3 times per day. In all other aspects, treat them as mummies.

KEY TO BARRACKS LEVEL

There are two physical ways of reaching this level: from the staircase (H) attached to chamber 6 on the ground level, or up a rope ladder outside leading to the balcony (7); the latter only being deployed by the giants to rush to the aide of their associates when the alarm is raised. Use of magic such as a **Dimension Door** or **Teleport** spell is possible, but highly risky since the characters will have no idea of the lay out of this section.

The importance and lethality of this area cannot be stressed enough. Player-characters can simply barge through, attacking all in sight, or creep their way about stealthily. Be prepared for characters to die, more than once if they choose the former strategy.

A significant sub-plot can be found here. The Captain of this guard unit (room 3) was once a loyal follower of the late queen—Nefalla. Though never sure, he always suspected something was not quite *right* about her death. He began his own investigation into the matter as rumors arose, and recently, discovered that the High Priestess was involved. When he confronted her with his suspicions, she and her attendants fled to their quarters, locked themselves in and haven't come out. Unsure what to do, the Captain has secured the temple while seeking aide from nearby realms; much to the disagreement of his lieutenant.

By the time the characters arrive, the Captain and his men have managed to access the lower levels, only to find the High Priestess and her entourage gone, and the place crawling with strange and deadly monsters. From where they came he does not know, but suspects their presence is linked to the absence of the clergy. If the characters have explored without slaying any guards, the Captain will be willing to assist them in entering the lower levels in search of the information they seek. Otherwise, they will be forced to negotiate with him (if they do not slay him). If all the giants are killed, they will need to find the Captain's journal, and piece together the clues leading them to the lower levels.

THE TEMPLE GUARD

There are from 12 to 24 **Firbolg** guards stationed at the temple. Divided into 6 groups, you can adjust this number versus your players' characters if you feel the need to. Lessen each group to 2 or 3, ignoring any description in the text regarding 3rd or 4th mentioned giants. When ever the characters arrive, you should exchange the data of the group mentioned at Ground Level, 1, with the appropriate group in the table below.

	12M-6AM	6AM-12N	12N-6PM	6PM-12M
Barracks	G6	G1	G3/5	G2/4
Day Room	G5	G4	G2	G3
Dining Hall	G3/4	G2/6	G1	G5
Balcony*	G2	G5	G6	G1
Guard-duty	G1	G3	G4	G6

*(Those on the balcony will have either a heavy crossbow or 3 javelins; plus a melee weapon.)

Group 1/HP: (See entry for Ground Level Key, 1.)

Group 2/HP: 64,57,56,49 AC2, M 15", DAM bwt+10, SZ varies, SA/SD See MM, MR See MM

Group 3/HP: 74,73,64,60 As above

Group 4/HP: 60,56,56,52 As above

Group 5/HP: 70,56,54,46 As above

Group 6/HP: 66,59,57,39 As above

Important: There is a struggle going on for leadership between the Captain and his Lieutenant. As such, only 3 of the above groups support the former, while 3 follow the latter; you decide which. Encounters will vary, with those supporting the Captain being more approachable and those following the Lieutenant being more aggressive and hostile.

1. BARRACKS

There will be, at least, 12 large cots within this chamber; make any or all double-bunks in order to serve the number of guards you employ. Check the previous schedule-table to determine if the room is occupied when entered by the characters. There will be a footlocker for each cot/bunk, containing the usual sundry items needed.

2. ARMORY

There are always weapons stored here. At any given time, there will be 13-24, of each, (D12+12) giant-sized clubs, battle axes and spears; 3-18 two handed swords; 2-12 halberds; 2-24 giant shields; 7-12 heavy crossbows; 130-240 heavy quarrels; 70-120 large javelins.

3. LEADER'S QUARTERS

A flight of stairs leads to the chamber of the officers of the temple guard. These two are at odds with one another over how to handle their current situation. The Captain wants to find and punish the High Priestess and her subordinates if they are truly involved with the late queen's demise. The Lieutenant is on the new queen's payroll but can't openly challenge his superior officer. They seldom speak to one another in private, and in front of the guardsmen, appear united, but less than cordial to one another. When the characters approach this room, they will either hear a heated argument in progress or nothing; the latter if either or both are asleep. Be prepared to improvise their actions and dialogue concerning the intruders. (**Note:** you may allow them to stumble in just as the Lieutenant is about to attempt to assassinate the Captain if he is asleep.)

