

ADVANCED FANTASY ADVENTURE

REVENGE OF THE GIANTS

DUNGEON MODULE GX

by RC PINNELL

Angry at the races of men, dwarf and elf, for the near extermination of their worshipper-followers, the gods of the hill, frost and fire giants have devised a plan of retaliation. Channeling the spirits of the three fallen giant chiefs into one super-being, the gods have sent the being back to the world of men, where it is to labor at a giant forge deep in the bowels of the earth, fashioning magical armor and weapons, to be used by the surviving giant races in a new war against humanity.

Summoned by their liege-lords, the former heroes that had once ventured into the lairs of the giant lords must seek out and eliminate this new threat from giantdom. But can they defeat the Forge-Smith?

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PREFACE

This is the last *Giants* adventure module that I will write. Having extended the original series by G. Gygax (the G1-2-3) with a half dozen of my own--(G4-5-6-7-8-9)--I felt that the story arc of *the original* series was incomplete. For neither it nor the D-series offered much afterthought to the refugee giants left behind. This adventure will, I hope, not only produce hours of fun and challenge for high level characters but--for returning characters that have experienced the 3 original modules--offer a possible and plausible--*alternate*--completion to the series.

I would like to dedicate this to all those gamers and moderators that have been supportive of works like this--by myself, and others. For all the warts, mistypes, errors and oddities that you have had to endure in my writings, I am forever thankful of your support and fellowship.

And, of course, to Mr. Gygax and Mr. Arneson. For what they went through to give us what we have today, we are indebted.

DUNGEON MASTERS NOTES

It is expected that high level characters--8th through 12th levels of ability--will be used. If you are employing the advanced 1E system, then class/race/levels ratios should be adhered to. For those using "classic" or "BX" rules, then you must adjust the characters' levels up by at least 2. Dwarves, certainly, will have some advantages negotiating the challenges of this adventure and are strongly recommended for inclusion in the party. The group size should be no less than 4 and no greater than 9; this does not account for followers and minions of a character, which are not figured into the party size. (Figure between 56 and 90 total character levels)

The giants within are not average, and their leaders especially so. They have unique hp, and equipment designed to test the mettle of any *normal* high-level party. They have benefactors that wish to see the giant races return to their former status among the "creatures most feared," and are willing to provide them with the means to do so. You will not find young or female giants included, as those have been hidden away elsewhere. The ones the party will encounter are the crème de la crème of warriors, more fierce, more ruthless, more intelligent. You should expect at least one character to die during the running of this adventure; though levels this high almost certainly allows any that do, to be raised again.

BACKGROUND

When the gods of the hill, frost and fire giants saw the genocide waged against their children by the races of men, dwarves and elves, they became enraged. So much, that only the combined powers of all the other gods prevented the giant lords from personally travelling to the world of Man to seek revenge. Though blocked from intervening physically, themselves, the giant gods devised a plan to empower their remaining children with the means to seek such revenge on their behalf. Taking the spirits of the slain giant chiefs, they channeled the essence of those fallen rulers into a creature with the combined strength and abilities of the three, gifted it with the art of magical-smithing, and along with a cubic ton (2kx2kx2k)of rare ores found only in outer realms, transported the creature back to the prime world of Man, into the deep caverns of the mountains. There, at a special forge created by the giant gods, the creature has spent years fashioning weapons and armor for the giant races. And it is there that what is left of the giants have gathered, to prepare for war.

GETTING STARTED

It is possible that one or more of the players' characters have adventured in one or all of the first 3 giant modules that were published back in the late 70's (and are still available today!) If such is the case, you should draw upon this association and attempt to incorporate it into the premise for the group's motives regarding this module. If none of the players/ characters have had the experience of going through those adventures, then simply proceed with the following.

For several decades a peace has spread across the lands of men, dwarves and elves, due to the absence of raiding and looting perpetrated by bands of giants. While the world is not all in harmony, and evil and wrong doing continue to go on at the hands of other races and beings, the cessation of destruction and desolation caused by the giant folk went a long way in lowering the mayhem and trauma suffered by their victims. And, for a while, people were allowed to return to a--more or less--*normal* routine.

