

1st Anniversary Edition

# SANCTUM OF THE STONE GIANT LORD



by RC Pinnell

Art by Rachel Drummond

Maps by Andreas Claren

With new encounters created especially for this edition, including a wilderness map, along with modifications to previous material.

For levels 9-14

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ADVENTURES

SPECIAL  
ADVENTURE  
EDITION



# SANCTUM OF THE STONE GIANT LORD



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

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## SANCTUM OF THE STONE GIANT LORD

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Background: Leagues from the known location of a hill giant colony (from another series) a secret fortress carved out of the stone mountain known as *Traal-dir* 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 shaman fast and pray. For some reason this time, their absence from their homeland has created unrest among their peoples, causing moral to wane. As a result, raiding parties from the clans have reached the border lands of the local nobles. Upon learning this, an attempt to drive the giants back is organized while a small party of elite adventurers is sent to the fortress of *Traal-dir* to find out the reason for the attacks, and confront the giant clergy.

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

### Acknowledgements

This adventure module is designed to be played with the advanced role playing game system created by Gary Gygax in 1977. It is not an official product of the afore said and contains certain elements that are solely the contributions of the author. And since several esteemed writers have created components that are alluded to in the text, the author acknowledges with gratitude the following persons: Gary Gygax, James M. Ward, Robert J. Kuntz.

### 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, and that--as such--should 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 probably not attempt it regardless their levels.

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

While the players have their characters enter the sanctum the residents within are not *in-stasis*, waiting patiently for the invaders to pounce upon them. Thus, the locations of the giants will change as time passes; this is indicated in the text with the original-primary location stated, and secondary and other positions described when certain amounts of time have elapsed. For example, if a *full alert* has been signaled the giants will move with haste directly to their defensive positions mentioned. Thus, the party's stealth, or lack thereof, will certainly come into play regarding 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 and the feel of it against their flesh is strong.

When traveling, the giants carry some of their personal property in large leather bags. These are not sacks, like those 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 within 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 players)
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)

### 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 vary 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'; 16'-18' being common in the smaller chambers. While large columns and rafters help support the ceilings in #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, allowing the flames enough space not to scorch the ceilings above. *It will be noticed upon observation that the smoke generated from the devices drifts upward and does not creep below torch level, indicating perhaps a venting system in the ceilings.*

Observation will also quickly reveal that fires will not generally spread from one chamber to another, with the exception of the chief shaman's quarters (#32-34.)

**Start:** The party will be led by guides of elves and rangers through the icy mountains to the location of *Traal-dir*. But getting there begins with a choice, the DM can allow the group to journey up either the eastern or western slopes of the mountains to reach the Sanctum. Each route presents its own set of encounters along the way, and all are potentially lethal. It should be assumed that the group has enough provisions for such a journey, and if they should include a cleric, druid or ranger, even running out of stock-provisions should not pose a serious problem, as any of those classes mentioned should be able to provide nourishment for the group throughout the trip.

### The Western Route

1. A large band of **Hill Giants** (HP: 62, 58, 54, 50, 46, 42, 38, 34, 30, 26) will be encountered at this location. This group is bearing a message from their leader to the clerics of the Sanctum. Written in hill giant language, it simply asks the stone giant clergy to render any aid to this group should it experience any suffering while going over the mountains. Obviously the leader of this band is aware of the neutral philosophy of the stone giants, and is hoping this will extend to his people as well. Each giant carries two large spears, a giant sack containing supplies, and a large club. They have no treasure.

2. At this location the party will come across 2 large **cave bears** (HP: 45, 39). This mated pair is simply out on the prowl hoping to down some easy prey.

3. when the party reaches this point they will hear a loud commotion from the cliffs above them, and see a flight of 8 **Peryton** (HP: 30, 28, 26, 24, 22, 20, 18, 16) diving down upon them. These strange looking creatures will attempt to grab any small or light humans they can and fly back to their nest as the mating season is closing in on them. If they cannot accomplish this, they will simply kill those that they can and tear out the victim's hearts, then fly away. Their nest is not easily reachable from this section of the trail, and not by horseback in any event. Should the party manage to reach it, however, they will find the skeletal remains of 6 humans, and some of their gear. The DM should determine if anything is of value to the party.

### The Eastern Route, South Leg

4. A clearing at this section of the trail is the current scavenging location of a group of **Owl-Bears** (HP: 39, 36, 32, 28, 24). Half-starved, it's a mystery how this group even managed to reach this spot. They will, none the less, attack the party upon seeing and smelling them approach. They have no treasure.

### The Juncture

5. Most likely the deadliest encounter the party can face along the trails, as this spot is carefully watched by a large, ancient, **Red Dragon** (HP: 88) from a rocky outcropping high above the trail. Capable of disemboweling man and mount, it can also use its fiery breath, and spells, to snare its dinner. It currently knows the following spells: *Light, Magic Missile; Levitate, Web; Haste, Slow; Dimension Door, Wall of Fire*, and will use these to the best of its advantage. High above the trail a stone cliff juts out, where the beast's cavernous lair can be found extending back into the mountain. The DM should stock this with treasure as he sees fit.

Most, if not all, of these encounters should occur during daylight hours. The DM should determine when this will be, and whether the party or the creatures gain the element of surprise before actions are declared. If the DM wishes to forego these encounters then the party should simply arrive at its destination with no incidents.

At an elevation of 9,000' + 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 will gladly scout the terrain and provide the party with a good map of the area. This will reveal a simple path winding its way up the mount and into a gorge, ending at the entrance. The guides will depart

after two days, but will 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 that 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.

<u>Die roll</u>	<u>TYPE</u>	<u>#ENC.</u>
1-2	Bear, Cave	1-2
3	Dragon, adult red	1
4-5	Ettin	1-4
6	Giants, stone	1-8
7-8	Lion, spotted	2-8
9	Manticore	1-4
10	Peryton	2-8
11	Roc	1-2
12	Wolf, winter	2-8

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.

## KEY TO THE UPPER AREAS

**Note:** *Wandering encounters within the sanctum do not occur. When the players' 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 players/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 will have to pull creature information from other locales.*

### Encounter Areas & Rooms

#### 1 Entry hall

After entering the access cave the party will reach this location about 120' inside the tunnel. At 20' wide the walls here are smooth and worked; a ceiling 18' above the floor allows even the tallest character to hold aloft a torch. About 35' beyond appear to be a set of double-doors. (A) Each door is six foot across and twelve foot in height. Made of hard white pine, each is comprised of three, two-foot wide by twelve-foot tall planks, held in place by large iron spikes driven through to two cross-beams on the interior side at the three and six foot mark.