Captain of the Guard. HP98, AC2/0 (if wearing his magic **boots of speed**), M 15" ATK1/2, DAM 1-10 +10 /strength, **+4/magic two-handed sword. SA Slay Undead.**

Lieutenant. HP 80, AC2/0 (if wearing his magic **ring of protection +2**), M 15" DAM 1-10+10/strength, **+2/magic two-handed sword.**

The room contains two sleeping cots, two footlockers, a chest-of-drawers and stand up wardrobe. If investigated, the footlockers will contain 1 to 3 leather sacks containing 100 to 600 gold pieces each; the others will have only normal clothes and items within. There is also a table and two chairs standing in a corner. The table is covered with parchments of instructions (in **Firbolg**), orders and so forth, addressed to the Captain. There is a secret drawer in the table that must be located and entered to find his journal.

The bulk of the journal is about the recent state-of-affairs and the late/former queen's demise. He writes that one of the clergy told him that she suspects the High Priestess and new queen may have conspired to assassinate the late queen. He describes confronting the High Priestess and her denial. He writes how the clergy fled to their level and have not been seen in weeks. When they finally managed to enter the private area of the priestesses, the women were gone, and he and his

guards were attacked by strange monsters. He mentions spiking the door to keep the monsters below.

Notes: If the alarm has been raised in the temple the Captain will rush to the balcony to assess the situation and give orders to the guards. The Lieutenant will go to the barracks and waken anyone there, then to the armory to pass out weapons to those needing them. At any time if the Captain can be spoken to, he will give the characters enough time to explain their purpose for entering the temple and their actions, if they have slain any giants. If the players' respond reasonably, he will show interest in having them go into the lower levels and find out what happened to the clergy. If they respond belligerently, he will order them to depart; if they refuse, he will instruct the guards to attack in kind. If the Lieutenant is confronted, or in temporary command, he will order all guards to attack intruders.

Remember, the two subplots being: The Captain wants to know what happened to the missing clergy and how the lower level became infested with monsters. The Lieutenant does not want outsiders, especially little people, nosing about the temple. Be prepared to ad-lib and role play these parts as situations occur.

4. DAY ROOM

This area contains some chairs and stools. It is where off-duty guards may or may not be at any given time. (See previous table, Temple Guard) Note: off-duty giants are not armed, and if the alarm is raised, any that might be here must rush to the armory if they wish to be equipped to enter combat properly. Thus, you must be diligent of the time needed to do such things.

5. DINING HALL

A large room filled with tables and chairs. It may or may not be occupied when the characters reach it. (See previous table, Temple Guard)

6. KITCHEN

Though not listed in the table (Temple Guard), there may or may not be giants within, being your choice. Otherwise, it is filled with typical items. A smaller room (**b**) off this one is filled with supplies. Sacks, crates and barrels of foods and drink are stored here. There is enough to supply all the guards for 3 months. If thoroughly searched, there is a chance characters may discover that one of the huge salami hanging from the ceiling, is really a weapon with an *illusion* spell placed on it. How the item got here (or why) is left to you to decide. It will detect as magic, being it is a **+3 Short sword of Speed**. You can design the abilities of this item yourself or pick one from the available sources that bears the most resemblance.

7. BALCONY

Guards are always on duty here. Their actions are described previously under entry 1 of Ground Level Key. The structure is 30 feet above the ground, and a chain ladder can be lowered for quick exit. The entry to the temple (#1, Ground Level) is *just* within eyesight of anyone standing here. Since the guards are not expecting a frontal assault, allow characters using stealth a 1 in 6 chances of approaching the temple doors unnoticed. Otherwise, they will always be spotted; especially during daylight hours; any nighttime approach should allow them 3 in 6 chances.

KEY TO CLERGY-QUARTERS LEVEL

One flight of stairs (**Up to F**) leads to the ground level above; all other exits descend to lower levels. Ceiling heights here comply to information already described; as well as oil lamps and hangers, doors, etc. There is little movement from the creatures found on this level; most remain within the chambers they will first be encountered; exceptions are noted in the encounter description.

WHAT HAPPENED TO THE FIRBOLG CLERGY

High Priestess, Qeuella, never shared the former/late queen's perspective on how the realm should be ran. Through the years the two clashed often over the role and authority of the High Priestess and clergy. In the end, Qeuella was seduced by the promises of Princess Amalla and, using her divinely granted powers, solicited the means to eliminate Queen Nefalla. But it was a mistake that she paid dearly for. When Amalla took the seat of the Queen she immediately double-crossed the High Priestess by wresting away from her the support of half the temple guard. As a result, conflict within the unit built to the point of upheaval, with Qeuella and her attendants fleeing to their quarters when confronted by the Captain, demanding to know Qeuella's part in the late queen's demise. To make matters worse, she lost control of the creature she had summoned as her part in the plot, and it turned upon her and her clergy. (More of this appears later in the Key description.) When the temple guard finally gained access to the lower level, they were met not by the High Priestess and her clergy, but strange monsters; they slew many, but more of the beasts were entering through a tunnel from below, caused by a collapsed section of the level. Unable to find the clergy, the guard fled back up, spiking the door (F) shut behind them.

