

ADVANCED FANTASY ADVENTURE

FOR CHARACTER LEVELS 12 - 15



Secret of the Storm Giant King

by rc pinnell

This module contains background information, referee's notes, multiple maps, and exploration Keys allowing the Dungeon Master to efficiently guide his or her players through the adventure. Situations might arise that are not provided for, and will have to be dealt with "in the moment", to the best of the DM's skills.

Advanced Fantasy Adventure

For 4 to 8 Characters Levels 12th to 15th

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Warning: Everything from this point forward is information that is meant for the Dungeon Master. If you just like to read modules, have at it; if doing so spoils the adventure you might participate in at some future time, blame yourself.

Notes for the DM

Feel free to augment, delete, alter, replace any of the material within, you wish. If you are currently involved in a campaign and your players all have high level characters you should have no difficulty aiming them in the direction of this adventure. If they do not have such characters, two parties have been created for your and their use; or to be used to help small and/or weaker groups. These will appear at the end of the adventure information.

The suggested levels are guidelines for you to use. In the author's opinion, no single-classed character of 9th or lower level should participate in the scenario unless supported by others where most are stronger types.

As this scenario deals with Storm Giants—usually Good beings—it is possible that a group of neutral and/or evil characters might have advantages over those of Good alignment. Penalties and rewards for how players perform are described after the text.

The entire place is carved out of a stone mountain; the walls and floor are smoothed stone; the doors are made of stone. Furnishings will be constructed of wood and stone, depending on the purpose of the item. All are designed for giant beings, and there will be modifications to players' actions regarding how they deal with these things.

Halls & Doors

Hallways 25' wide will have ceilings of 28' in height; those 50' wide having ceilings of 30'. The ceiling of the Great Hall (#4), is 40'. There are three sizes of doors found throughout the facilities; standard doors are 24' high by 8' wide by 2' thick and weigh 71,808 lbs.; small doors are 22' high by 6' wide by 1' thick and weigh 24,634 lbs.; large double doors are 30' high by 10' wide by 3' thick, weighing 168,300 lbs. If they are found to be shut, but not locked or barred or magically held, characters may attempt to open them by rolling their chance to Open Doors—on a d20! Up to three characters may attempt to combine their effort, but should they fail they will not be able to try again on that door for 3 to 6 hours.

Rooms

A small chamber (2 x 3 or 2 x 4 squares) will have a ceiling height of 28'; mid-sized rooms (3 x 3 squares) have ceilings of 30'; all larger chambers will have ceilings of 35' to 40'.

Light

Within the halls, giant-sized lamps will hang from an iron L-bar attached to the wall at a height of 23'. These will be lit at dusk and run through the night and have enough oil to burn for 48 to 54 turns. They emit a strong illumination up to 60'(radius). All small and mid-sized rooms will have one such lamp per wall; though it is usual that only one at a time is lit, rotating to another when it is out of fuel. The larger chambers will have one per 30' of wall.

Noise, Sound & Sight

The volume of noise made by the characters walking will vary, depending on multiple factors. If they are attempting to move quietly, the sound they make will be slight, with the giants having a 25% chance of hearing them up to 100' away; adding 10% per 10' less between the two. If the characters are in heavy boots and not being cautious at all, giants will have a 50% chance of hearing them; again, adding to this as the range between them decreases.

Combat and other strenuous actions can be heard 50% of the time, applying the same ranges and modifiers. Walls will decrease all chances of being heard by 35%; if the characters are in a room, with giants outside, for example.

Naturally, spells that produce sounds and/or other effects (smoke) will draw attention to the area.

Since the residence of the storm giants faces south, there is plenty of light on a cloudless day. But little is truly able to enter the palace itself; unless doors (c) are open allowing the light to enter; the open balcony on the second story allows more light to enter, even reaching the door and wall to room 28; no light, however, reaches the dungeon.

The entire open court yard of the main level is fully illuminated at midday; morning shadows begin at dawn at the roof of building 2, slide down the walls and recede east until the sun is overhead. When the sun slips down into the west they appear again, starting at the same spot and reaching eastward, covering building 3 until the sun sets and night falls.

Both the characters and giants must abide by the rules of range and line-of-sight. Spotting the giants should be easy for the characters. As a group, this should also apply in reverse; keeping in mind that a single dwarf or halfling might appear to a giant as nothing more than a large rat, at first glance.

Things Not Covered

There will be a lot of situations you as DM will have to handle that are not covered here. Use your best judgement when dealing with the actions of your players' characters, relying on your own wisdom and approach to the rules. Be fair, but do not err in favor of one side over the other.

Background: Somewhere, high on one of the tallest mountains, the palace of the Storm Giant King stands. Carved out of the stone itself, a deep gorge guards against unwanted visitors and entry; accessible only via the wooden bridge that spans a 400' deep crevasse between it and the nearest peak. Naturally reclusive, the storm giants and their king have managed to remain untouched by the conflicts between their lesser kin and mankind, by keeping to themselves and not allowing the troubles of others to involve them. Though their strength and abilities could be of great aide to either side, their reclusive proclivity has kept them behind their walls.

As the war between men and the lesser giants—hill, frost, fire--approaches a decade long, the resources of men and their allies have been pushed to the limits. Multiple attempts to persuade the storm giants to join the cause of the little people have fallen on deaf ears. Desperate to find something to turn the tide in their favor, the scholars and sages of men have scoured all written accounts of past empires and campaigns. The recent discovery of a scroll describing an artifact—**Giant's Bane**—has given the alliance new hope. While there is no description of what it is, there is a single passage hinting that the relic disappeared, long ago, after the last war with giants. Scholars seem to think it may be a weapon, given its name. But, if it is real, where is it?

Rumors have begun to surface suggesting that the item does exist, and is under lock and key, guarded by none other than the storm giants! If true, and if the item is a great weapon—one the alliance can use to turn the tide of war, then it must be retrieved! Since the giants have refused approach in the past, it is safe to assume they will not, now, hold council with the allies. But the alliance dares not attempt to force the giants to hand the item over. Nor can they attack and spill the blood of beings with good morality in order to gain it.

Start: Believing the legend of Giant's Bane, and that using it might bring a quicker end to the war against the giants, ruling nobles and military leaders have decided to send adventurers to the palace of the storm giants, to *borrow* it. A huge reward awaits those that succeed. The players' characters are provided with maps that will lead them up the mountains to the storm giant location. They will begin the adventure on another peak, looking across a great wooden bridge. Their first major decision will be how they intend to enter the palace.

GETTING IN

Following the map given to them, the characters will round a bend in the trail, finding themselves on the ledge of a wide ravine. A wooden and iron bridge spans the narrowest part of the gorge, linking the south side to the north, where a 40' wall with two towers and a building can be seen. Even at 400' distant, large figures can be seen atop the towers, turning their heads to look in all directions beyond the walls. During the day one figure per tower will be seen; this will be difficult to confirm at night. If they spend the time observing the situation, they will also notice flying above the gorge 1-2 large birds, that appear to have a rider, circling about.

Characters have, basically, four ways to reach the northern ledge: cross the bridge or descend into the gorge and climb up the other side, fly or the use of magic.

Crossing the Gap. The 50' wide bridge passes under an archway at the midpoint. If approached a Magic Mouth will call out to visitors that get within 30' to halt, alerting the guards in the towers. The giants are instructed to refuse entry to anyone seeking to cross the bridge. If the characters continue to approach, the guards respond; one will hurl a **lightning bolt** for 8-64 points of damage while the other begins to **summon weather**. Once done, the first guard will **call lightning**, summoning 3 bolts that each cause 10-15 six-sided dice of damage, while the other casts its standard **lightning bolt** for 8-64 damage. Lastly, the first guard will call for assistance as the second **summons 3** more **bolts** each doing damage of 10-15 six-sided dice. By this time, help will have arrived as 4 more giants appear. This process can be repeated with giants having used their abilities rushing to and across the bridge if need be. These will be Guards and have **96** hit points each; AC 1; attack as 16 HD; doing 7-42 hit points of damage. The others manning the towers will be standard males/types each having **76** hit points; each capable of throwing lightning bolts or summoning weather to call down bolts.