But, now, terrible news is streaking across the realms. A vigilant group of sages and seers has watched for signs of returning giants in the interim and their efforts have not been in vain. And what is this news? Giants are once again massing! But even worse, they are being supplied with weapons and armor superior to that they used of the past; magically enchanted on a forge deep in the bowels of the mountains--by a being of power and abilities beyond this world.

This new threat against Man and his allies requires immediate action. While the lords of the realm begin assembling their armies to repel the inevitable invaders, a party of elite adventurers, former heroes that engaged the giants in the past, has been sent to locate the lair of these monsters. **Their mission, to seek out and destroy the forge on which the giant items are crafted and, if possible, its smith as well.** Obviously, some reward should be established beyond the *saving of the world* ! For each character that begins the adventure, and returns--having completed the mission--award 275,000 Experience Points, and the keeping of whatever treasure they find in the process. If they fail, allow them only the latter.

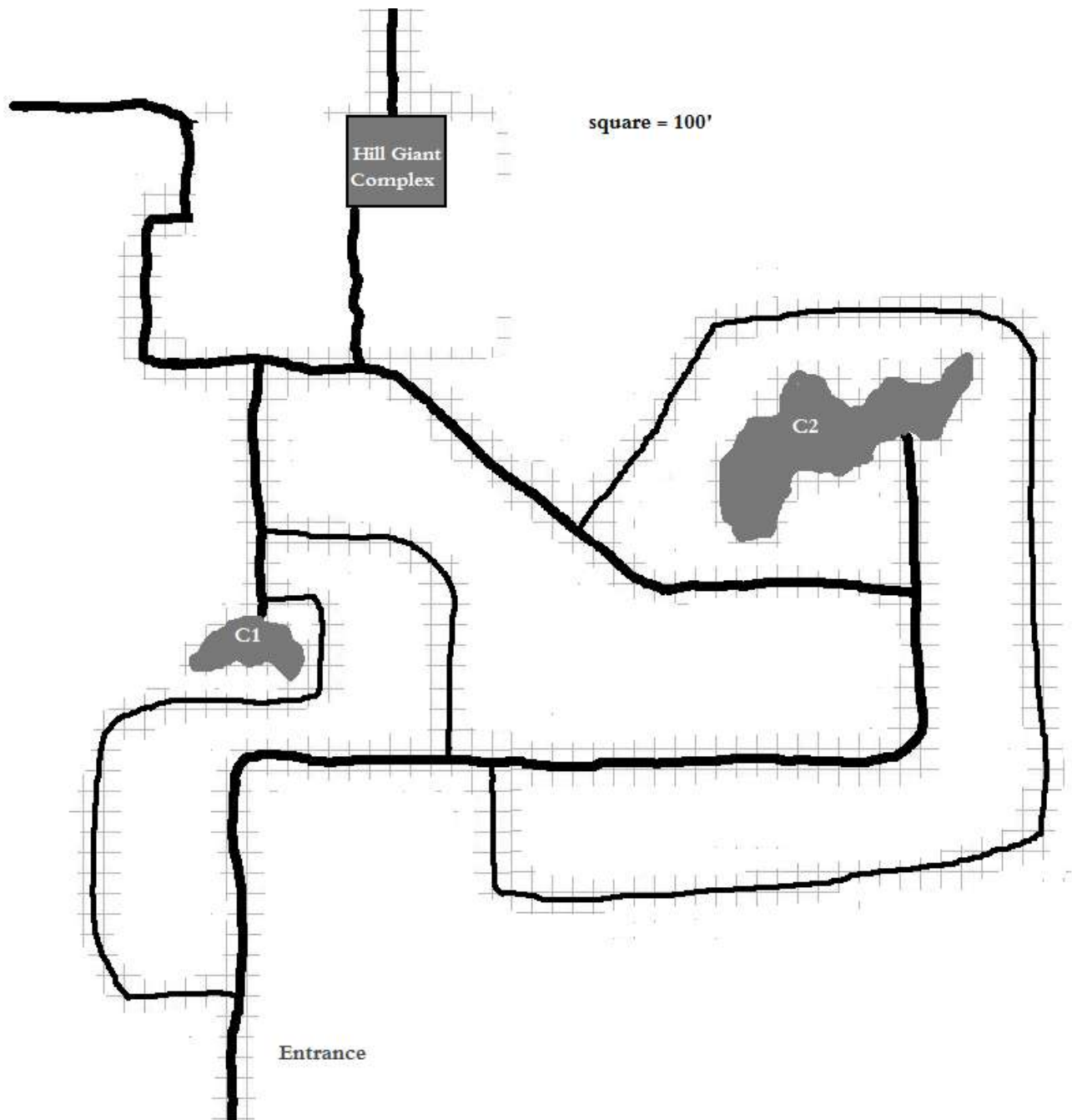
Characters of these levels will have abilities you must deal with. But do not *over* rule anything that is within reason and falls within their capabilities. To begin, allow them to use whatever spells and means they have to divine the location of the giants. Then, using whatever tools they have, let them reach the entrance as quickly as possible. Note: the power of the forge itself will cloak any attempts to gain specific information regarding the giants, the types involved, their strength, their precise positions, the dungeon layout, etc. Once they are at the entrance, the adventure may begin.