What awaits the characters is an array of creatures that has managed to crawl from below to this level. Why they are here being described later in the text, and a result of the creature-being Qeuella summoned long ago. The physical aspects of the level are consistent with those already mentioned. It is, for the most part, a standard dungeon crawl; with a few surprises.

1. MAIN ENTRY

Lining the walls of this large chamber are 12 (**X**) huge wooden barrels. They are 7 feet in height, with a diameter of 5 feet at their widest. Most are empty or have very little liquid within; the tops have all been smashed and the reek of wine can still be detected from 4 feet away. When characters enter a huge **Black Pudding** (HP80) will slither in from one of the two corridors to the south.

A portcullis blocks passage into the northern corridor. It is very heavy, requiring giant strength to raise it manually. In the alcove west of the chamber is a pressure plate in the floor (**A**) that will raise the gate but requires constant weight upon it to do so; this also locks the double doors directly north of the plate. A total weight of at least 1,000 pounds is required to trigger this mechanism. (Note: though empty, each of the barrels in the large room weigh 50 pounds. If filled with liquid, this raises to 175.)

South of this chamber and to the east the corridor shows signs of collapse; what appears to be a set of double doors is on the ground here (**B**), partially covered by dirt. The walls continue east, becoming narrower where a naturally formed tunnel breaks through from the north (**P**), only to descend into the darkness. The corridor continues east, regaining its structure until joining another room.

2-3-4-5-6. CLERGY QUARTERS

Each chamber contains a single bed, chest-of-drawers, wardrobe, footlocker, table and chair. The vessels are filled with typical apparel and items one would associate with clergy, and females. If each is thoroughly searched they will yield (per room) the following: 1600 GP, 120 PP, 5 Gems/2 Jewelry. But upon entering, characters will encounter a **Giant Zombie** in each (HP 83,82,81,2 x 80). Under normal circumstances, an 8th to 12th level cleric would easily destroy a zombie. That does not apply, here. In this situation, demonic forces are involved and these creatures—the former clergy of the temple—are not subject to standard destruction or turning (treat as **Special**, on the cleric Turn Undead chart). As seen above, they have hit points appropriate to being 14 Hit Dice monsters, however, they use the combat table as if they are 6-7+ Hit Die. They are treated as standard Undead regarding mind-based attacks, sleep, charm, etc.

7. HIGH PRIESTESS'S QUARTERS

Furnished similarly to those described a large bed and footlocker stand against the north wall, while a wardrobe and chest-of-drawers stand against the east wall. A writing table covered with a half-dozen scrolls and chair are found along the lower west wall. Though she was High Priestess, Qeuella kept a modest collection of apparel. Investigation will reveal, however, no treasure within the room. Instead, upon entering characters will immediately be confronted with two **Rust Monsters** (HP 40,39).

Closer inspection of the scrolls will reveal what appear to be hastily written thoughts and confessions of the High Priestess; perhaps once part of a journal. Written in the language of the Firbolg it is clear that, Qeuella, used her clerical powers to open a gate-portal to a nether plane and summon some type of being therefrom. Under some sort of compulsion this creature carried out the assassination of former/late Queen Nefalla. Some time thereafter Qeuella's control over the creature was lost and it fled; not for long, it seems, for it returned to get its revenge upon the Firbolg by destroying Qeuella and the clergy. Among the last of her notes is the passage "It has breached the fane from the level below. It is coming for me, now."

8. EYE OF CHILL & COLD (Areas 8 or 10; 50/50 chance of either)

The nature of this being-creature is like that of the **Eye of Fear and Flame**; found in the *Fiend Folio*. With the following exceptions. It is AC0, M12", HD15, INT Genius, AL N, SZ M. It has a blue sapphire in the left eye socket and green emerald in the right. The former can unleash a 15-dice *Cold Ray* and the latter a *Slow*; both once every 3 rounds. Both gems are valued at 5,000 GP but lose all power once removed from the skull. It frequently roams the prime material plane seeking to prevent its counterpart from interacting with the living. While it is generally non-aggressive, its resemblance (save for the difference in gems) to the *Eye of Fear and Flame* usually initiates attacks upon it; there being a 4% chance per character level of mistaking the creature when sighted (a flat 4% if a character has encountered one before). If it is it will respond with one wave of attacks, then try to flee if possible. If it cannot flee, it will fight to the death.