Should characters use *Invisibility* in order to cross the bridge they will find doing so not as easy as they may have expected. If they noticed the creatures flying above the gorge when they arrived, they should not be too surprised as the creatures and their riders swoop down to attack them as they try to cross the bridge invisibly. The birds are, of course, giant Roc and can detect (sense) the distortion (blur) of space caused by invisible objects 15% per Turn exposed. On the Turn/round that they do, they will immediately dive toward the bridge, and attempt to attack the source of the distortion (at -4 to hit). The Roc will have either 108, 100, 94, 86 or 79 hit points—DM's choice—as there are five of them total; are 18 HD; AC 4; 2 or 1 attacks (3-18/3-18 claws; 4-24 bite); move 3"/30"

and large. (**Note: even if invisible, the Magic Mouth on the archway of the bridge will detect them and sound the alarm; causing the Roc and their riders to respond.**)

Descending into the gorge should not be a problem should the characters opt for this. The walls of the ravine are, on average, 80 degrees, but are strewn with cracks and crevices that provide ample foot and handholds for experienced thieves; ropes and other devices should allow easy descent to the floor of the gorge. Ascending the north wall of the ravine should only be a matter of time required. The real problem is what they encounter as they do.

The gorge is home to a variety of creatures, with most being *normal*. Thus, encountering cliff birds, snakes, and other sundry things dwelling in or travelling on the ravine walls and floor should pose little threat. Unfortunately, also residing within the gorge is an unusually large volume of scorpions, ranging in sizes beyond the normal. Each turn spent on the ravine walls or floor will have a like % chance of attracting the attention of these creatures; 10% the first turn, to 100% by the tenth. If an encounter is confirmed, then the following scorpions will rush to the location of the characters—Large x6; Huge x4; Giant x4; Mega x2. (Choose one type.)

Large Scorpions: AC5, Move 9", HD 2+2, Attacks 3, Damage 1-4 x2/1-4 + poison (+2 to Save), Neutral, Small.

Huge Scorpions: AC4, M 12", HD 4+4, Attacks 3, Damage 1-8 x2/1-4 + poison, Neutral, Man-size.

Giant Scorpions: AC3, M 15", HD 5+5, Attacks: 3, Damage 1-10 x2/1-8 + poison (-2 to Save), Neutral, Large.

Mega Scorpions: AC2, M 18", HD 7+7, Attacks 3, Damage 1-12 x2/1-10 +poison (-4 to Save), Neutral, Large.

There are literally 1000s of large and huge scorpions living in the gorge, at least four score of giant and as many as half that of mega.

Optional. For combat purposes, you may allow the capability of the stinger tail of these creatures to use Weapon vs. Armor adjustments just as a lance; the heavy lance for Giant and Mega scorpions, and the light lance for the large and huge scorpions.

Conducting combat with these creatures while the characters are climbing up or down or hanging from ropes is left for you (the DM) to handle; there should, of course, be modifiers of some sort. (**Note:** noise from combat within the gorge is not likely to attract the attention of the guards above.)

Treasure: Considering the volume of these creatures it is more than likely that incidental treasure of those unfortunate enough to have entered the gorge in the past has accumulated. Since Treasure Type D is suggested, you may simply allow the maximum per coin type, gems and jewelry be found after many turns of searching; found under rocks or in holes of the ravine walls. For *Maps or Magic*, allow a flat 30% chance of there being any 4 items and 2 potions.

Lastly, it is possible for the characters to fly or use magic in order to cross the gorge. Devices that transport the characters (carpets-brooms-rings of flying) fall under the category of "Flying" across the gorge; as does the *Fly* spell. For all practical purposes the guards respond to characters flying the same as if using the bridge. If the characters are attempting to do so further from the bridge, up or down the ravine, you should lessen the chance of them being noticed. The use of *Dimension Door* and *Teleport* spells by high level magic-users is, of course, the most obvious. If the destination is not one that is visible to the guards in the towers or in the sky above, such will be successful.

Entrances: Though the main and most direct access to the storm giants' castle is through the front door (see level 1 map, C), only a successful assault by the characters can accomplish this. For groups that in-tend to use stealth and avoid as much direct conflict as possible, three other ways exist. The first, and clearly most visible to the characters is the balcony-landing above the open courtyard. Reaching this will require some effort, especially unnoticed, but it is possible. The other two appear to be little more than cracks or holes in the walls; one on the north side of the ravine just below the ledge, and the other at the base of the cliff wall on the north ledge, left of the wall of the courtyard. (X marked on level 1 map.) Both are 3' to 4' in diameter, leading deeper into the mountain and areas inside the castle (as described in the text where such enter a specific area or room).

KEY TO LEVEL #1

Wandering Monsters

Encounter occurs on 1 in d8/day; 1 in d10/night.

1. 1 storm giant guard
2. 1-2 storm giant females
3. 1-4 storm giant "female teens"
4. 1-2 mountain or stone giant visitors
5. 1 cloud giant visitor
6. NPC party*

Meals are served at dawn, midday and dusk. During these times, random encounters occur on a 1 in d6/ day; and 1 in d8/night.

* Two such groups are described following the text of the adventure that can be used as the encounter, if not already being used by the players as characters.

- 1) GATEHOUSE. A set of large double-doors on the north and south walls enter and exit this building. A single-story structure, it contains only two giant-sized chairs and a table. Two storm giant guards (HP 96) will be present during the morning meal, at midday meal, and then again after evening meal until morning. If the alarm is sounded, they will open the spy-hole to assess the situation and rush for and across the bridge if intruders make their way past the arch.
 - a) TOWER. Rising another 30' above the wall surrounding the courtyard, a single storm giant is positioned atop at all times (HP 96). Its actions are described in the section, *Crossing the gap*.
 - b) TOWER. Identical to above.
- 2) BARRACKS. This large dormitory houses the adult, young-adult, and young males in the clan, for a total of 30. Average hit points are 78 (x12) for the adults, 66 (x6) for the young-adults, and 50 (x12) for the young. (**Note:** you can modify these figures on a straight 50/50 basis and reduce or increase them using 1 d8.) During meal times, half these numbers will be elsewhere, with the remaining half divided again as some are outside the castle walls doing chores and errands; leaving 1/4 of the total present. At night, after the evening meal, all will be present within. Those present will only rush to support the guards if commanded (or your judgment). The place is otherwise normally furnished, with 6 giant cots, 9 bunkbeds, some chairs and a table; large chests filled with giant clothing are beneath each.

- 3) **ARMORY/STABLES.** The northernmost 75 feet of this building is accessible only by a *small* door on the north wall. Inside can be found various items the giants have gathered over the years through their interactions with other races. Among the many things can be found two-handed swords, pole arms, halberds and heavy lances; as well as large wooden shields. (From 3-24 each.) Taking up the southern part of the building are stables for visitors. At one time, the storm giants were not as reclusive and known to welcome guests. Thus, up to 24 horses and-or Pegasus can be stabled within; if interior rails are removed to allow larger creatures, up to 16 griffons, hippogriffs or giant eagles will fit. A double-set of *small* doors in the south wall allows access.

C) **MAIN DOORS/ENTRY.** A set of *large*, double-doors stand closed. Each requires storm giant strength (24) to open. Lesser strength beings may combine their effort and, if the total of all their strength is equal or greater than 24, a successful Open Doors (7 in d12) will occur. (**Note:** should the giants retreat into the castle with all accounted for, the doors will be barred from the inside, requiring a roll of 4 on a d20, to force them open.) Or the use of a Knock spell.