Three large iron hinges attached to the outer planks connect them to a frame of six by six inch 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 iron ring hangs from each door where the two meet, at about seven feet above the floor, and are two foot across. They are not locked, or trapped, and require only a standard *Open Doors* attempt to breach them. Beyond these doors a corridor twenty-foot wide runs east to west for forty feet. At the west end is a *magic mouth* (B). When visitors come within ten feet of it the device will speak, saying in stone giant, "*those who seek entry must offer their heart.*" This requires placing a precious stone worth at least 1,000 gold pieces inside the mouth, or pushing on the key-stone located beneath the device to prevent arming the trap; the latter being known to all stone giant shaman. All others must perform a successful *find/remove traps* to locate the keystone. If the proper donation is not placed, a trap-device will be armed located in a second pair of doors to the north, identical to the first. If not diffused, these will easily open, *causing* the portcullis gates at location C to drop in two turns if the stopping mechanism at E is not thrown in time. Three separate barred-gates will drop, trapping within this long corridor the unsuspecting, or barring them from entering. The bars are made of iron, frequently rubbed and oiled to prevent rusting, four inches thick and twenty-foot high, going from floor to ceiling. Cross-bars appear at the three, six, nine and twelve foot marks up the gates; each being flat, two inches thick, four inches in width and ten-foot across. The standard *Bend-bars/Life-gates* is necessary to raise the gates 3' at a time.

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 trap mechanism, and will open up along the center joint of the two floor panels after three turns, dropping anyone standing upon them to the corridor (G) twenty feet below. Also, those caught in this section are subject to attack via flying boulders from guards located at area F. Anyone caught in the northern section will be immediately attacked by the two giant guards at F (HP: 75, 73.) These fellows have a supply of six boulders each. If a search is made of this section a standard search 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 six to ten feet 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. From fifty to eighty of each type can be found, along with piles of boulders stacked down the center of the chamber; of these, approximately two hundred can be counted. In the southwest corner a larger version of a hammer can be found tucked behind several giant clubs. If a *detect magic* spell is cast upon it the item will respond to the affirmative. It is, in fact, a **Hammer of thunderbolts!**

### 3 Armory

Similar to the other room across the hall, this chamber is used to store a few clubs but is mostly filled with boulders. Stacks, like those seen before, nearly cover the floor of the room. If counted, approximately four hundred stones (plus or minus 4d10) will be found here.

### 4 Guard Station

Six stone-giant males are on duty here when the characters first enter the holy sanctum. (HP: 74,72,70,68,66,64) They will rush to reinforce the two at area **f** if the alarm is raised with half going through the secret tunnel to the alcove, and 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 Crypt

This chamber, like the one to the south (**6**) 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 beneath the trap (d) **g**. 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 seven foot wide, fifteen foot long, and four foot deep. A solid, one-piece lid covers the tomb of the devoted deceased. Each is ornately carved with designs and shapes symbolic of earth and stone. Too heavy to be moved, even the lids weigh in at 1,000 pounds. 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; 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 for a single one. There are between twelve to twenty-four in each coffin.* 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 **Bracers of Defense AC3**. 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.

*Note, attempting to move the lids will require a **lift gates** check to slide the covers off; putting them back will require the same, with only ½ the % chance of success.*

### 7 Secret Room

This chamber has been 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 will serve the party for a short time, providing them someplace nearby that they can quickly retreat to and hide if necessary. Care must be taken not to leave any tell-tale 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 before, and never returned. His weapons long rusted, his clothing, frayed and faded. All that remains untouched by time, it appears, is a pair of boots on his feet. If detected for magic they will indicate that they are, being **boots of elf-kind**.

### 8 Outer Temple

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

A L5 stone-giant shaman (HP:66) is conducting some kind of silent-service at the altar, his back to the entrance, while two L4 (HP: 54,54), two L3 (HP:46,46), two L2 (HP: 42,42) and two L1 (HP: 38,38) clergy are in the balcony alcoves (one in each) deep in prayer. *The spells each has memorized can be chosen from the list found in the appendices along with the table for determining how many each possesses. The L5 shaman fights as a 12-13HD creature; the L3&4 as 10-11 HD creatures; the L1&2 as 9HD ones.*

If surprised, the giant-shaman will simply attempt to defend the temple and themselves, and raise the alarm after 1-3 turns of melee. If an alarm has previously been raised by the guards at **f** or **4** all of these shaman will rush to the north end of the entry corridor and assist the

guards with spells, or repelling the invaders. If the party has not reached this chamber in ten turns after entering the sanctum, these creatures will move to area **11** for a snack.

The altar itself is a huge, rectangular block of marblestone. 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 about fifteen inches 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 Lbs.) 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 inside this chamber whenever the party enters--unless all have been slain (HP: 63).

### 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 furnishings is a preparation table ten foot long and four wide pushed up against the east wall, and a set of shelves in the northwest nook are 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 this, shelves line the walls as previously described, and barrels of cheese, meats, beer, wine, and pickled vegetables.

When the party enters they will find four stone giant females going about their duties (HP:45,43,41,39.) If surprised they will attempt to flee into the pantry, or into the nook, calling for assistance from anyone in the dining hall. If unable to do so, they will grab huge iron skillets and rolling pins and defend themselves, attacking as 8-9 HD monsters. They have no treasure!

### 11 Dining Hall

This large chamber contains two ten foot wide by twenty foot long tables, with benches on each side of both. Standing east to west with a ten foot space between them, this leaves an unusual amount of room for the party to move about. The tables are littered with an assortment of clay bowls, plates and cups, and forks and knives carved from bone; all being giant sized. The chamber is likely to be empty unless the party takes a

long time getting here. If that is the case, the stone giant clergy listed in area **8** is likely present.

### 12 The Great Temple

The largest chamber in the sanctum and, by far, the most deadly for the party, this massive, irregular room has walls that reach fifteen foot in height at the edges and angle towards the ceiling reaching a dizzying range of thirty feet. Six, ten-foot 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, while six huge buttresses in the western section rise along the north and south walls to a height of twenty feet before arching across the expanse, supporting the ceiling there (See the dotted lines of map.)