C. This statue of *SINTHGUNT* is a smaller (7') version than the one in the temple proper. It shares none of the powers and effects of the other and its only concern to the characters would be its value. Made of solid *adamantine steel*; highly sought by those creating magic armors of +5 or better. With a weight of 3,000 lbs., it will be difficult to remove. Its raw value is between 50,000 and 100,000 GP.

D. The remains of a giant *purple worm* lay here. There is a base 11% chance of recognizing it for what it is; this becomes multiplied by character level for those that have encountered one before. How long it has been here being not determinable; nor of great importance. What lies beneath it, is. A search of at least 2 turns is required for the characters to find a **Ring of Vitality**. When worn this item will keep its wearer refreshed and at full physical strength (not hit points, per se) even during periods of exertion, lack of sleep and going without food and drink for 7 days. In addition, it acts as an immunity to *strength-draining* attacks (vs. shadows, etc.), poisons and diseases while worn and restores 1 (lost) hit point every 4 hours (until the normal maximum is reached). The ring can be removed at any time, but its nullifying powers against sleep, hunger and thirst only last up to 7 days. Thereafter, the wearer must rest and eat normally for 1 day equal to the time it was worn; after which, the ring will have regained its powers.

E. Collapsed passage. There is little of interest here; unless you assign something to be.

9. ROOM OF THE WELL

A large well (20' across) is located at the west end of this chamber. While it does not access the level just below it, you might allow it to be used to reach even deeper. In any event, any noise from the characters entering this area is 65% likely to draw from out of the well a **Giant Slug** (HP 90). It will, of course, attack immediately. Anyone attempting to descend the well shaft will encounter it as it is coming up.

10. LARGE ROOM

It is possible that *the Eye of Chill & Cold* is here. (See entry 8 for details.) Otherwise, the chamber will be empty.

G. SMALL ROOM

If chamber 10 is empty, this room will be occupied by a large **Trapper** covering 2/3rds of the floor space (HP 88). Its only treasure is in the form of 6 giant gems; one being a *Gem of Seeing*, the others having the following values: 2 x 5,000 GP, 2 x 10,000 GP, 25,000 GP.

11. LARGE CHAMBER/ (12 & 13 Possible Locations)

There is a 30% chance that **3 Annis** (HP 61,59,57) will be present when the room is entered. These foul females of the lower planes are lieutenants of the being/creature intending to destroy the temple and are charged with securing this level. Their efforts have been partially hampered by the array of strange beasts that have ascended from the levels below through the passage at P. If present, they will be standing about the only furnishing in the room, a giant table against the west wall directly opposite the door to room 12. They will attack any intruders on sight. If not here, there is a 20% chance they will be in chamber 12; if not there, they will certainly be in room 13. The latter room contains 3 giant bunks and footlockers. Distributed within the containers, besides normal giant-sized attire, can be found 6,000 GP; a **Potion of Giant Strength**; a **Periapt of Health**; an **Amulet vs. Undead** (5th level.) All of which have been given to them to use in luring others to aide them.

14. CHAMBER

T. Trap. Once triggered, unlocks/opens the secret door; inside which lurks a **Beholder** (HP 75).

KEY TO DUNGEON LEVEL

All physical aspects previously described remain in place within here, with one exception: *Teleport* will not function normally; it will perform, instead, as a *Dimension Door*. This has to do with the desecration of the altar to *SINTHGUNT* (see area 3 E). Additionally, the air is thicker, cold, and heavy with the scent of burnt flesh. Whatever purpose the rooms and chambers once served is not discernible at present, with most being either completely empty of items, or littered with trash and the decomposed remains of things familiar and unknown. Most encounters will occur when a specific area is reached, but the important ones have several locations they might be at (as described, as follows).

All hints and clues up till now have alluded to the being/creature summoned by Queulla and the thing responsible for the destruction of the Firbolg clergy... and herself. It is on this level that the final encounter will occur. Exactly where is a matter of chance; unless the characters cause enough commotion as to draw attention to themselves. This entity is highly intelligent, clever and resourceful and not likely to be defeated easily. Be prepared to adjudicate a lengthy, possibly party-fatal, combat.

1. ENTRY CHAMBER

A group of small (3'-4' tall) bulbous-shaped creatures wander about this chamber. They are too dim to be negotiated with and will hesitate at first at the sight of intruders. On the second round they will attack. **Dretch** x12 (HP 32,31,2x30,2x29,2x28,2x27,2x26) They have no treasure.

A. If this area is stepped on a portion of the ceiling will drop causing 6D6 of damage.

B. False-door/Trap. Touching this will immediately transport (via Dimension Door) anyone/thing within 10' to area 10.

C. False-door/Trap. Like above, except transporting to area F.

2. LARGE CHAMBER

Same as entry 1, above. In addition, some other creatures are present. 3 **Rutterkin** (HP 39,37,35).