SECRET ENTRANCES. Two marks appear on the level 1 map as X; one is located near the north ledge of the ravine, and the other in the cliff to the left (west) of the wall. The first is an air shaft that goes north, passing through the mountain and under the stairs into chamber 26 of level 2. The other is a tunnel going northeast and exits onto the landing of the same set of stairs, on level 1. The giants are not aware of the tunnel, but the air shaft is mostly ignored as it seems, to them, impossible for creatures to use. Still, even using them will be no simple chore to do, and to go undetected.

- 4) **GREAT HALL.** This 75' wide passage is the largest corridor within the palace; three 25' narrower ones lead off from it at various points (see map level I). It is lined by 4 thick stone columns on each side that go from the floor to the ceiling. If the giants retreat to within, surviving guards will take position here to turn away invaders. Otherwise, apply the *wandering monster* table here as needed; keeping in mind, meal times.
- 5) **GUEST CHAMBER.** Currently, **4 Mountain Giants** occupy this chamber as guests of the king (HP 76, 67, 62, 58). Sent by their own Jarl in answer to an invitation by the king, this group is here merely to listen to the king's proposal, take notes, and then return home. Each has its own club and bag of personal items that remain in the room when they are

out-and-about. The contents of their bags vary, for you (the DM) to determine; feel free to consult other giant-like adventures for inspiration. If any of these happen to be killed as a result of *wandering* about, the remainder will aggressively request the king to find the culprits.

- 6) **GUEST CHAMBER.** At present, **2 Cloud Giants** are using this chamber, also guests of the king (HP 74, 69). Like the mountain giants, they have come at the invitation of the king to listen to his proposals and return to their chief with the information. They are, also, armed with clubs and each has a bag of personal items. If not encountered else-where, they will always be here.
- 7) **KITCHEN.** This chamber is warm and cozy due to the constant heat radiating from the huge stone fireplace set into the west wall. Iron grated racks built within are capable of supporting up to three cooking pans 13' long by 8' wide by 3' thick, side by side. There is enough space for two such racks above the wooden fire beneath, that there is still enough room for two huge cauldrons to be hung, suspended from iron L-hooks attached to the interior walls; each of these capable of being swung in and out of the oven as needed. Along the eastern wall stand two tables where the food is prepared for meals, and above these are shelves at heights of 20' and 23' where scores of large containers holding spices and other things needed are kept; a single shelf at 20' can be found along the north and south wall as well. There will always be at least **1 adult female giantess** (HP 72) present between meals; with her will be **1-4 young adult females** (HP 60), helping prepare food for the next meal, or cleaning up. The giantess will attack and do damage as a Cloud giant; the others as a Frost giant. If they detect intruders, they will be initially stunned by the sight, losing the first round of action. There- after, they will respond with severe inquisition to the point of belligerence; knowing that little folk shouldn't be sneaking about. If possible, the giantesses will attempt to catch an intruder and take them to the nearest guard. But if attacked, they will attempt to call for aid, and respond as best they can with frying pans and large knives.
- 8) **UTILITY ROOM.** Lined with shelves at heights from 6' to 20' off the floor and filled with dishes and various sundry things needed for the consuming of meals. A large table 12' off the floor stands against the south wall, supporting a large metal tub used for washing the dishes. On the top shelf of the north wall is a 7' long box containing the personal cutlery of the king; a knife, fork and spoon. If detect magic is cast it will

reveal that the fork within radiates as such. The item is, in fact, a 4' long **Trident (Military Fork) +3!**

9) GUEST CHAMBER. Like the other visitor's rooms in content but smaller, this one is currently used by **4 Stone giants** (HP 63, 59, 55, 50). And, like the other visiting giants, they have come to listen to the king's proposal, and report back to their chief. Each has a stone club and sack filled with personal items; within the leader's sack is a small leather bag containing 6 gems (base value 1,000 GP each). If not encountered elsewhere (at #13 or wandering) they will always be present.

10) PANTRY. Shelves 6' wide attached to the north, south and east walls are set at 8', 12', 16' and 20' off the floor; large wooden dowels 8" thick appear every 5', protruding 6' from the walls supporting the various items placed upon them. Boxes, bags, crates, urns, baskets, bottles, fill the shelves. All are full of various things—determine randomly as you desire; suggest referring to the *Dungeon Master's Guide*, p.219, (tables **Food & Drink/ Condiments & Seasonings**.) Things such as fish, meat, etc., will be either smoked, dried or salted. Huge kegs 7' tall stand on the floor beneath the bottom shelves. These are filled with wine, ale, mead, beer and water. Against the west wall, north of the door, stand four large brooms, each 18' tall. Also, hidden behind them, stands—an invisible—6' long **spear**, +4. There is a 1 in d6 chance a **young-adult female giant** will be present when entered (HP 60); from one hour prior to one hour after the meal time. If surprised she will attempt to flee on the following round or call out for help. Her knowledge of the palace is limited to this level only; though she has heard that in the level below, the king hides his treasure.

11) GREAT DINING HALL. Between meals there is a 1 in 6 chance that 1-2 **storm giant guards** will be within catching a quick snack (HP: 96 ea.) If they spot intruders, they will attempt to catch and question them before carrying them to see the king. Those that violently resist will simply be attacked.

As one might expect, this chamber is for the consuming of meals, and several large tables, 10' high, fill the room. The largest runs along the west wall, with two shorter ones north of the entry and one south of it. Should characters enter during a meal, they will find the place filled with giants, as strong aromas and loud noises assault their senses. If not invisible, characters will have to move beneath the tables to remain hidden and will only be noticed on a roll of 1 on a d8 per turn.

If the characters are foolish, or wish to take the giants head-on, you must run the combat as it unfolds and per your standard routine. While the giants are not likely to have their usual weapons with them, they may use the giant knives available, treating these as if they are daggers, or their fists. The females will attempt to leave the chamber if such arises, taking the young with them.

It is possible to find the following within:

King Lazlo & wife: HP: 104, 102 (he fights as an 18 HD titan, she as a 16-17+ HD monster.)
He is only present on a 1 in 8/she on a 3 in 6 at any meal service; the queen will not be here if the titan is present.

1 Titan, Minera: HP: 132 (she will only be present if the king is.) If the chamber is entered and assaulted by the characters, she will counsel the king to flee, using her own abilities to insure his safety if need be. She always has her short sword with her. (See 2nd level, #27 for details on this.)

2 Cloud giants: HP: 74, 69
4 Mountain giants: HP: 72, 67, 62, 58
4 Stone giants: HP: 63, 59, 55, 50
33 Storm giants: HP: (male adults) 82, 80, 78x2, 76, 74
HP: (female adults) 76, 74, 72x2, 70, 68
HP: (Y-adult males) 77, 75, 73
HP: (Y-adult females) 68, 66, 64
HP: (Y-teen males) 64, 62, 60x2, 58, 56
HP: (Y-teen females) 58, 57, 56, 55, 54, 53, 52, 51, 50

Any visiting giant previously slain will have caused a dilemma, making its associates skip meals as they search for their missing comrade. The young-adult and young-teen females tend to do the serving of food and drink at meal times; dashing hurriedly about the chamber as they step and fetch. Characters not careful are likely to be knocked off their feet if they do not keep a vigilant eye on things. Thus, on a roll of 1 on a d8, an incautious character might be struck and knocked to the floor.

All the adult and young-adult females will be wearing jewelry of necklaces and ear rings with base values of 1000 GP (500 per ear ring.)

12) STORAGE ROOM. This is a catch-all chamber that is as likely to contain cutlery to extra clothing to tapestries to statuary. Young storm giant boys and girls often play in here and there is ample evidence about; drawings on the walls, broken items, spoiled bits of food, etc. There is a 1 in 6 chance that **2-12 Giant Spiders** (HP: 36 ea.) are present and trying to make a home of it. If so, there is a 25% they have minor treasure.