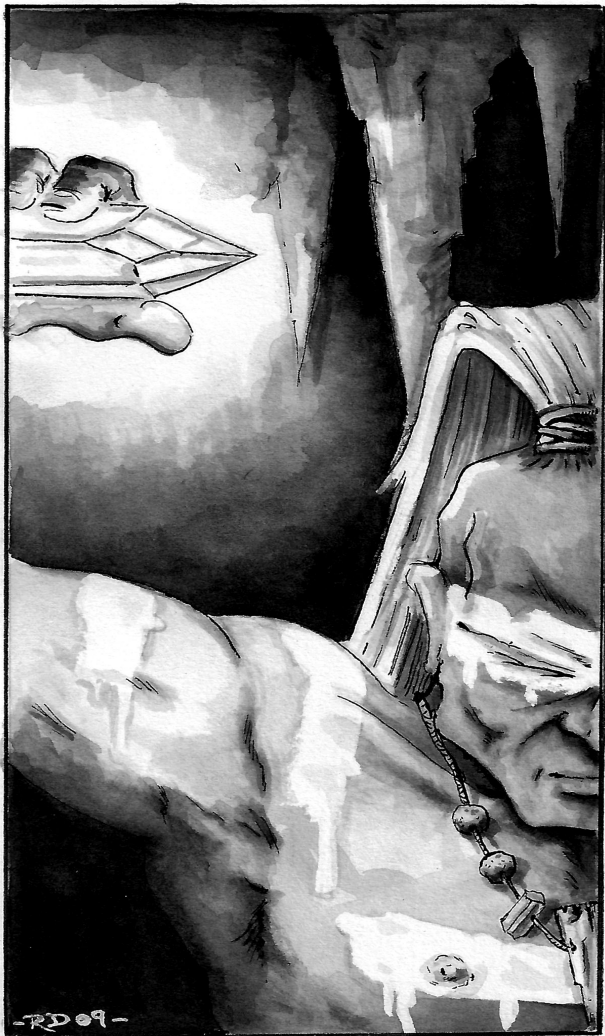
The floor is comprised of ten-foot square stone tiles secured by mortar, rubbed and polished smooth while the walls, likewise treated, have been covered with a tinted *wash* of pale blue. A few iron L-hooks are attached at certain locations allowing lamps to be hung from the walls to provide illumination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

A ten-foot section of the eastern wall provides a shallow box-like effect where a collection of items hang on display. 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 it on the back side, in stone giant, and reads "*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' foot in length, from bottom of handle to top of mallet, and weighs 100 pounds. Each requires the wielder have a strength of 20, and be at least 8 foot tall, weighing over 300 pounds. They are called *The Fists of Rockheart*, and each is equivalent to a +1 magic weapon, capable of doing 10-25/5-20 damage upon its victims. If the wielder possesses both *gauntlets of ogre power* and a *girdle of giant strength* (at least 20)--and fulfills the physical requirement--he can use both weapons in melee! Furthermore, any successful hit landed on a target of 5 or more than needed will smash and destroy any protective armor or shield that does not make a *Save versus Crushing Blow* (the DM must determine which items are struck first.)

At the west end of the chamber a semi-circular step rises up to an elevated area. Two ten-foot square alcoves lie beyond this in conjunction with seven others in this section, with a ten-foot wall between them (see map.) Atop this riser rests a block of stone that appears as a huge, melted block of wax. It is, in fact, a receptacle for the essence of the stone giant Lord to possess should he make an appearance. Standing atop the riser, also, when the party makes its first

appearance, is the chief cleric of the stone-giant clergy. A L7 shaman (HP: 99), he is AC-6, does 3-18 points of damage and fights as a 15 HD creature. *His spells and items are listed in the appendices that follow the text of the adventure.* In each alcove to the north and south is a stone-giant cleric in deep prayer. Two L5 (HP: 73,73) in the south ones that attack as 13 HD, and three L2 (HP: 47,47,47) in the north ones that attack as 10HD. *Their spells are also found in the appendices.* If this chamber has not been reached within 12 turns of the party entering the sanctum the occupants will have returned 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 will fight to destroy any non-giants who enter. They will assume that the intruders either

snuck by or defeated the sanctum's outer guards and traps, and after 3 turns one will try to flee and summon help; going north to area **21** or south to **15** to return with the occupants of those. If after 6 turns of combat they have not succeeded in destroying, or at least repelling, the invaders, the chief will attempt to *commune* with the Lord, asking for assistance. If such succeeds, *Rockheart* will, indeed, make an appearance.

One would think a "Greater Temple" would be filled with items, sacrifices, and furnishings related to a place of worship. But, besides those hanging upon the east wall, the place is bare of adornment. Stone is evident, solid rock that is cool to the touch. And at times the hall will take on an eerie feel, as if the stone ripples and undulates, like the inside of a huge lung taking a breath. For, at times it will seem almost...living.

For indeed the place is but 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 spell that attempts to disrupt or dislocate space, or allow the caster to travel through space (such as *dimension door*, *levitate*, *teleport*, *word of recall*) will fail while within the Great Temple. And should the place be desecrated, the odd-shaped block upon the riser will begin to transform into the shape of a stone giant. But it will be like no giant the party has encountered before!

Should the chief-shaman feel the need to, and successfully summon him, or the hall is desecrated by the party, the stone-giant Lord will, himself, appear. Known by legend as **Rockfist Rockheart**, this being is, in all likelihood, a party killer (HP:300), fighting as a 16+ HD monster, and equal in ability to a L15 cleric and L12 MU. *All details concerning his spells, armor and damage capabilities are located in the appendices.* It should be noted that Rockfist will 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 will remain clear for at least three hours, and as much as six. After that time it is 25% possible each time it is entered that a stone giant male (HPS:63) will enter 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 vast majority of these contain sundry items of little value to the party; *the DM should determine the contents based on the table, "Religious Articles and Furnishings," found in the DMG on p.218.* While most will be of 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 average is 20' 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 can be heard echoing through out.