D. Secret Chamber. There is a 40% chance of a **Succubus** (HP 36) being here.

3. GREAT CHAMBER

The ceiling of the southern section of this chamber is 30' above; being 40' in the northern. Two large columns divide this area from the one to the north. Clinging to each is a **Chasme-demon** (HP 56,54) that will attack intruders on sight. In the northern part of the chamber is, another, altar dedicated to *SINTHGUNT*. This one appears to have been constructed not so long ago; unlike the one on the main floor. That said, it has clearly been subject to desecration recently. Standing on each side of the altar is a **Giant Zombie**. One is the remains of the High Priestess, Queulla (HP 98), the other her favored assistant (HP 90). If intruders get past the guards at the columns these two will animate and attack. They both attack as 9 hit die monsters.

E. A secret compartment in the base of the altar holds keys that unlock the doors to **F** and **4**.

F. A long, wide corridor (with alcoves) connects the previous chamber to the next. Its doors are locked. The two arches in the north and south alcoves are filled with darkness and stepping through either will deliver 10 D6 electrical damage and transport the traveler to area 10. The false-doors on the north/west and south/east walls transport to this area from device **C**. Only.

4. CRYPT OF PAST HIGH PRIESTESSES

Exactly what it says. This chamber contains the remains of eight former High Priestesses of long past. Oddly, there is nothing of interest or value for the characters. However, it is clear that the remains and containers have recently been vandalized. There is a 15% chance that *TO'ZN* will be present, apparently being the one responsible for the mess. While his demonic heritage grants him the ability to *Teleport* at will, because of the recent desecration occurring here, within the boundaries of this level, that power has been muted to effectively resemble *Dimension Door*; it is the means by which he accesses this chamber. If present, he may or may not attack the characters. You must handle this encounter as you deem appropriate. As a **Cambion-demon** he has 15 HD (HP 105), is Cleric level 15/Assassin level 14. CE, S-M (6' tall), ATK 2; he is the son of the Demon Prince, GRAZ'ZT.

TO'ZN STR 19, I 13, W 16, D 18 C 18 CH 16, +1 Or Better Weapon to Hit, MR 33%, SPEC. ABILITIES, *Cause Fear* (by touch), *Detect Magic*, *Polymorph Self*, AC Base 2/Effective AC -4, Move 15" or 24", DAM 1-8 + 9 (2 from magic sword, 7 from strength), Casts cleric spells: 9 x 1st, 9 x 2nd, 7 x 3rd, 5 x 4th, 4 x 5th, SPECIAL ATK: Backstab, assassinate; SPECIAL ABILITIES: Turn Undead as cleric level 15, and as assassin level 14/thief level 12. Magic Items: +2 **Unholy Sword**, +3 **mace**, +4 **elfin chain mail**, **boots of speed**, **ring of free action**.

5. CHAMBER

Filled with useless litter and debris it is difficult to ascertain the original purpose of this room. There is a 30% chance it is occupied by a **Lamia** (HP 54) when the characters enter; but one of *TO'ZN'S* consorts. If she is here, she will be AC 0, due to her **Ring of Protection** +3. She will never divulge why she is here, or who she serves.

6. ALCOVE ALLEY

Ten (10) alcoves are located along this rectangular passageway. Within each stands a **Giant Skeleton**. Assign a number to each alcove from 1 to 10, with every odd one being an active combatant that will animate when any non-giant figure passes by. Treat as regular skeletons, except each has 13 HD for hit points and attacks as a 7 HD monster. These were put here by *TO'ZN* to be used for future purposes.

G. Trap/Crashing Columns. The four stone columns in this chamber will slide along rails in the floor (see map) and crash together to form one large column 20' by 20'. It requires only 1 segment to do this and anyone caught in the center when it occurs will be crushed to death along with all possessions. Those in the space between the columns (up and down or across, not the center) can avoid damage if they dart north-south-east-or west when this occurs. A solid gold sword handle appearing to be stuck in the floor at the G symbol triggers the trap; touching it even the slightest is all that is required. It cannot be pulled out of the floor without first blocking the columns from moving. If that is done somehow (be prepared to judge the feasibility of the players' plan), a combined strength of 50 can pull the sword out of the floor. Those lucky enough to accomplish such, will find that they have retrieved a +6 **Holy Avenger!** Yes, you read that right. You can (and will likely) adjust this down to suit your own campaign; you might remove it and replace it with something of your own choosing. Have at it.