13) GRAND AUDIENCE HALL. This formal chamber is where the king sits in council with visitors, issues decrees and makes pronouncements. There are four large and small columns within, an elevated dais and throne against the north wall. During the day there is a 3 in 6 chance the king will be here. If he is, he may be in-meeting with the visiting giants, who will be assembled before him. It is also likely the titan—Minera—will be at his side.

If characters are invisible when entering, they will be able to hear the king discussing his position on the current war between his lesser kin and the alliance of men, dwarfs, elves and halflings; he feels disgusted by the acts of the lesser giants and wishes to know if the leaders of the cloud, mountain and stone giants feel the same way. He has written his opinions on the matter, sealed them in envelopes and will give one to each of the visiting giant groups when their business is concluded. Now and again he will refer to a—special *thing*—which he believes could turn the tide of the war for whomever controls it. But he will not allow it to be used by either side, feeling it is too powerful in the hands of lesser beings and could be used against his kind as well.

Should the characters attack the king and those present, be prepared to run your combat much like if one had occurred in the Dining Hall. If this should happen, the king will call upon his guards and, as the titan protects him, will make his way through the secret passage and to safety. Once he is gone and safe, Minera will use her abilities to vanish. The visiting giants will only fight to defend themselves, but such might also aid in his escape. If the palace has been under attack from the beginning, the king, titan and visiting giants will not be here.

A secret compartment at the base of the north-eastern pillar hides a lever that locks the secret door; currently, it is unlocked.

14) NURSERY. This chamber is filled with cots, bunk beds and cradles enough to accommodate the 20 young giant children that reside in the castle. They are all non-combatants but have hit points ranging from 7(infants) to 28(preteens). An adult female (HP: 74) is always present in the room, and from 1-4 Young-Adult or Young-Teen females may be as well,

performing feeding and changing duties. Figure these as having either 60 or 48 hit points on average; +/- 1d12. They will respond to intruders the same as those found in room 7; fleeing through the south doors if they can, seeking the queen's aid. No treasure here.

15) QUEEN'S CHAMBERS. The Queen's chamber is divided into two sections: the large entry area on the north and the smaller sleeping area to the south; note, the secret door only she, the king and a few of her close female attendants know about. *Large* double doors in the north wall can be locked and she will secure them when she's not in the mood to see anyone. If the characters find these valves locked, only sheer brute force, a *chime of opening*, or *knock* spell will open them; physical force requires a successful roll of *bend bars* on a d20, while a knock spell must be cast by a character no lower than level 9 in order to work.

The entry area contains two sofas, six padded chairs and two finely crafted tables, A tapestry 30' wide by 20' high hangs attached to the west wall; a scene depicting a wedding of giants can be easily recognized. This is, in fact, the wedding of the queen and king, long ago.

The southern area contains the queen's large bed (running north to south against the east wall), a wardrobe 18' tall standing against the west wall section, and a vanity and chair along the north wall in between the other furniture. Two large padded chairs are either standing against the south wall or pulled north 10' to 15' into the open space, at angles facing the queen's bed. At the foot of her bed, leaving a space of 15' between it and the wall stands a large chest. It is pushed up against the footboard, and measures 7' high by 20' wide by 4' deep. It is always locked and requires either a key (the queen always has on her), *chime of opening*, or *knock* spell. Just like the locks made for the treasure chests of the Fire Giant King, this one cannot be picked by a thief's tools.

Within the wardrobe are the queen's favorite clothes; Included among these is an Ermine coat (worth 28,800 GP) and Sable cape (18,000 GP). Scattered atop her vanity are: 3 silver combs (worth 1,000 GP each), 2 brushes (750 GP each), a jar filled with rare sticks of incense (about 1000, worth 30,000 GP total), and dozens of bottles of rare perfume (equal to 600 drams, worth 3,600 GP total.) Inside the chest is: 3 bolts of rare silk (about 30,000 square feet, worth 90,000 GP total), a ***carpet of teleportation****, a large ***shield +4*** and two coffer; coffer 1 contains: 5,000 CP, 6,000 SP, 26 gems (total value 7,777 GP) and a ***ring (of 3 wishes)***; coffer 2 contains: 3,000

EP, 4,000 GP, 26 pieces of jewelry (total value 45,300 GP) and a *scroll* of 6 spells. (See next--)

Enchant an Item; Reincarnation; Stone to Flesh; Monster Summoning V; Power Word, Stun; Trap the Soul.

If the queen has not been encountered in the dining hall at meal time, then she is likely to be here on a roll of 1-5 on a d6. If she is here, she will be attended by 2 to 5 other females; adults or young-adults (see Nursery). In either case, her reaction to seeing the characters will differ from most all the other giants. (The following is critical in understanding the queen's *position*.)

Queen Nola is the first, and only wife of the king; while he frequently takes side women from time to time, the Queen is his legal spouse. But she is not terribly happy about the king's current cavalier tendencies and lusts. In fact, since the appearance of the titan—Minera—Queen Nola has been on-edge and often visibly shaken. Her attempts to counsel the king have fallen on deaf ears, as the king appears to listen only to the Titaness.

If given the chance, (if the characters approach the Queen openly and non-hostile), she is likely to respond to them favorably; their presence may be just the thing she needs to rectify the situation in her favor. If she can, she will attempt to persuade the characters to drive away the titan. If they agree, she will generously reward them by offering half her gems/jewelry and any item in her possession (see previous *chest* info). Or, she will offer them a simple appearing ***crown (of might)***; she is unaware of its abilities. This is optional, to be used if the DM wishes. If the characters have wantonly slain giants while invading, the Queen will have been warned by a guard and she, her closest aides along with as many young as she can take, will have fled on her magic *carpet of teleportation*.* This item can be commanded, upon uttering a secret word, to alter its size/and be used, as follows: become 6'x8' 3x/day; 12'x16' 2x/day; 24'x30' 1/day. (See appendices for details.) She will use it to flee to the palace of the fog giant queen.

If, given no other options/she is forced, she will defend herself and the young in her care. She is treated as being AC 1, 102 hit points, attacks as a 16-17+ HD monster, does 7-42 damage, and can throw a lightning bolt doing 8 d8 of damage.

Use previous information to determine abilities of other females assisting her. Young-teens and all *young* will be sent to the secret door to escape as she and the other adult females hold intruders back.

16) **QUARTERS, FEMALE TEEN.** This chamber is filled with enough bunks and beds to sleep the **18 female teen giants** normally found within; this number should be adjusted for meal-times, when some of them will be in the great Dining hall. While they are not armed, they attack/damage as a hill giant, have an AC 3, move 12", and have 6+3 hit dice of hit points each. If an assault is going on in the palace, these young females will return here and gather up what they can, then flee to other locations (17-18-19-20). They have only their own clothes and personal items and no treasure to speak of. Should any of them killed elsewhere, they should be deducted from the number indicated.

17) **QUARTERS, FEMALE YOUNG ADULT.** If they are not encountered elsewhere, non-meal times will find the chamber occupied by **6 giantesses** on a roll of 1-4 on a d6; if not here or in the Dining hall, they may have duties elsewhere or may be out-and-about. (HP: 65,63,61,59,57,55) They can defend themselves if they must, though they prefer not to engage in combat. But for such purposes they are considered AC 3, move 15", attacking and doing damage as frost giants. There are beds, dressers and foot lockers for each of them, along with 2 dressing tables and 6 chairs they share. The place smells thick with perfume and makeup, with piles of clothing all about; the beds are not made either. Each female has 3 to 8 pieces of jewelry(d6+2) ranging from necklaces to ear rings, hair pins to anklets, etc.; all are of low to little value (treat each as worth 10-400 GP). If an assault on the palace is occurring, those that are alive will rush here to gather up what they can. If the young-teen females escape into this room from #16, the older females will attempt to defend the younger ones.