TUNNEL WILDERNESS KEY

Should the characters need to physically travel through the tunnels to reach the first encounter lair you may--at your discretion--place Random Monster Encounters in their path to slow and harass them. Determine the rate that such will appear as you desire, according to time passing or characters' move base. You may draw creatures from any tables you are familiar with in any monster manual, or use the following (simpler) table.

Die Roll (2d6)	Creature/Monster Encounter #APP/TYPE/HP
2	1-2, Purple Worms, HP 105, 90
3-4	1-3, Roper, HP 84@12HD, 77@11HD/ 60@10HD
5-6	7-12, Trolls, HP 54, 52, 50, 48, 46, 44, 6x42
7-9	1-4, UMBER Hulk, HP 64, 62, 60, 58
10	1, Giant Slug, HP 84
11	1-4, Lurker Above, HP 70, 68, 66, 64
12	1, Cyclops or Dragon (see information to follow)

None of these creatures will be carrying treasure of any sort unless you wish such to be the case.



SET ENCOUNTER AREAS

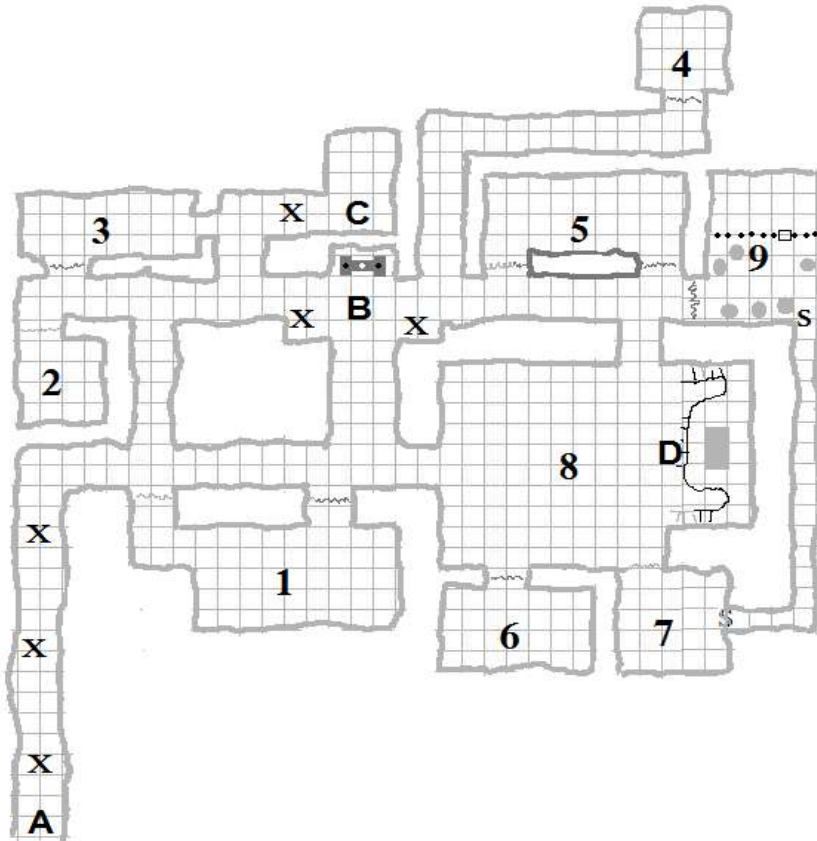
C1 This cavern is currently the home of a huge Cyclops. Having 15HD(99hp), AC0, ATK1, D4-40, M120'/T. This being is stupid, but has accumulated 50,000 GP which is loosely piled in a mound in the west portion of the cave.