H. Trap. This device works the same as the one at B.

7-8-9. TO'ZN'S QUARTERS

Each chamber contains a well crafted and elegant bed, wardrobe, chest-of-drawers, footlocker, writing table, divan and large stuffed chair. Well-tailored clothing, hats, boots, cloaks, belts, etc. will be found in each wardrobe and dresser. If TO'ZN was not encountered or defeated earlier, he will automatically be found in one of these rooms. Use a 1 in 6 chances of the first one entered, 3 in 6 for the second, and 6 in 6 for the last. He will see all intruders as nothing less than that and is not interested in why they have invaded his domain. While the characters might offer up a clever story as to why they are there, he has no reason to believe anything they say and will demand that they leave; if he does not simply attack them outright on sight. How you play him is up to you. In the end, *he* is the one the characters have been sent to find, since it is *he* that assassinated Nefalla, former **Firebolg** Queen. Having found him, there is little else they can do but destroy him.

If the characters have failed to find enough clues to lead them to this conclusion, TO'ZN is likely to admit to the act if the question comes up. Such is the nature of his ego. In any event, use whatever tactics you feel are required when running him; choose attacks, spells, abilities, that seem most logical. This is a do-or-die moment, and it should not be treated lightly.

7. If the **Lamia** was not at area 5, it will be here; possibly with TO'ZN.

8. A **Succubus** (42 HP) will be here whether TO'ZN is or not.

9. In addition to the contents described above, the footlocker here is full of the treasure that TO'ZN has gathered up from the clergy. Within will be found: 100,000 GP, 66 gems (base value of 5,000 GP each), 6 pieces of jewelry (base value of 10,000 GP each), a **Ring of Truth**, a **Wand of Ice Storms**, a **Candle of Invocation** (CE).

10. END ROOM

Characters sent here via one of the traps will arrive at location, **I**. It will be occupied by either 6 **Ghasts** (HP 32,31,30,29,28,27) and 24 **Ghouls** (HP 2x16, 2x15, 2x14, 2x13, 2x12, 2x11, 12x12) ...or... a **Bodak** (HP 63); the Undead being in the chamber north, and the other in the chamber south. While neither should be a challenge after what the characters have already survived, what is important here is that the 6 *Ghasts* each wears an **Amulet of Protection** granting them Undead status as if they were a *Ghost* versus good and neutral clerics. If worn by good or neutral, living beings, the amulet grants the wearer immunity to all *charm, hold, illusion, sleep, slow, suggestion* spells cast against him by an evil cleric.

This concludes the adventure, Fane of the Firbolg Queen.

PREGENERATED CHARACTERS

	RACE	SEX/AGE	HGT/WGT	CLASS(ES)	LVL(S)	HP	AL	MOVE
1.	Human	M/32	7'0"/289	Ranger	10 th	90	-G	12
2.	Human	M/29	6'6"/244	Fighter	10 th	97	--	12
3.	Human	F/33	5'8"/123	Cleric	11 th	57	--	12
4.	Human	F/29	5'11"/153	Assassin	8 th	42	-E	12
5.	Dwarf	M/56	4'4"/158	Fighter	8 th	72	--	9
6.	Dwarf	F/93	3'11"/111	C/F	7 th /7 th	58	NN	9
7.	Elf	F/180	4'11"/99	MU/T	9 th /9 th	34	NN	12
8.	Half-elf	M/46	5'9"/140	F/MU	6 th /6 th	40	--	12
9.	Halfling	M/53	3'1"/64	Thief	10 th	45	NN	9

NN = some component must be Neutral. -- = player's choice.

Genders may be switched to suit player preference; adjust Hgt./Wgt. and ability to comply accordingly.

	STR	I	W	D	C	CH	ARMOR/SHIELD	AC BASE (EFF. AC)
1.	18/94	17	14	12	18	9	+3 Chain Mail	5(2)
2.	18/62	13	9	12	18	9	+2 Banded/+1	4/3(1/0)
3.	11	10	16	12	11	13	+2 Chain Mail/+1	5/4(3/1)
4.	16	13	11	16	15	12	Leather/+1	8/7(4*/4)
5.	17	11	13	13	16	9	+1 Plate Mail/+1	3/2(2/0)
6.	16	9	14	11	16	12	+2 Chain Mail/+1	5/4(3/2)
7.	13	13	11	16	13	13	None	10(6*)
8.	15	13	10	13	16	11	+1 Scale Mail/+1	6/5(5/4)
9.	9	10	8	16	14	10	Leather	8(2*)

Note that magic armor and Dexterity adjustments are included in the AC/Effective AC, above.

* The effective AC is also adjusted by magic items.