The western half of the cavern has somewhat of a sandy floor--about three inches--and the walls are lined with huge barrels (about ninety) five foot in diameter at their greatest girth, and standing six foot in height. These are fashioned from wooden ribs, and are sealed with lids. All are filled with crystal, 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 four feet in the center, thus making wading possible. Only, the water is near freezing (about 35 degrees) and will quickly drain anyone's constitution if lingered in beyond one turn. *The DM should have characters roll their **System Shock** for each turn spent in the water to see if they suffer any ill effects; a draining of 1 point of CON per round once the check fails, until the character leaves the pond and begins 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). And, while she may be approached by good creatures should they call out ahead (10% chance), as the party first enters the cavern, she will be in the process of a bath. Should the party approach her while in this state and see her, they must make a save versus magic or be blind (permanent). If they reveal a wicked or lustful behavior at all, she will quickly disrobe, and those who fail their save will die! (*The nymph's spells are listed after the text in the appendices.*)

This might be avoided if the party contains a male with an 18 charisma and is "good", if she sees him first! 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.

While the stone-giants do not disturb her habitat, taking only water from the western edge of it to fill their barrels daily, they are also not aware of the treasure she guards at the bottom of the pool. A **+3 Vorpal long sword** lies in its scabbard in the center of the pond under four foot of chilled water. (Optionally it is also an *Unusual Sword*, with an Intelligence of 17. It can read languages/maps of non-magical sorts, and magical writings as well. It is Lawful Neutral. It has a Special Purpose to kill magic-users, and to that end its Special-Purpose-Power is "cause insanity" within them for 1-4 rounds if their fail their saving throw. Its Primary Abilities are: Detect Secret Doors in a 1/2" radius; and Detect Invisible Objects in a 1"

radius. And has an Extraordinary Power to do a "Heal" 1 time/day. It speaks the language of Lawful Good, Dwarf, Storm Giant and Shedu, and is telepathic as well. Its **Ego** is 20, and its **Will-power** is 37.)

#### 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 will quickly be recognizable upon entry as a kind of kennel.

Twelve **cave bear** (HP: 54,2x50,2x46,2x42,2x38,3x34) 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 left for the beasts to sleep on. The smell of urine and feces is so strong that after one turn inside the cave remaining within requires a Save versus Turn to Stone, or the victim becomes so ill as to begin involuntarily retching, dizzy, and suffering from headache. Time grants some benefit to the one who succeeds, with further Saves each turn spent getting a cumulative +1 bonus, with those who failed receiving no further attempts, and losing 1 point of strength per turn. Only by leaving the chamber will ill-effects begin to reside, taking 1 hour to restore 1 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**. This is hidden in a pile of bear dung (among the many) and will require at least six full turns of searching.

If the door is left open the bears will 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 will attack them 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 pegs of stone that protrude, 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 by bypassing and not alerting the guards, or the clergy in area 12, there is a 5% chance that a stone giant male (HP:63) might wander in, possibly surprising them, or itself.

### 17 Clergy's-quarters, Adepts

This chamber is fairly cluttered, as six giant-size beds fill most of the space. It is the private chambers for the L2 shaman of the sanctum, and their individual sacks can be found hanging from stone pegs beside the beds. There are no chairs or tables present, but footlockers can be located 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* will have returned to this room to prepare to retire for the day.

### 18 Clergy's-quarters, Acolytes

This room serves the same purpose as that above, but with seven beds, footlockers, and sacks intended for use by the L1 *acolytes*. They will be 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 shaman will return here, to retire for the day. And as with the room previously described, these shaman have no personal wealth.

### 19 Clergy's-quarters, Priests

Only five beds are located in this chamber. Each with footlockers, and sacks hanging nearby, the room has a bit more space to move about. The occupants, already listed elsewhere, will likely return as the others, if no general alarm has been sounded. Unlike the lower ranked fellows beneath them, each has a small amount of personal wealth accumulated. Each footlocker, then, will yield 100-800 CP, 100-600 SP, 100-400 EP, 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 seven-feet above the floor, causing all of the giants in the sanctum to crouch severely, or move about on their knees while in them, while the ceiling running north to south from entrance to entrance is a mere 13 feet (see map; dotted lines show the divisions of the ceiling); and third, it is unnaturally quiet within the chamber. This is 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 appear to have stone symbols carved into the walls. These all represent 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 L1 *acolytes* will be here (HP:43,43,43) and will remain for three hours. If the party hasn't reached here by then, or an all out alarm sounded, drawing them to investigate, they will retire to their quarters at area 18. *A list of their spells is provided after the text in the appendices.* They do not have any treasure on them.

### 21-22 Guards-quarters

These large rectangular chambers contain ten bunks each, though only six stone-giant males (HP: 63,63,62,62,61,61) per room are present at the time the party enters the sanctum. The beds ring-the-walls as the center space open to allow swift passage in and out. Stone pegs protrude from the walls beside each bunk at about the 8' level from which the giant hangs his bag. The contents of the footlockers range from mundane clothes, belts, buckles, combs, and so on, to the few coins of wealth they have accumulated (the DM should roll a d10x10 for CP, SP, EP, GP.)

If the alarm was previously sounded these fellows will have gone to the location required. Otherwise, they are simply resting here between their duties. (*Note: any guard encountered randomly, as in area 9 or 16, for example, 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 through out, 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 that can be rolled or chosen from the table Clothing and Footwear in the DMG p.219.* Either can contain a small amount of coins (10-100 CP, 10-100 SP.) At present two female stone-giants (HP: 34,32) are here when the party enters the sanctum; if the alarm is raised they will attempt to flee down the stairs to the north to the bunkers below. After four hours, if the party has not reached this room, they will head to area 32 to resume their duties of cleaning.

If caught by surprise, they will attempt to bully smaller beings, running for aide 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; while the clergy leader actually "pens" magic scrolls. (*If the party spends six turns searching among the various piles and rolls of paper they will find three completed scrolls containing 1*

to 3 1<sup>st</sup> to 3<sup>rd</sup> level cleric spells on each. The DM should choose or randomly roll which these are.)

If the general alarm has not been sounded, the party will find this area one of the more difficult to resolve, as it will be occupied by five stone-giant shaman when they arrive. A L6 (HP:78) *canon* (who fights as a 13HD creature) will be supervising a L3 (HP:46) *priest*, a L2 (HPS:42) *adept* (who fights as an 11<sup>th</sup> HD creature), and two L1 (HP:38,38) *acolytes*. There are no weapons within the room, but they will use chairs and anything else at their disposal. (*Spells for each are listed after the text in the appendices.*)

Though not cowards, they will try to seek assistance from the guards at 21 or 22, after one turn of combat. The leader wears a **ring of spell storing** that contains the following spells: **Cure serious wounds**; **remove curse**; **slow poison**; **sanctuary**, and will call upon any of these to supplement his spell-use.