C2 This is the lair of a huge, ancient Brown Dragon. Having 12HD(96hp), AC2, ATK3 no spells, D1-12/per claw, 6-60 per bite, M120'/T(240'/T flying). It breathes a billowy cloud (twice the dimensions of a green dragon's poisonous cloud) that eats living flesh and, like mummy rot, takes ten times the rate of normal healing to counter the affect; or twice if a cleric casts *Cure Disease* within 1-3 turns of the effect! Scattered throughout the cavern is 1,000,000 CP, 750,000 SP, 500,000 EP, 250,000 GP, 15,000 PP, 100 gems (you decide the values) and 3 magic weapons (you decide which).

If the Cyclops and/or Dragon appear and are slain as wandering encounters then you may conclude that their cave lairs will be unoccupied should/when the characters discover those. On the other hand, you may also occupy either or both with a creature or creatures from the wandering encounter table, that has/have just discovered the empty caverns, and is/are happy to see the unattended treasure there. You may also create a mate or mates for the slain creature, and have it/them within when characters arrive. Use your creative judgment.

OUTER COMPLEX--HILL GIANT

A. When the characters approach the first giant lair they will have to get by three hill giant guards(X) stationed within the tunnel. These brutes (HP 44, 46, 47) wear **magical chain mail** created on the great forge deeper within the mountain. This, and a shield, give them AC-1. They attack with double-sized axes, doing 2d8+7 points of damage per hit. If the guards are caught by surprise, characters gain first attack upon the closest(furthest south), and a bonus to initiative against the next one further north. The last one in the tunnel(furthest north)will have time to throw a spear for 1d12+7 points of damage to assist his fellow guards, or rush to their aid, or run into the lair to alert those at area 1.



B. A shrine located in the heart of this complex is guarded by two giants (HP: 52, 50) shown as X above. Each has a giant club that does 1d12+7 points of damage; both are AC-1. The altar is dedicated to the hill giant/earth goddess, OOTIRAS, and a statue of the grossly fat and oozing being stands upon it. If the alter and/or statue is molested in any way, the goddess will know, and immediately two 16-HD earth elementals will be sent to attack the offenders. They will appear in 1-3 rounds in the same spots the guards were positioned.

C. This sloping passage goes deeper into the mountain. A single giant (X) is always stationed here to make sure that unwanted visitors do not gain easy access to beyond. (HP: 51) AC-1 Does 1d12+7 points of damage. Neither he nor the giants previously described carry any treasure.

STROLLING GIANTS

Aside from guards (X) posted in halls, it is possible that characters will encounter one or more giants passing through the corridors going to or from one location to another. For every two (2) turns spent exploring the lair (3 turns if it is night time) there is a 1 in d6 chance that such an encounter will occur. If such is indicated, then 1 to 4 such creatures will be exiting the nearest room, or returning to it; in either case, draw the giant/giants from the compliment of that chamber. If they are returning to the room, then determine the distance away they are from it by rolling two d6 and multiplying by 10, for a range of 20 to 120 feet. In most of such instances the giants will be unarmed and without armor, and forced to pummel the intruders(characters) with their fists, causing 1d6+7 damage per hit.