WEAPONRY

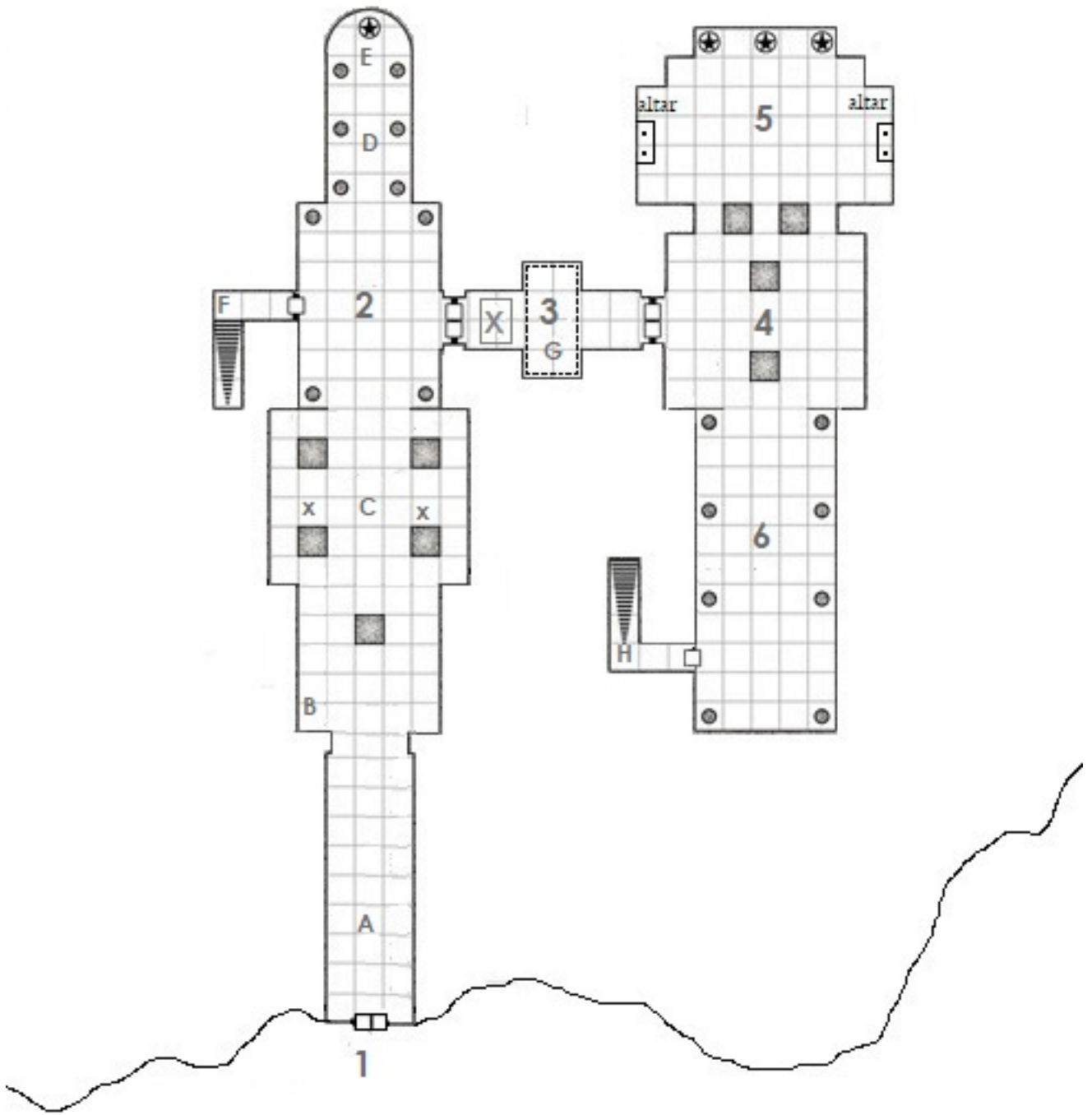
- +2 Bastard Sword, +21 Footman's Flail, +2 Dagger, +1 Bow, 18 x +1 arrows, 9 x +2 arrows
- +2 Long Sword, +1 Mace, 20 x +2 crossbow bolts
- +3 Mace
- +1 Scimitar, +2 Dagger, 6 x +1 darts, 4 x +2 darts
- +2 Hand Axe, +1 Dagger, 12 x +1 crossbow bolts
- +1 Short Sword, +1 Hammer
- +1 Short Sword, +2 Dagger,
- +1 Short Sword, +1 Dagger, +1 Bow
- +2 Dagger, +1 Sling, 18 x +2 bullets—*impact*