18) **QUARTERS, ADULT FEMALES.** Two larger than usual beds stand within this chamber, used by the **4 giantesses** residing within (HP: 76 x2, 74 x2). There are two dressing tables and chairs they all share, and two footlockers beneath each bed. At meal times half of them will be at the Dining hall; one will be in the Nursery; leaving one present. The place differs little from the one previous in décor and aromas, though a tad tidier. Each giantess has 3 to 9 pieces of jewelry (d8+2, valued at 100-600 GP each.) Capable of combat, they prefer to defend themselves, their charges and the queen given the choice. Base their actions to fit the situations already described.

19) **QUARTERS, ADULT FEMALES.** Like the previously described chamber, this one is also occupied by **4 giantesses** (HP: 72 each); though half of them are here at the Dining hall during meal times, one will be in the kitchen between meals, leaving the other

present. The place is full of the same types of furnishings and sundry items described before. Each giantess possesses 3 to 9 items of jewelry (d8+2, valued at 100-600 GP each). As with the other giantesses mentioned, their actions and responses should be determined to fit whatever the situation suggests.

- 20) **QUARTERS, ADULT FEMALES.** Just like the previous two rooms, it is occupied by **4 giantesses** (HP: 70 x2, 68 x2). The room could be a mirror image to the others in content, smell, etc. With half of them at the Dining room during meals, it is possible that 1 or 2 of the others will be present. Each has from 3 to 12 pieces of jewelry (d10 +2, each valued at 100-1000 GP). As all adult female storm giants, they are combat capable.

KEY TO DUNGEON LEVEL #2

Wandering Monsters

Encounter occurs on a 1 in d8/D; 1 in d12/N

1. 1-2 storm giant females, going to/from #21
2. 1 Mega-Xorn
3. 1-3 young-teen storm giant males
4. NPC Party*

(A) **STAIRS UP.** On the landing between the two flights of stairs is a 4' wide hole at the base of the wall. It is obscured by the stacks of boxes against the south wall and filled with various materials; removal of the thick debris will reveal a small tunnel ascending southward. This leads to the outside of the mountain at location X, on the ledge west of the compound wall. The air here is cold (50 F).

(B) **TRAP.** A door 20' high by 8' wide stands at this location. A *handle* of sorts is attached to it at the height of 15'. Any weight pulling the handle down will result in a 25' cube of stone dropping from the ceiling in the area marked **(b)**. This will happen very quickly, 2 segments of a round after the trap has been sprung. Anyone standing beneath when this happens must make a Save or Reaction roll to avoid being crushed for 1,000 points of damage. There is no recovery of a body, short of by magic. Anyone trapped west of the block is stuck, and must find some means to escape, or eventually die.

- 21) **COLD STORAGE ROOM.** Characters will notice a severe temperature difference between the top of the stairs and the bottom, where it drops to a bone chilling 36 F. Upon pushing open the door into the chamber, and every round after, each character must make a CON check or lose 1 hit point. If they lose the

same number of hp as their CON score, their CON will drop by 1. This can be countered by magical means, or the donning of heavier garments.

Inside the chamber are slabs of frozen meats, racks of ribs and other parts from what surely were once huge animals. There is nothing in the way of treasure within, unless you (the DM) wish to include something. In the southwest corner is an unusual appearing object that seems to be an 8' tall, cylinder of meat. If inspected, it will appear to move. If molested, it will attack. It is, in fact, an *ancient Enveloper* (HP 130/17 HD). How it got here is unknown, as even the storm giants are unaware of its presence. (More about this is found in the appendices after the adventure. Or, consult the Fiend Folio for more regarding this creature.)

- 22) **DRY GOODS STORAGE.** As one might expect this chamber is filled with miscellaneous items that have found their way here for various reasons. The walls are lined with objects pushed/stacked against them, while the floor space is divided into rows of similar things 12' wide by 18' high by 75' in length. It is left to the DM to determine if any of the objects need specification, as they are all mundane things; if inclined, the DM may consult Appendix I of the DMG, making use of sub-tables: **Furnishing and Appointments, General; General Description of Container Contents; Utensils and Personal Items, Miscellaneous; Clothing and Footwear.** Currently residing here by agreement with the storm giant king is a group of **4 Xorn, Mega--** * (HP: 69,65,62,58). They have been contracted to create a secret space deeper within the mountain wherein the king wants to hide his most prized possession—**Giant's Bane.** * Having 10-sided Hit Dice rather than the usual type, they are otherwise no different than those found in standard manuals. While they have no intrinsic loyalty to the king, they will abide by their agreement to remain and work until the job is done. They will respond to the characters depending on what actions are taken, if threatened, and flee if they feel their lives are in danger. They have no treasure with them of their own.

G) **Illusionary Wall.** What appears to be a solid wall of granite here when looking north from below is an illusion. Put here long ago by a high-level wizard, upon payment by the storm giant king, those that know it for what it is (the king and queen) can simply walk through to the other side. All others looking at it will believe it to be what they think they see. And more: if touched it will feel solid, if struck it will make noise, sending shock waves through the body of the one striking, causing what appear to be chips of stone to fly away. But there will be a dullness in the sound, and strangeness to the touch, that may give a

signal to those inspecting it that something is amiss. Allow each character prodding or interacting with the *wall* a 10% chance per intelligence point to suspect something is wrong. Once someone does, then all may be allowed a Save throw vs Spell to disbelieve the illusion. Once one has disbelieved, add whatever bonus seems reasonable to those still trying. As soon as someone has walked through the illusion, all others will automatically disbelieve it.

23) WIDE CORRIDOR. A set of large double-doors must be opened to enter this area. As they are held by strong magic, only the following will be successful: *Knock* spell; but lasting only 1 round instead of a turn. A *Chime of Opening* works but will not destroy the magic on it; only by-passing it for a turn. *Open Doors*, on two d20!

Four huge, stone columns, stand within, each being 10' in diameter and 20' tall. Even larger ones stand further west and east, within what appear to be open chambers (24 & 25); these are 15' in diameter and 30' tall. Somewhere with-in these areas characters will encounter the guardian of the king's treasure, a **Dragon Shade!** AC -2 (-6 in shadowy conditions), HD 6 (54 hp), Attacks 3, Damage 2-5 x2/3-12, MR 20% (50% in shadowy conditions), Neutral aligned, Large (at 30' long), Saves as a 9HD monster, can detect hidden/invisible objects up to 80', needs magic weapons to hit it, Breath weapon is a cloud 40' by 30' by 20' which drains energy-life levels by 50% (25% if Save vs Breath is made), effects last for 8 turns and are cumulative, casts illusion spells at 8th level: 2 x1st, 2 x2nd, 2 x3rd, 2 x4th (Darkness, Wall of Fog; Hypnotic-Pattern, Mirror-Image; Fear x2; Emotion, Shadow Monsters.) Hidden within a secret compartment inside the western (1-3) or eastern (4-6) most column is the storm king's prized treasure—**Giant's Bane!** (This is described fully in the appendices following the adventure.) The creature has been raised from an egg by the king and is loyal to him, fighting to the death to protect the king's treasures. Along with *the item*, the open areas contain the following:

24) 250,000 CP, 160,000 SP 53 gems (worth 250,000 GP x8; 100,000 x5; 50,000 x5; 25,000 x5; 10,000 x10; 5,000 x10; 2,500 x10)

25) 150,000 EP, 75,000 GP, 8 pieces of jewelry(worth 160,000 GP x4, 120,000 x4), 8 potions (determine randomly), **rod of smiting** (50c), **ring of wizardry** (doubles 1st-3rd level spells), **cloak of protection +5** (automatically teleports wearer back to last visited/used town-base if struck for more than 50% of current hit points/when worn by a non-cleric; or back to one's place of worship, if worn by a cleric. If

player has not designated such a place, then the last visited/used town-base.)