1. BARRACKS. Twenty hill giant warriors may be present. (HP: 51, 2x46, 2x44, 5x48, 3x45, 4x47, 50, 49, 43) They each have a large club or spear that does 1d12+7 points of damage. If alerted and they have at least 3 rounds to react they will don their giant chain mail that affords them AC-1, and rush to defend the lair; otherwise, they are AC4. The chamber is filled with sleeping mats and furs, with sacks beneath containing each giant's personal property--1,000 to 6,000 GP. It is 75% likely that half of them will be in the main hall (#8), otherwise they will be found here.

2. QUARTERS. Four hill giant *leaders* are quartered here. If festivities are taking place in the main hall (#8) it is 75% likely that all of them will be there. If such is not the case, then it is 75% likely each will be present when characters enter the chamber, or 25% possible they will be at a meeting with the new chief. You should roll the chances for each one. (HP: 48, 51, 53, 54) AC -2, each wields a large two-handed sword that does 2d10+7 points of damage. If they are at festivities, or with the chief, they will be AC-1, and do 1d12+7 points of damage. Each has a sack beneath his sleeping furs that contains 2,000-7,000 GP.

3. ARMORY. This long chamber is filled with giant sized weapons (axes, clubs, spears and swords), along with dozens of shields. They can only be successfully used by giants and humanoid-creatures of approximately equal strength; in the hands of smaller, weaker beings, the weapons are heavy--always striking last in a combat round and suffering a -2 on the user's To Hit roll!--and do not benefit the wielder with damage potential beyond the norm. From six to ten dozen of each weapon type will be present, and roughly six dozen shields; the latter being large, heavy, and of no use to humans, elves, dwarves and hobbits.

4. QUARTERS. Identical in purpose to #2 described above, and occupied with a like number of leaders (HP: 47, 51, 2x52) and with the same chances of their presence/whereabouts determined.

5. BARRACKS. Twelve hill giant warriors currently occupy the chamber (HP: 2x44, 46, 2x47, 3x48, 2x49, 51, 52) If caught by surprise they will be AC4, and use giant clubs for 2d6+7 points of damage; if they have warning, they will be AC-1. While only 12 are present when the characters approach the lair, the chamber actually houses twenty--with the others considered "out" on patrol. Thus there will be twenty piles of sleeping furs, and sacks hidden beneath each containing 1,000 to 6,000 GP. If celebration is occurring in the main hall (#8) the 5 strongest will likely be there (75% chance), otherwise, all will be here.

6. QUARTERS. Two sub-chiefs reside here(HP: 54, 48) Without armor they are AC4. If they have time to don their giant-sized magical chain mail the stronger will be AC-3, and the other AC-2. Each has a giant two-handed sword that is +4 to hit (from normal bonuses), doing 2d10+8 damage per successful strike. The stronger wears a **Ring of Speed**(equal in size to a bracelet on a human/or smaller, being) that allows him to attack twice per round. There are two large cots in the chamber, a table and two chairs. In bags beneath the beds is the treasure of each--3,000-9,000 GP. If an alert is sounded one of these will rush to the Hero/Chief (at #7) to inform him, while the other organizes the warriors in retaliation against the intruders. If festivities are taking place in the main chamber (#8), it is 75% likely that both of them will be there. Otherwise, they will be in their room.