### 25 Storage room

The door to this chamber is stuck-shut, requiring the party to roll a *Bend Bars* check rather than the standard Open Doors. 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 through out. What appears to be a stringy-spongy like material covering the entire floor and walls is, in fact, a creature. Actually, it is a colony, of **yellow-mold** (HP:O), and will attack with spore-clouds if molested, then with 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 nice little *treasure* that rests in the southeast corner, covered by the mold, a **Gem of Seeing**.

### 26 Private quarters

A normal sized door leads to this, one of the two smallest rooms in the sanctum (it and the other--#27.) It is used by small beings who come to do business with the giant clergy. Often it 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.

Currently, this one will be empty when the party first reaches it; the occupant being at area 32 awaiting a conference with the clergy leader. Upon exploration, they will find some papers in the table written in an archaic language; an elf will recognize it as being something only talked of by his own people; heard only in legends

and never seen by any living elf known. Should some type of deciphering magic be used, the writings will 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. (**Note: the language is, in fact, "drow," and the person using the room is just that: a drow-elf!**)

Further investigation will reveal 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

Nearly identical to the previous chamber, but currently occupied, as someone might be asleep in the bed. A half-orc *FTR-10/ASN-12*, companion of the drow next door, will be found here when the party arrives, either asleep (45%) or awake (55%). Her name is OOGLA ORNEY. Her stats are: STR 18/75, I14, W13, D14, C17, CH12. She has 69 hit points, and is CE.

If asleep when the party arrives there is a 10% cumulative chance per turn she will awaken. If she does not, she can be slain automatically in her sleep. If awakened she will be unarmored and unprotected, yet belligerent to no end. All her weapons will be beneath the mattress, but unreachable if surrounded by the party.

If she hears them and awakens before they enter (55%) she will grab her items and be prepared for the intruders; only her companion knows the secret knock between the two. She will attempt to turn *invisible* using her **ring of invisibility/inaudibility**, and "assassinate" the first who comes through the door if she gains the element of "surprise." She'll have donned her **bracers of AC2, ring of quickness\*** (and the one already mentioned,) her **boots of elf-kind, cloak of protection +3**, and grabbed her **+1 short-sword of sharpness**.

\*Her *quickness* ring allows her to double her normal amount of attacks per round, and always win initiative. Besides the items listed, she has traveling clothes and gear in the footlocker, along with 250 SP, 100 GP and 20 PP.

If things start to go very badly against her, she will attempt to flee and locate her companion to make their escape.

### 28 The 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 items, if investigated, will reveal their nature, for they are penned in a language long forgotten in the world; not "drow," though. A sage will have to spend weeks attempting to decipher them and, if successful, will only

be able to grasp a few of the 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. And that if awakened, will bring total destruction upon the land of the surface dwellers.

But upon entering the chamber the party will have more immediate concerns, for two L3 stone-giant clergy (HP: 38-38, who fight as 11HD creatures) will be in the process of organizing what materials there are. One will move to engage intruders while the other will make for the door in the northwest corner to get aide.

Other than the writings, and a rough, sketchy drawing of a demonic form, there is nothing of value or interest in the room. (*Note: spells for these shaman are found after the text in the appendices.*)

### 29 Study

Somewhat similar to the previous chamber, this large room is filled with tables and chairs of giant size that the clergy use to sit and study the scrolls and documents from the previous room. Mundane furnishings reveal absolutely nothing of value here.

If they have not been summoned to go to #28 to assist there, or answered a general alarm, three giant shaman will be present as the party enters. One is a L6 *cannon* (HPS: 86, who fights as a 13 HD creature) while the other two are L4 *curates* (HP:60,60, who fight as 11 HD creatures.) *Note: their spells, also, are listed after the text in the appendices.*

They will do all they can to overcome intruders, but if things turn against them, the leader will attempt to flee north, then to area 34 to escape.

### 30 Clergy's-quarters, Curates

A rectangular chamber with a single entry-door serves as the sleeping chambers of the L4 shaman. 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 will each yield: 10-100 CP, 10-60 SP, 10-40 EP, 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 will find the four *curates* here and asleep; assuming the giants have not been previously slain.

### 31 Clergy's-quarters, Perfects/Canons

Similar in size and shape to the previous chamber, this one is the private chamber of the L5 and L6 shaman. 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 will contain *triple* what is listed above, with each having a 25% chance of having 1-6 *potions* the DM must determine by selecting or randomly rolling. Everything else within the chamber is of mundane nature.

As the shaman that occupy this room will likely be encountered elsewhere, it is not likely the party will find any giant present when they reach the chamber. Should they have avoided earlier traps, ambushes, and an all-out resistance and somehow made their way here, in such instances the L5 and L6 shaman noted elsewhere will return to this chamber after 4 hours if not already slain.

### 32-34 Chief Shaman's quarters

This suite of three chambers is the exclusive residence of the L7 stone-giant *Lama* in charge of the sanctum. And while he will initially not be found in these locations, should he see the invaders as a serious threat he will attempt to eventually reach his residence and retrieve as much treasure as possible before disappearing into the tunnels beneath (via the stairs at I.)

Currently, in the outer chamber (32) is a figure waiting to meet with the head shaman. This dark and sinister character is **Beryl Bloodstone**, a female *Drow* magic-user 9/thief 14 (HP: 53.) 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. (*Note: all technical information regarding her spells is listed at the end of the text in the appendices with her book.*) Her stats are: STR 13, I18, W13, D19, C16, CH17. She has a Magic Resistance of 78%, and is AC -8+ (base10 adjustment for weapons, due to her high dexterity and magic items.) As a *Drow* she can cast the following once per day each: *dancing lights, faerie fire, darkness, detect magic, know alignment and levitate, clairvoyance, detect lie, suggestion and dispel magic.* (For more *Drow* data consult the *Fiend Folio.*) She is CN and has the following which she may use as she wishes: **boots of speed; bracers of defense AC2; cloak of protection +3; girdle of hill giant strength; ring of protection +3; ring of free action; sword, short--defender +4.** The cloak and sword are of *Drow* origin, and will 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 remaining. The only “treasure” she has on her are her earrings (worth 1500 GP each) and a necklace (worth 2500 GP.) She is withholding a gift to the chief shaman (the **stone of controlling earth elementals**) until she has met with him and secured an commitment of some kind.

She is very irritated, having kept waiting a very long time. *If* she is surprised by the party, she will attempt to bluff her way “out-of-it,” suggesting that she is a spy, sent by her people to check things out. If they attack her

she will attempt to go “invisible” (via spell) and flee.