MISC. MAGIC

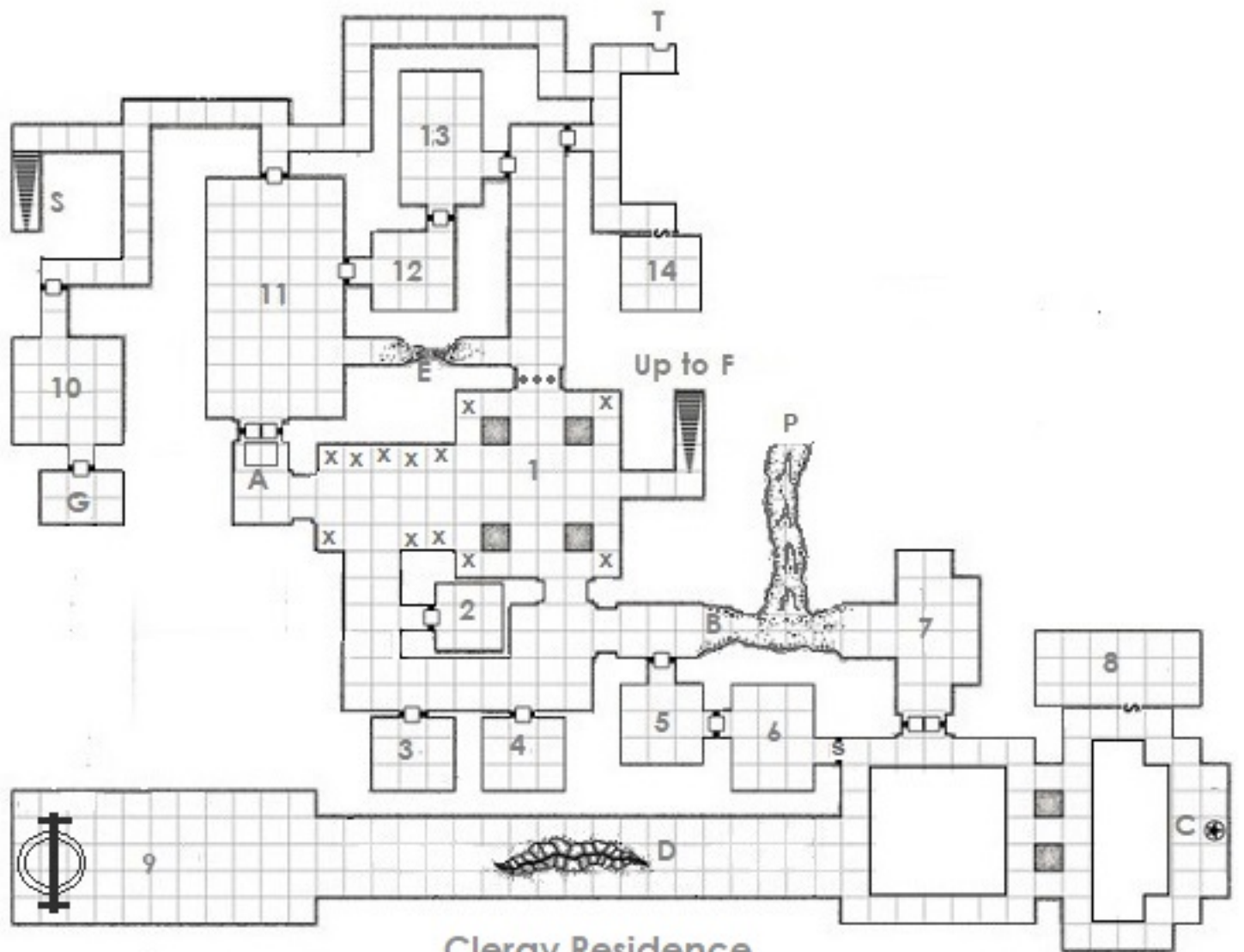
- Scroll Protection (vs. Possession), Ring Warmth, Bag Holding
- Ring Fire Resistance, Helm Teleportation, Periapt Proof vs. Poison
- Ring Feather Falling, Rod Resurrection (18 c.), Girdle Giant Strength (Hill)
- +2 Ring Protection, Cloak Elf kind
- Gauntlets Ogre Power, Boots Levitation
- Staff Curing, Girdle Many Pouches
- Bracers Defense AC8, Ring Invisibility, Wand of Force (12 c.), Wand Magic-missiles (24 c.)
- Wand Fireballs (24 c.), Cloak/Boots Elf-kind
- Ring Regeneration, Cloak Invisibility (New item, works as Ring or spell), Boots Winged

All non-cleric types are allowed to have 4 potions Extra-healing or 8 Healing.

Ground Level







Clergy Residence

square = 10'