7. QUARTERS. The Hero-Chief domiciles within. The strongest of the hill giants here (HP:66), he is also the beneficiary of powerful magic armor and weapons to assist him in protecting this--the outer defense--part of the complex. If he is caught by surprise he is AC4, but if he has time to don his magical chain armor he will become AC-4! The armor will not fit anyone not of--at least--hill giant size and strength, and is imbued with a Magic Resistance vs. (all) magical attacks by Good beings, of 90%. He attacks as a 10HD monster, gaining a bonus to hit of +6 to all attempts to strike; +10 vs. dwarves. His magical giant **sword of haste** (2 handed to humans and smaller beings) allows him to attack twice per each round. It is +2/+6 vs. dwarves to hit, and does 2-20 points of damage per hit plus strength and magical bonuses(+10/+14 vs. dwarves). He wears a **Ring**(equal to a bracelet to humans or smaller beings)**of Vampire-regeneration**. This will restore unto him any lost hit points he has suffered, per successful attack he completes of one half the damage he inflicts on his enemies. The range is as follows: 6-16/8-17 vs. dwarves; the actual damage rolled determining the exact number stolen by the ring and restored to him. Note, the ring will not restore hit points until he has suffered a loss/damage. His armor and weapon are stored in his chamber, along with his other treasure. Though his furnishings and other possessions are superior in quality to the other hill giants in the complex, their value to the characters is so little as to not being worth the effort to remove them. The exception is the large, locked(and trapped!)chest under his bed. Within this will be found 50,000 SP, 25,000 EP, 10,000 GP, 2,500 PP, 100 gems (you must decide the value of each) and 25 items of jewelry (you must decide the value of each). In addition, there is 3 bolts of silk(each worth 2,500 GP), a pair of human-sized boots(**boots of striding and leaping!**), a wide leather belt(**girdle of masculinity/femininity**), and an **eagle headdress** (when donned, it transforms the wearer into a giant eagle with all the flying abilities associated therewith; note that the wearer's hit points remain the same, while all other physical abilities are limited to the bird form. Spell casting in eagle form is limited to those spells that do not require components other than mental; even speaking the spell is not possible! as the language of the wearer is now that of the eagle. The wearer will remain in eagle form for 3 turns, or until he/she wills it to end.)

The Hero-Chief will be within his quarters when the characters reach the complex. If festivities are occurring in the great hall (#8) there is a 25% chance he will be there upon his throne (D) overlooking the gala. Once intrusion is obvious he will rush to his chamber to prepare for battle. If he receives word that the invaders are strong and gaining entry he will flee down the secret tunnel to the storage chamber/kennel (#9) where he will hide for 3 rounds, before going west to exit down the sloping passage(C)in an attempt to warn the other giant chiefs.

8. GREAT HALL. This may or may not be occupied by giants; you should determine if this is so according to the per cent chances previously described in each room/listing prior to this one. Once you have determined this, then *that* number will be present; this may or may not include the chief and sub-chiefs. If giants are present, they will be in the midst of a drinking gala, with many of them wrestling about, and/or playing various gambling games(arrange tables and chairs where you deem them likely to be). If characters have surprised the guards(location **A**, X-X-X)and are launching their assault, the giants herein will be confused for 1-3 rounds before half of them charge the intruders, while the rest run to arm themselves and call for assistance. If the chief and/or sub-chiefs are present, they will see intruders immediately and rush to get their weaponry and armor, and/or alert others. If the guards from location **A** have fallen-back to this location, they will continue to block the intruders while the others gain arms and come to their aide.

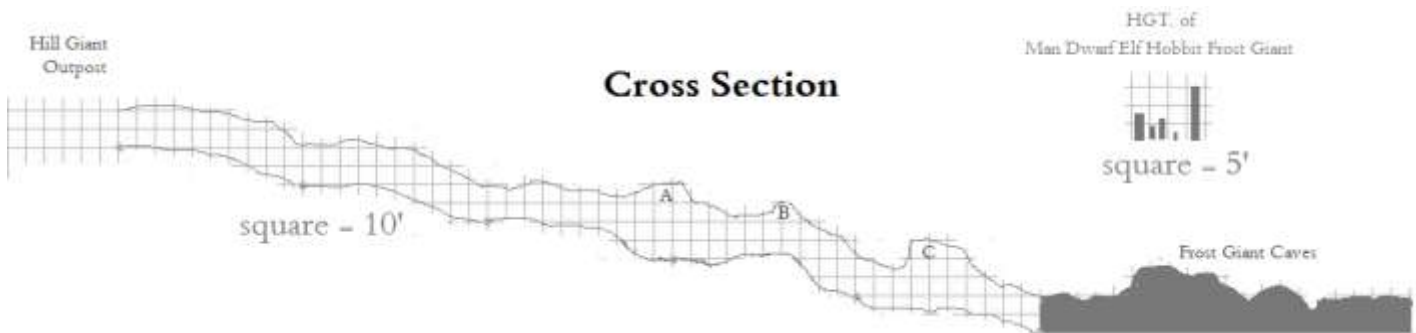
In addition to any possible giants that might be present here when characters arrive there will be **3** huge *cave bears* (HP: 54, 52, 50) These creatures will be chained to a large spike in the ground, and used as wrestling partners for the giants to test their strength and prowess against. They are not trained as guard animals, and will not attack the characters even if commanded to by the giants; they will respond in kind if attacked by the characters, otherwise, they will attempt to hide against the walls should mass melee break out--as best as their chains will allow.