The 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.



The sleeping chamber of the chief shaman is area 33. A giant-sized bed in the southeast corner goes east to west, while a huge desk stands 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. If searched the top drawer will contain a large, beautiful **pearl of wisdom**, wrapped in a giant, silk kerchief; in the bottom one, a leather **girdle of frost giant strength**. The center one has a partial map that atop it reads: “*Those who summon me shall be rewarded.*”

A passage-like room to the west leads to the treasure chamber of the sanctum. A huge carpet hangs suspended from the south wall on stone pegs. It is a **rug of smothering** and, if molested, will react.

The last chamber (#34) is the true treasure room of the sanctum. Entry, though, is difficult from the east door for it has been sealed shut by powerful magic. A “*Dispel Magic*” spell will remove 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 in the northern ones, 10,000 EP each, while fastened to the west wall are two items of interest: a large, two-handed **sword of sharpness**, and a heavy **crossbow of accuracy**. That is all the treasure within the chamber.

Special features: Two sets of stairs going down and two going up are visible on the map. The ones descending (i and l) lead to a network of tunnels large enough for the giants to utilize, but are so many and interconnecting that, without a map, becoming lost is 90% likely. The giant shaman are familiar with only a small section of them, enough to follow the escape route that leads to the surface a mile from the sanctum. The DM can expand upon this if desired, or *await the concluding module* which will include these. In contrast, the ones going up (j and k) simply end where the map shows they do. This is unfinished construction that is “on-hold” until the next set of workers come 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.

## THIS ENDS THE EXPEDITION TO THE SANCTUM

Designed & Written by RC Pinnell  
Map by Andreas Claren  
Cover and Interior Art by Rachel Drummond

## APPENDICES BEGINS

### **Nymph's Spells** (As a 7<sup>th</sup> level druid)

1<sup>st</sup>: Animal friendship; invisibility to animals; purify water; speak with animals.

2<sup>nd</sup>: Charm person or mammal; Cure light wound.

3<sup>rd</sup>: Cure disease; stone shape.

4<sup>th</sup>: Control temperature 10' radius.

The nymph can *dimension door* once per day at will.

## STONE GIANT CLERGY ROSTER

Shaman -level	Attack as HD monster	Spells memorized				
		1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>
7 <sup>th</sup> :	14-15	3	3	2	1	(1)
6 <sup>th</sup> :	12-13	3	3	2	-	-
5 <sup>th</sup> :	12-13	3	3	1	-	-
4 <sup>th</sup> :	10-11	3	2	-	-	-
3 <sup>rd</sup> :	10-11	2	1	-	-	-
2 <sup>nd</sup> :	8-9	2	-	-	-	-
1 <sup>st</sup> :	8-9	1	-	-	-	-

#### SHAMAN SPELLS

##### First:

1. Cure light wounds\*
2. Detect evil/good\*
3. Detect magic
4. Light
5. Protection from good/evil\*
6. Resist fear

##### Third:

1. Cure blindness\*
2. Cure disease
3. Dispel magic
4. Locate object
5. Prayer\*
6. Remove curse

##### Second:

1. Augury\*
2. Chant
3. Detect charm
4. Resist fire\*
5. Snake charm\*
6. Speak with animals

##### Fourth:

1. Divination\*
2. Exorcise
3. Neutralize poison
4. Tongues

##### (Fifth)

1. (Commune)\*

1<sup>st</sup> through 6<sup>th</sup> level shaman should roll a d6 per spell-slot above to determine which spell is memorized. In some cases duplication might occur.

\* These spells are suggested for the chief shaman. Note that the fifth level spell is not normally attainable by a 7<sup>th</sup> level shaman, but the closeness of the deity to this sanctum has resulted in a special "gift" of its use.

#### BERYL BLOODSTONE'S MEMORIZED SPELLS

- 1<sup>st</sup>: Comprehend languages; friends; identify; read magic. (*Dancing lights-Feather fall-Magic missile*)  
 2<sup>nd</sup>: Detect invisibility; invisibility; locate object. (*Rope trick-Stinking cloud-Web*)  
 3<sup>rd</sup>: Dispel magic; slow; suggestion. (*Fireball-Haste*)  
 4<sup>th</sup>: Dimension door; polymorph other. (*Wizard eye*)  
 5<sup>th</sup>: Feeble-mind. (*Teleport*)

Those spells *italicized* are also in her spell book.

#### STONE GIANT DEITY, **Rockfist Rockheart**

This demi-god resides on the Prime Material plane; specifically, deep within the world of the characters. He seldom meddles in the affairs of humans and surface beings. The DM can create more about him if desired.

#### ROCKFIST ROCKHEART "Lord of the Rock"

#### Lesser god

S:25 (+7/+14) I:19 W:20 D:19 C:25 CH:17  
 ARMOR CLASS:0  
 MOVE: 15"  
 HIT POINTS: 380  
 ALIGNMENT: Neutral  
 SIZE: L (30' tall)  
 MAGIC RESISTANCE: 50%  
 CLERIC/DRUID: 15<sup>th</sup> level cleric  
 FIGHTER: As 16+ HD monster  
 MU/ILLUSIONIST: 12<sup>th</sup> level magic-user

Along with the information for this being provided above, the following spells are recommended to fashion the deity to this scenario. The DM can, or 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 persons 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:** Fire-ball; Lightning bolt; Slow; Suggestion.

**Fourth:** Confusion; Fear; Ice storm; Polymorph other.

**Fifth:** Conjure elemental; Cone of cold; Feeble mind; Wall of force.

**Sixth:** "Flesh to stone" (reversed-spell)

#### PRE-ROLLED PARTY

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 Ranger, Level 11. S 17, D 15, C 18, I 14, W 15, CH 13. Move 12" AC 1 (0 with shield) HP 101. Chainmail +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. Spell Use: 2 first level druid spells--player's choice; 2 first level magic-user spells.

##### #2 Lord Bangor Mane

Lawful Neutral Male Human Fighter, Level 13. S 19 (18/56), D 16, C 17, I 15, W 13, CH 14, Move 12", AC -5 (includes shield), HP 76. Bandedmail +3, Large Shield +3, Longsword +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 : Protection vs. Petrification.