Bear in mind the above will likely be in coffers, chests, etc., and not laying about in the open, unless the DM decides otherwise. If vessels with locks are used, such guarding devices can only be opened by use of a *Knock* spell, *Chime of Opening*, or brute force (Open Doors on a d20!)

26) SECRET CHAMBER. About 12' south of the illusion wall on the east wall of the corridor is a Secret door only the king and queen know of. Finding and opening it should only take a matter of time. Opening the door leads to a secret tunnel 12' wide, going east for 100' where the wall ends; a second Secret door is located here and must be opened to gain access to the chamber beyond. The chamber is 50' by 125' but there is nothing within to indicate what purpose it serves. Aside from a rectangular object leaning against the south wall in the eastern corner. Standing there covered with dust is a mirror, 18' tall by 6' wide by 9" thick. It is a **Mirror of Benefits!** Once all the dust has been wiped from it, the highly polished surface will reflect the image of anyone standing within 30' from it.

Any being-creature looking at its own reflection and desiring to improve itself, may benefit from the mirror's powers. Thus, if one desires to be stronger, she or he will gain 1 to strength; if one wishes to be wise, they will gain 1 to wisdom; if one wishes to be tougher, they will gain 1 to constitution; if they wish to be taller, they need only think of how many inches; if they wish to lose weight, they need only think how many pounds; if they wish to be younger/older, they need only think how many years; if they wish to become a certain race or gender, they need only think it. But the mirror has limits; it cannot create items, increase levels or change alignment. It cannot be used to cause harm to another intentionally. It can only function 3 times in a week (7 days) and up to 9 times total, before losing all its power. In granting such desires, however, the mirror must deduct from someone nearby (within 30') the *thing gained* by the one receiving it. The DM must adjudicate all the details that might be involved should characters use this device.

If kept by the characters this item will give the group 25,000 experience points; if sold, it will have a GP value of 225,000.

Guarding this device, clinging to the ceiling in front and above the mirror, is a **Klincher!** (150 hp/14 HD) The result of a weird mating of a trapper and killer mimic, it prefers to hide above its prey, and drop down to smother, then eat it. At 20' x 30' the creature weighs 1500 lbs. Once it drops, it makes an easy

target to strike. (See appendices after the adventure for more information.)

(C) A 4' square grate can be seen in the wall starting at 17' off the floor. If pried open this exposes a 4' wide shaft (D) that leads south, passing beneath the stairs, until it reaches the wall of the gorge noted as **X** on the outdoor map.

KEY TO UPPER LEVEL #3

Wandering Monsters

Encounter occurs on a 1 in d6 Day/Night

1. storm giant guard
2. Titaness
3. NPC Party*

G) Indicates the possible location of a guard (HP: 96). Only one will be occupied during the non-meal times during daytime hours; the remainder being in their quarters, awaiting their duty in the towers or the gatehouse.

27) GUEST CHAMBER. Easily able to accommodate as many as 3 beds, this room appears larger for having only 1 within. A dressing table and chair stand in the northwest corner while a wardrobe 18' tall stands in the opposite one. A large trunk is pushed beneath the bed but is easy enough to see from the characters' heights. Currently using the chamber is **Minera**, the **Titaness**. If she is not encountered in the Dining Hall during a meal, in the Grand Audience Hall or the king's private council chamber, then it is likely she will be found here when the characters enter. As the daughter of Oceanus, she has exceptional qualities above those of a standard titan. As an encounter treat her as follows: AC -3, HD 22 (132 hp), attacks 1-2, Damage 8-48/or sword*, MR 60%, use spells as C7 / MU7 (4 x1st, 4 x2nd, 4 x3rd, 4 x4th), speaks all giant languages, common and chaotic good, large (18' tall), INT is super genius (see below), has Psionic Strength 134/Ability 268, minor disciplines: Body Equilibrium, Reduction; Major: Teleportation. S:25, I:20, W:22, D:18, C:20, CH:24. In combat she often uses her **sword of wounding +1** (6', 250-coin Wgt., SF3, Damage 3-18) with one hand, while trying to grab and crush smaller opponents with the other. Minera has been sent by her father to see if the rumor of **Giant's Bane** is true. And, if so, to try to convince the storm giant king to loan it to her as part of her father's schemes to keep the war between the lesser giants and mankind going. While she disdains the idea, she does not wish to go against her father. Neither she or her father know the extent of the

item's powers. She has been told to offer herself to the king if doing so will sway him into giving her the item. Until now she has only flirted sparingly but is aware that the queen has taken notice and is angered.

Her goal, while similar, conflicts with that of the characters. She will not consider yielding.

28) GUARDS' QUARTERS. There are enough bunks to allow all 9 guards to have their own. But only **2 guards** will be within (HP: 96 each) should characters enter; unless the palace is on alert, having been invaded by hostiles. Each giant has a trunk beneath his bunk that contains normal clothing and miscellaneous items that would be of interest to them; consider each to have minor amounts of treasure worth no more than 750 GP total.

29) KING'S PRIVATE COUNCIL CHAMBER. If he is not encountered during a meal in the Dining Hall, or in the Grand Audience Hall, it is possible that he will be here (1-2 in d6) when the characters enter the room. But he won't be alone. During the day there is a 1 in 6 chance the queen will also be here, and her attitude will be obvious: she wants the titan to go! At night, there is a 2 in 6 chance that Minera will be present instead. In the latter case the feel of the place will be calmer, as the king sits at his great desk shuffling through scrolls as Minera sits on the edge of it, flirting subtly as she interferes with his attempts to conduct his business. If there is no general alarm raised and he is present, he will respond gruffly to intruders and demand answers. If not satisfied with their responses, he will call the guards and instruct them to capture the characters and throw them off the balcony. Meanwhile, he will try to slip out via the secret door.

As an encounter, the King is: AC 1, move 15", HD (114 hp) attacks as 18 HD titan, attacks 1-2, damage 7-42 or special, SA throw lightning bolt (8-64 damage), summon weather and bolts of lightning, MR standard, Chaotic Good aligned, large (21' tall). But he will attempt to avoid combat, if possible, with creatures he suspects are of non-evil alignment. Instead, he will instruct his guards to try to capture invaders, question them, then have them removed from the palace and taken to the bridge. If he is here when the palace is under attack, he will exit via the door in the east wall and gather up his personal things in the rooms beyond before heading down to the dungeon to retrieve his prized treasure. If he is in this room as it is invaded, then he will try to flee this chamber via the secret door and get away any way he can. While this might seem odd, it is because of the item that he behaves the way he does. He will not

even attempt to protect the queen, or Minerva in such circumstances!

- 30) **KING'S OUTER QUARTERS.** Sectioned into 50' squares these outer areas of the King's quarters are filled with sofas, large padded chairs, end tables and several cabinets with shelves. Each containing various things. For a little flavor, and to make the players scratch their heads, feel free to consult **Appendix I: Dungeon Dressing** of the first edition Dungeon Masters Guide, sub-table: **Torture Chamber Furnishings!** Or simply fill these areas with common items that seem likely. While the 50' area in the southeast section contains a large bed, it is not the king's primary sleeping place.
- 31) **SECRET CHAMBER.** This is the king's true place to sleep, and where he keeps his personal items; those of value and meaning to him. There is a double-large bed in the northeast corner that is covered with large animal hides, along with 2 huge goose-feather filled pillows. A wardrobe 18' tall by 11' wide by 5' deep stands against the south wall between the two secret doors. This is full of clothing that fits only the king, with boots standing in pairs in the bottom. A secret panel in the bottom reveals a hidden compartment and a large, leather bag filled with giant rings. Made with unusual metals the characters are not familiar with, each is 3 to 5 inches in diameter, engraved with glyphs and runes no human (elf, dwarf, halfling or gnome) has ever seen and radiate magic. (This is left to the DM to expand upon.)
- 32) **STABLES.** Up to 5 **Giant Roc** can be quartered in this building (HP: 104, 100, 96, 92, 88) but 1 will always be on patrol during the day flying high above the bridge. As an encounter they are AC4 HD 18, move 3"/30", attacks 3, damage 3-18 x2 and 4-24. The empty stall at the east end of the chamber is filled with offal for them to consume.

