

G6

ADVANCED FANTASY ADVENTURE



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

The Forge of the Fomorian Smith Lord

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

First Edition Fantasy G6 The Forge of the Fomorian Smith-Lord

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Foreword

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

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

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

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

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

Introduction

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

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

Background

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

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

Start

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

Geology of the Underworld

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

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

KEY TO THE UPPER CAVES (1-9)

Wandering Monsters

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

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

Caves and Areas

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

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

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

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

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

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

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

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

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

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

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

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

THE SPINE OF THE WORLD

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

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

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

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

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

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

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

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

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

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

there is nothing else of interest here.

THE LOWER CAVES

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

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

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

THE CHAMBERS OF THE SMITH-LORD

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Cover by Nathan Nada Maps by Andreas Claren

AFTERWORD

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

APPENDICES, SLO-VAN (Fomorian demigod)

AC: -5

Move: 15"

Hit Points: 201

Of Attacks: 2

Damage/Attack: 10-40 (+14)

Special Attacks: See Below

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

MR: 50%

Size: L (15' tall)

Alignment: NE

Worshipper's Alignment: fomorian giants; NE dwarfs

Symbol: Hammer

Plane: Prime Material Plane

Cleric/Druid: 14th level druid

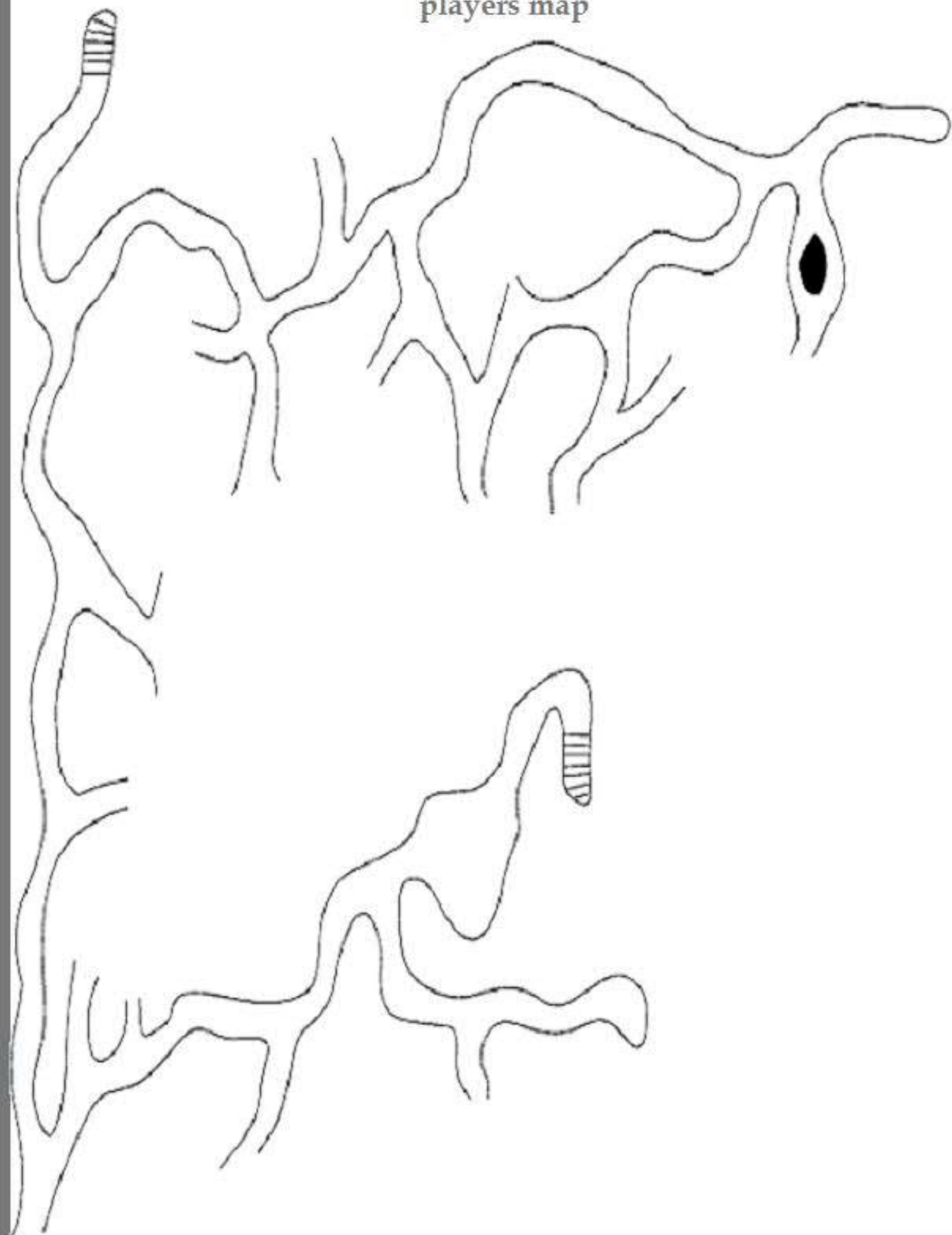
Fighter: As 16+ HD monster

MU/I: 16th level magic user

PSI: IV

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

players map





1 square = 20 feet

The Forge of the Fomorian Smith Lord

side view of the caves