### #3 Thualgrym the Mysterious

Chaotic Good Male Human Illusionist, Level 14. 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, Nolzurs 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). Spell Use: 5 first level spells; 5 second level spells; 4 third level spells; 3 fourth level spells; 2 fifth level spells; 2 sixth level spells; and 1 seventh level spell.

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

Lawful Neutral Female Human Monk Level 12. 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 handed 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. HP: 105 AC: -2. Str: 16 Int: 15 Wis: 16 Dex: 14 Con: 17 Chr: 18. +2 Plate Mail, +2 Shield, +2 two handed sword, +1 Longsword. Potion of Flying, Gauntlets of Ogre Power, Ring of Fire Resistance, Ring of Water Walking, Silver Dagger. Spells: 2 first and 1 second level clerical.

### #6 Briana Rowan

Neutral Female Human 10th Level Druid HP: 64 AC: 2. Str: 13 Int: 14 Wis: 17 Dex: 16 Con: 14 Chr: 16. +2 Leather Armour, +2 Spear, Potions of Extra Healing, Levitation, Ring of +1 Protection, Ring of Mammal Control (4 charges), Periapt of Health, Bag of beans, Wooden Shield, Scimitar, Sling and pouch of 20 bullets. Spells: 7 first level; 4 second level; 3 third level; 3 fourth level; 2 fifth level.

### #7 Kerlian Anthar

Chaotic Good Male Elfin 9th Magic user/ 6th Fighter HP: 50 AC: 0. Str: 17 Int: 17 Wis: 14 Dex: 16 Con: 15 Chr: 14. +2 Chainmail, +2 Longsword, Javelin of Lightning, Potions of Clairaudience, Healing, Invulnerability, Rope of Climbing,

Shield, Helmet, Dagger, Short bow and Quiver of 24 arrows (5 are silver arrows). Spells: 4 first level; 3 second level; 3 third level; 2 fourth level; 1 fifth level.

### #8 Bishop Raithlan the Devout

Lawful Good Male Human 13th Level Cleric HP: 76 AC: -1. Str: 14 Int: 13 Wis: 18 Dex: 15 Con: 15 Chr: 14. +2 Plate mail, +2 Mace, Potions of Extra Healing, ESP, Staff of Striking (21 charges), Incense of Meditation, Necklace of Prayer Beads : Bead of Curing, Bead of Atonement, Shield, Helmet, Silver Holy Symbol, Scroll of Cure Critical Wounds, Raise Dead. Spells: 8 first level; 8 second level; 7 third level; 5 fourth level; 2 fifth level; 1 sixth level.

### #9 Arhanna Clevadhul

Neutral Female Elfin 8th Magic user/ 8th Thief HP: 42 AC: 2. Str: 13 Int: 17 Wis: 14 Dex: 18 Con: 15 Cha: 13. +2 Leather Armour, +1 Dagger (+3 vs Large), +1 Longsword, +2 Sling of Seeking, Potions of Fire Resistance and 2 x Extra Healing Ring of Invisibility, Ring of Feather Fall, Dagger, Pouch of 20 bullets. PP: 65 OL: 47 FRT: 50% MS: 60% HIS: 53% HN: 30% CW: 94% RL 35%. Spells: 4 first level; 3 second level; 3 third level; 2 fourth level.

Pre-rolled characters provided by: Icemaiden and Cwslyclgh

## 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.

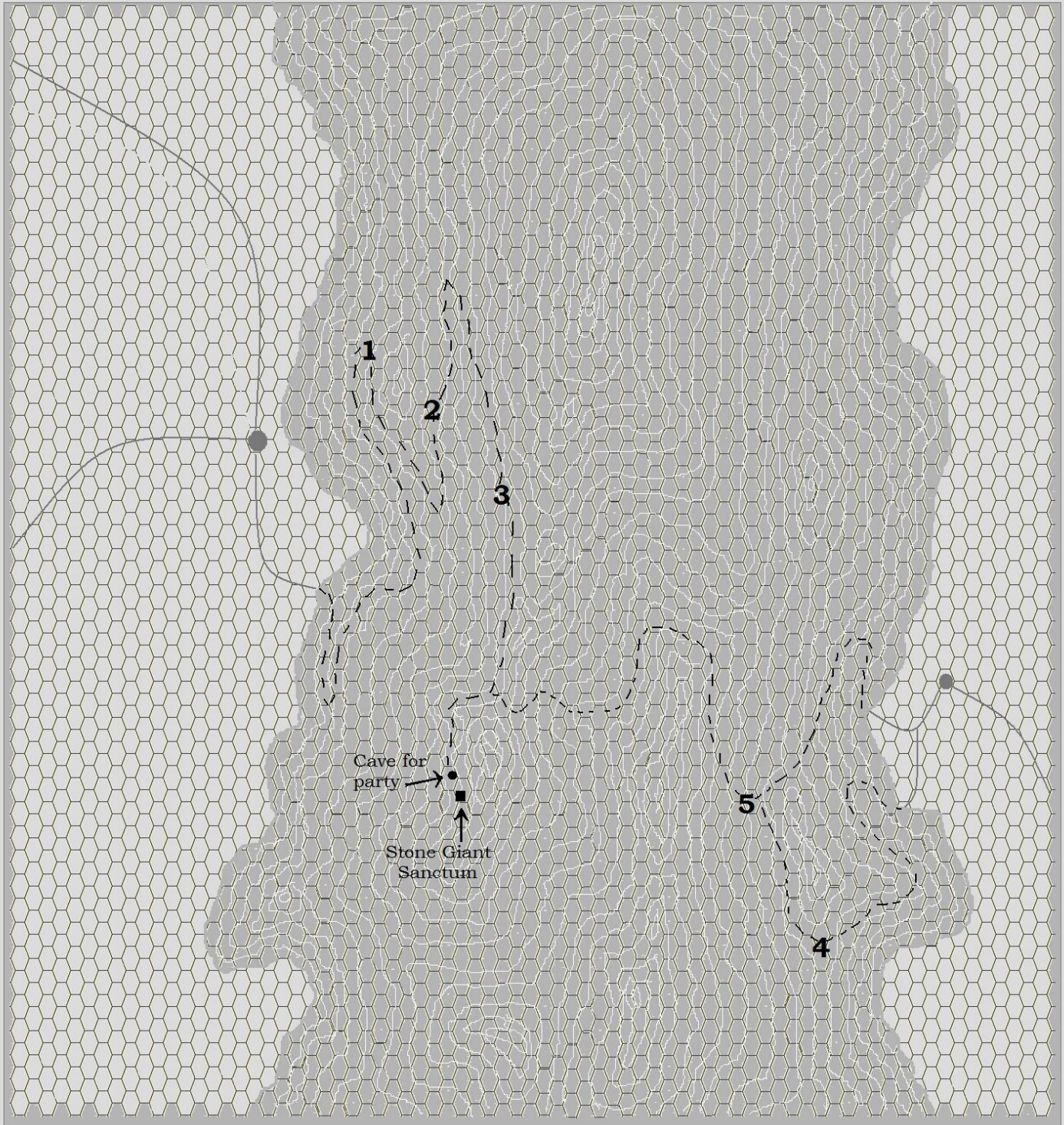
Into this land we thrust ourselves, for treasure, love, and fame, and for the feeling deep inside that drives us all to game, and all the while we don't forget *The One* behind the name.