Balcony. The guard (g) on duty starts his shift at the southern most location, moving counter clockwise to each other every 3 turns. His actions have been described in the **Getting In** section. But you, as the DM, should be prepared to allow the giants to respond rationally to whatever the characters intend to do.

This ends the prepared adventure.

Since good and evil groups are being solicited to take part, the reward for completing the task will be a treasure map that was found alongside the scroll describing *Giant's Bane*. It reveals 3 locations where a crown, orb and scepter *might* be buried. They may accept that as reward. Or, they may be allowed to read from 1 book (per character) in the library of the sages that will benefit them personally; the book will either advance them a level or increase an ability score of their choice.

The temptation to ransack the palace, slaying giants and taking treasure will appeal to evil groups; and unintentional deaths might happen even with good characters. The authorities will not tolerate wanton killings of giants, and courts will be held upon the characters' return to account for all such actions. If found guilty of such, severe penalties will be imposed upon those involved. (You/DM must decide this.)

The remainder of this document will contain the following:

LEVEL MAPS

APPENDIX I

*NPC Party. Two pre-rolled sets of characters are provided for you to use as wandering monsters to be encountered by the characters, or as characters by players lacking ones within the levels shown.

APPENDIX II

Carpet of Teleportation

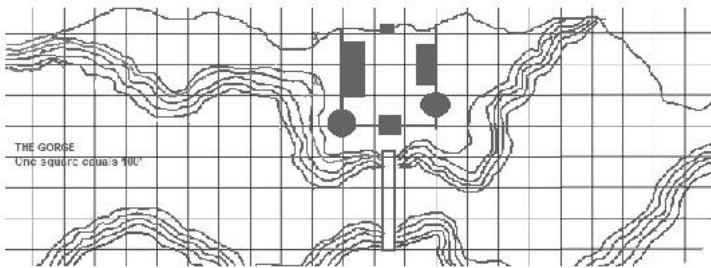
Enveloper

Giant's Bane

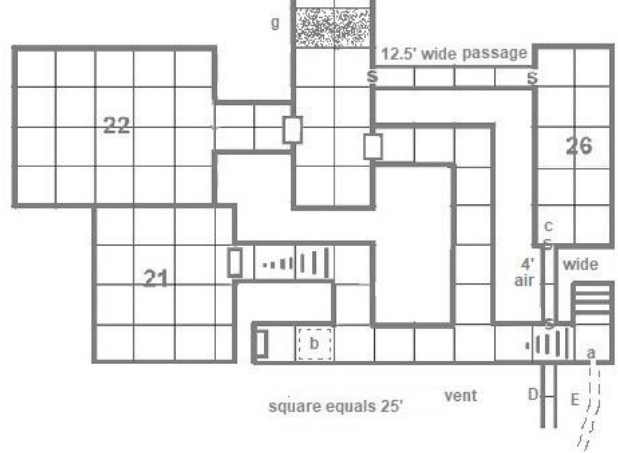
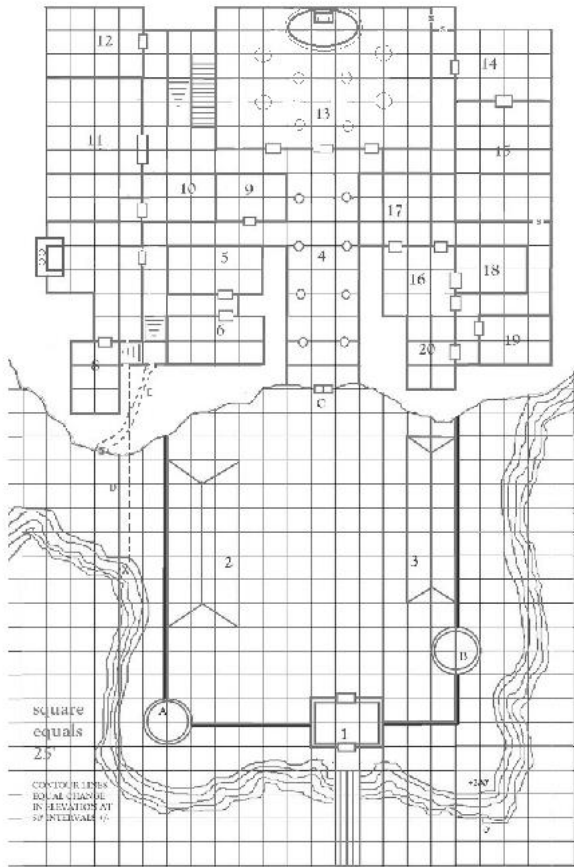
Klincher

Level Maps

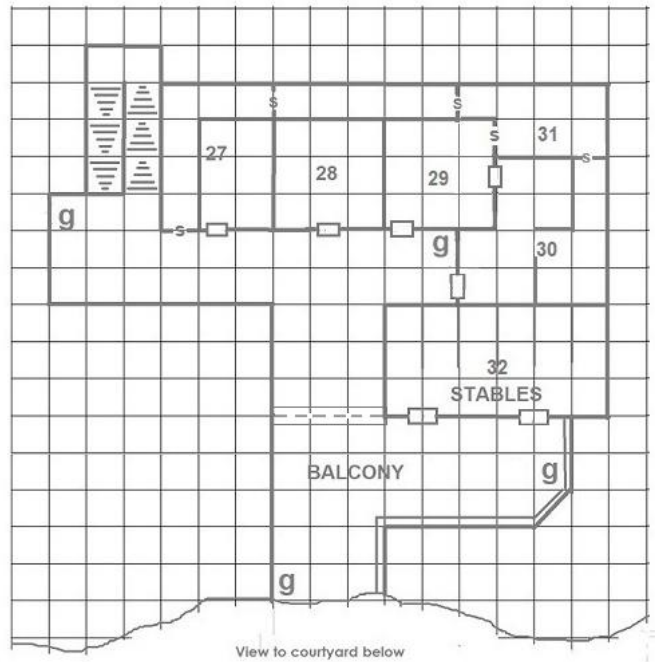
wilderness approach



Main Level



Upper Level



APPENDIX I NPC Party

Group 1 (Human Party) Alignment: N, NG, N, LG

	Classes (LVL/s)	GEN.	AGE	HGT.	WGT.	STR.	I.	W.	D.	C.	CH.	HP.	AC
1.	Druid 12	M	34	5'5"	173	12	10	16	12	15	15	66	6(8)
2.	RGR12/CLR9*	F	36	5'1"	156	18/06	14	15	18	17	11	76	-3(4)
3.	THF14/MU11*	F	28	5'6"	130	06	18	11	18	17	12	58	0(10)
4.	Monk 12	M	30	6'0"	163	18	10	16	16	17	14	60	4(10)

* Dual-class

	Armor	Shield	ROP/BRA	Scrolls	Weapons	Potions
1.	+2 leather	NA	+1/NA	3-spells	+1 dagger, +1 scimitar	climbing, invisibility
2.	+2 chain mail	+1	NA/NA	3-spells	+1 mace, +1 sword	gaseous form
3.	+2 leather	NA	+2/AC 6	3-spells	+1 dagger, +1 sword	(all above) + growth
4.	NA	NA	+1/NA	NA	+2 spear	NA

Scrolls:

- Entangle, Cure Light Wounds, Hold Animal
- Find Traps, Prayer, Cure Serious Wounds
- Web, Fireball, Ice Storm
- Protection vs Electricity