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.

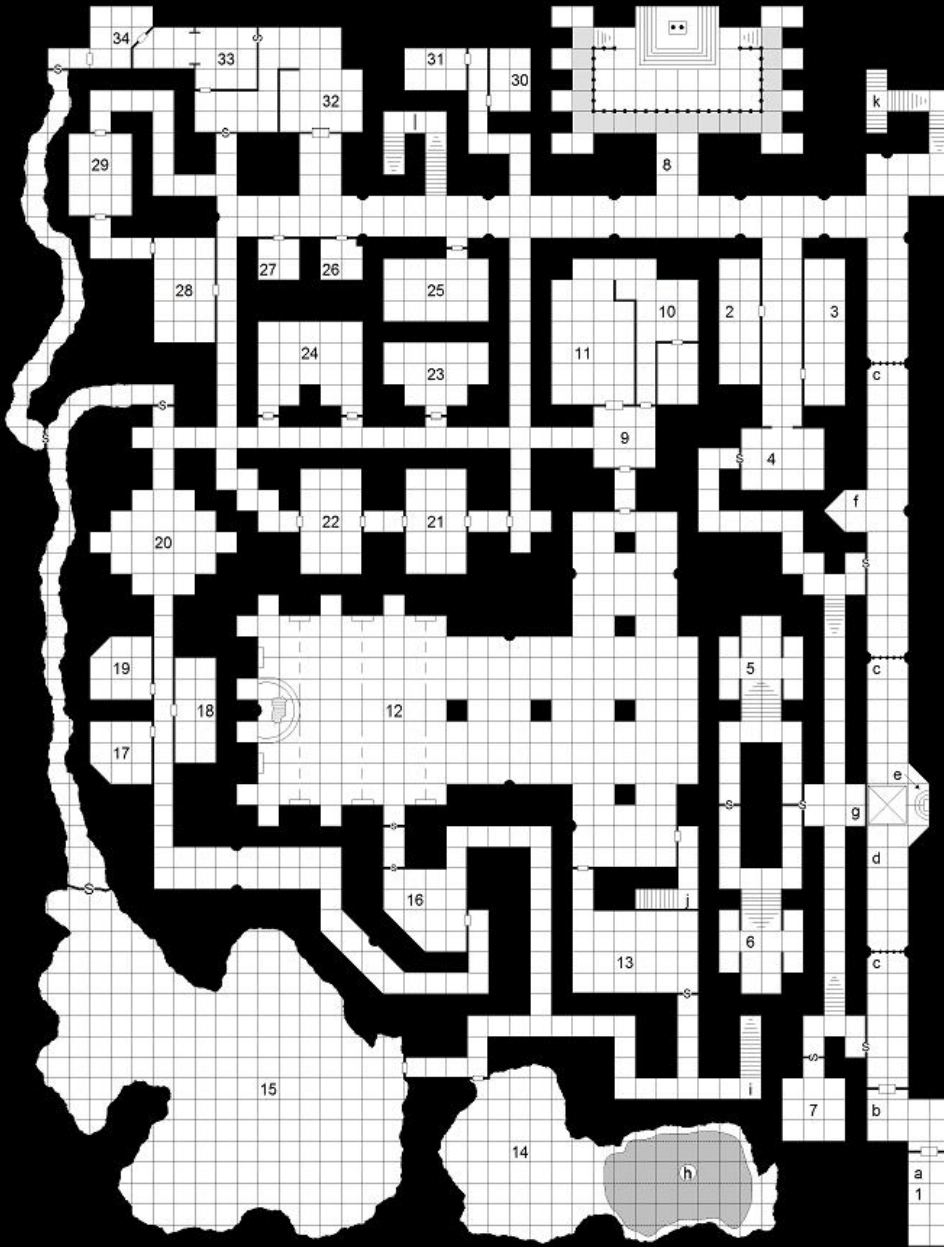
# The Stone Giants' Sanctum Wilderness Map













Hex = 1/2 mile    Elevation/contour line = 1200' ascent to peaks



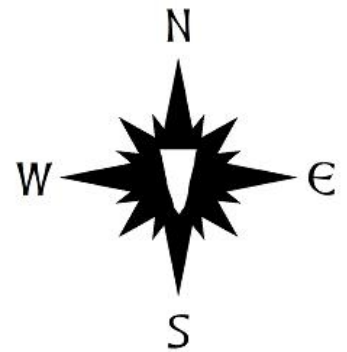
# THE SANCTUM

## MAP KEY



-  Door
-  Double Door
-  Secret Door
-  Pit Trap
-  Altar
-  Stairs
-  Portcullis
-  Torch sconces
-  Buttresses
-  Water
-  Stone Block
-  Dais

1 square = 10 feet



# Sanctum of the Stone Giant Lord

High among the peaks of the Golithia Mountains the holy Sanctum of the Stone Giant Clans has advised the giant race for centuries not to meddle in the affairs of the little folk that dwell in the valleys and prairies below. But the recent raids by the normally neutral giants has created a disturbance in the long honored peace between the races. And before things get any worse the local nobles need to find out why the giants are suddenly pillaging the local farms of crops and livestock.

A bizarre rumor is spreading that implies the clergy of the stone giants is suffering a possible schizm, and that the high leader of this order has, in fact, become so unstable that his assistants are on the verge of overthrowing him. Such an event could pose a threat to the already strained and delicate treaty between the stone giant clans and the little folk.

A party must be assembled to journey up the steep face of the mountains, locate the Sanctum, and find out what is causing the local giant-folk to act in contrast to the guidance of their clergy.