Spell Book:

- (Level 1) Burning Hands, Feather Fall, Magic Missile, Read Magic; (Level 2) Darkness 15' radius, Invisibility, Wizard Lock; (Level 3) Fireball, Haste, Slow; (Level 4) Dimension Door, Ice Storm, Wall of Fire; (Level 5) Cone of Cold, Hold Monster, Wall of Iron

Group 2 (Mixed Party) Alignments: NE, LN, N, NE, N, LN

	Classes (LVL/s)	GEN.	RACE	HGT.	WGT.	STR.	I.	W.	D.	C.	CH.	HP.	AC
1.	CLR9/THF12	F	DG	4'0"	120	15	09	16	16	16	11	70	4/0*(8)
2.	CLR 12	F	HU	5'9"	117	16	10	16	11	15	13	63	-1(2)
3.	FTR 12	M	HU	5'9"	195	18/91	13	13	13	18	13	107	-1(2)
4.	MU 12	M	HU	5'11"	141	12	16	11	15	15	14	47	3(10)
5.	MU7/THF13	F	1/2E	5'4"	109	16	13	10	17	16	10	54	4(8)
6.	BARD 10**	M	1/2E	5'8"	130	18/78	12	16	16	10	15	100	1(5)

*/0 vs giants **F7/T8

	Armor	Shield	ROP/BRA	Scrolls	Weapons	Potions
1.	+2 leather	NA	+1/NA	3-spells	+3 mace, +2 sword	X-heal, invisibility x2
2.	+1 plate mail	+2	+1/NA	NA	+2 mace	climbing
3.	+1 plate mail	+2	NA/NA	Protection	+2 dagger, +2 sword	X-heal x2
4.	NA	NA	+2/AC 6	3-spells	+2 dagger	climbing, growth
5.	+1 leather	NA	+2/NA	3-spells	+2 dagger, +2 sword	X-heal x2
6.	+2 chain mail	NA	NA/NA	3-spells	+2 dagger, +4 sword	growth, climbing

Scrolls:

- Fireball, Knock, Ice Storm
- Cure Serious Wounds, Raise Dead x2
- Protection vs Electricity
- Ice Storm, Invisibility 10' radius, Knock
- Ice Storm, Fireball, Knock
- Protection vs Lightning, Cure Serious Wounds x2

Spell Book:

- (L1) Read Magic, Feather Fall, Find Familiar, Identify, Magic Missile, Enlarge, Burning Hands; (L2) Continual Light, Ray of Enfeeblement, Wizard Lock, Web, Rope Trick, Darkness 15' R, Leomund's Trap. (L3) Dispel Magic, Gust of Wind, Slow, Hold Person, Explosive Runes, Haste, Phantasmal Force; (L4) Minor globe Invulnerability, Enchanted Weapon, Rary's Mnemonic Enhancer, Fire Charm, Dimension Door, Plant Growth, Fire Shield; (L5) Feeble Mind, Passwall, Rock to Mud, Wall of Iron, Distance Distortion, Teleport; (L6) Enchant Item, Death Spell, Geas, Disintegration.
- (L1) Read Magic, Erase, Unseen Servant, Detect Magic, Jump; (L2) Ray of Enfeeblement, Mirror Image, Audible Glamer, Fool's Gold, Invisibility;(L3) Hold Person, Tongues, Lightning Bolt, Blink, Feign Death; (L4) Monster Summon I, Fire Charm, Confusion, Remove Curse, Dimension Door.

APPENDIX II (Items & “New” Monsters)

1. **Carpet of Teleportation:** This item appears to be a normal carpet when rolled up—7'x12', 350 coin-wt. Upon rolling it out the carpet will vibrate to a blur until a command word is spoken. It can assume 3 sizes, each according to the command: “iddy-biddy-biddy” will cause it to shrink to 6'x8' and able to teleport up to 25,000 coin-wt. 3 times per day. “Snoozer” will cause it to expand to 12'x16', able to teleport up to 250,000 coin-wt. 2 times per day. “Mongo” causes it to enlarge to a whopping 24'x30', able to teleport up to 1,250,000 coin-wt. 1 time per day. However, it seems to have some sort of sentient force within it, for if any evil being or creature climbs aboard, it will act as a standard carpet of flying, rising to a height of 1,000', where it will flip upside down, sending all aboard plummeting to their certain death.

2. **Giant's Bane:** Is an unusual Longsword of superior construction, made from adamantite alloyed steel; 4' in length, 80 coin-wt., Speed 3, SR 4; it does 3-8(d6+2)/3-12(d10+ 2) damage normally (7-12/7-14 or 8-13/8-15 magically); exclusive of strength or other magic bonuses. It has a magical bonus of +4/+5 vs Giants (All True, and including Cyclops, Ettin, Firbolg, Fog, Fomorian, Mountain and Verbeeg). It has INT 17, EGO 23, is LN, speaks 4 languages (Gold Dragon-Kirin-Lammasu-Human/common); Reads languages/magic; has Telepathic powers.

Abilities:

1. On a roll of '20' it will stun any giant for several rounds equal to 20 minus its HD (i.e., 12 vs hill giant, 11 vs stone giant, 10 vs frost giant, etc.) The target has no Save against this.

2. Also (on a natural roll of '20') it does triple-(normal) damage vs True giants (9+5-36+5)

PA1.

It detects invisible objects in 3" radius

PA2.

It detects magic in a 3" radius

EXT.

Can teleport, 1/day

SPEC. PURPOSE

To slay giants

SPEC. POWER

Wielder takes -2 per die of physical damage from all giants!

SIDE EFF.

It drives the possessor to obsession, filling the wielder mad with desire to the point of abandoning the concerns of all others/relationships. The DM should expand and elaborate upon this according to his/her own campaign goals-aims.

G.P. Sale Value: 66,000 (No X.P. is gained through the use or sale of this item.)

3. **Enveloper:** This creature appears in the Fiend Folio (p.34). But the one within this adventure is, *special*: AC2, move 12", HD 17, Attacks 2, Damage 1-12/1-12. It will adapt itself into the general shape of the things it encounters, growing limbs and such to appear humanoid/bipedal if around humans and their associates. If it kills a victim, it will fall upon the corpse and consume the victim's experience and knowledge*; taking 1 round to do this, and for 3 rounds thereafter it is unable to perform any action. While inert, it is considered AC 6, and blade-piercing weapons do double damage against it. After 3 rounds it can attack as normal; speak and cast spells as the victim if applicable. For each hit die of the victim consumed it gains 1-3 hit points; but always attacking at its normal HD. Initially it has no alignment, drifting toward that of the victim it has consumed. (* Note: any character returned from death becomes a normal zombie, as if Animate Dead was used.)

4. **Klincher:** AC 3/7, move 3", HD 14 (150 hit points), attacks 1, damage 3-18 + suffocation, Neutral, large; it is immune to lightning and cold-based attacks. This creature is the weird combining of a trapper and killer mimic. As such it has inherited some characteristics from both parents. It will be encountered clinging to ceilings, where its underside is AC 3, where it will wait until sensing a target beneath, when it will drop down upon the victim, causing the initial damage; victims must make a Save or Reaction check or be knocked off their feet, ending up prone upon the floor (DM may decide which to apply). Weighing 1,500 lbs., the creature will not be easy to remove, requiring those attempting to free anyone trapped beneath to roll a Bend Bars/Lift Gates to do so; characters may combine their efforts, but only 1 attempt per round is allowed, with each one thereafter reduced by 10%. Meanwhile, any-one trapped beneath will be subject to the crushing movement of the monster's muscles, causing an additional 9 points of damage per round; also, all items on a victim's body must make a Save vs Crushing blow (per round) or be destroyed! If the creature misses its target, its underside is exposed (AC 7) and it will take double-weapon damage from piercing and/or slashing types used.