9. STORAGE CHAMBER/KENNEL. This large cave is stocked with sundry supplies the giants need. Rotten food and 12 barrels of stale water, moldy cheese, and such fill the room. Two of the barrels are filled with malt beer so strong in content, that any non-giant drinking even a swallow will fall unconscious in 1 round unless a successful *constitution check* is made(characters must roll *half or less* of their System Shock Survival!). A large cage fills the northern half of the chamber, where the cave bears are kept when not used for sport.

ONWARD AND DOWNWARD

After defeating all the Hill Giants the characters must move northward, down a sloping passage 25' to 30' wide, with a ceiling height that varies from 20 to 50 feet in places. The angle of the descent is steep, causing any non-dwarf to move slowly (half-rate). There is a chance of slipping that can occur at any point during the character's move, and if he/she fails to make a roll equal to or less than their Dexterity, he/she will fall down and begin tumbling down the passage. The only way to prevent such is for characters to be tied together, with the stronger and heavier ones at the rear. Should a character fall and begin to tumble, he/she will sustain 1d6 of damage per 30 linear feet travelled. Once tumbling has begun, attempting to stop requires the character to either grab onto a crack in the wall, or drive a sharp object into the floor while hanging onto it. Either can be attempted once during a 30 foot tumble, with a successful roll on a d20 of either the characters dexterity ability(for grabbing) or strength(for driving an object into the floor) score or less. Other members of the group may attempt to lasso the tumbling character during a 30 foot tumble. This requires the one attempting the action to roll equal to or less their dexterity score on a d20. Note: spells might also be attempted, and you must adjudicate the success of these and/or any action the players characters take to stop a tumbling associate.

There are three places along the passage where the floor is somewhat level; these are noted as A, B and C on the cross section map below. Note: this diagram does not show the passage width, which is for the most part 28 to 32 feet wide, as it is not an *overhead* view, but from the side. It accurately depicts the drop/descent from the Outer Complex of the Hill Giants, to the Mid-Complex of the Frost Giants, with the difference being 100 feet.



At location (A) hangs a large **Roper** (HP: 84/12HD) About 15 feet long, his poisonous tendrils can reach another 20 to 50 feet, thus capable of attacking anything that passes beneath it. The creature is regularly fed by the frost giants, and it will not attack them or anything larger than an ogre.

A giant **Black Pudding** (HP:60) resides in the ceiling at this (B) location. Two wooden poles each 12' tall rise out of the floor here, one 5 feet from the east wall, the other 5 feet from the west wall; creating a 10 foot space to pass between. When these are lit the creature retreats deeper into the crevasse of its home as to allow the giants easy passage beneath it. If intruders are known to be about, these *torches* will be extinguished. (Assume they are, unless the characters have been totally successful in surprising and dispatching the hill giants.)

The last fairly level stretch of tunnel floor (C) runs directly beneath the web of a colossal **Spider!** (HP:69/14HD) This pet of the frost giant chief has been raised from birth and trained by the new jarl. It loves dwarf flesh most of all, but will eat anything that is a non-giant. It is AC2 for combat purposes, moves 12" in its web, or 9" otherwise, attacks with a bite that does 4-24 points of damage, with any bite injecting paralyzing venom that will immediately render the victim immobile and comatose; to avoid this, the character must make a Save vs. Paralysis, at a penalty of 6 (minus to the roll.) She will continue attacking until all threat is rendered helpless, or she feels she is over matched, and will attempt to flee along the ceiling. She does not stop to eat her catch until she is sure all threat is gone. Unless the characters take extreme caution moving through this section, she will surprise them on a 1-4 on a d6 due to her ability to blend into the natural rock ceiling. If they are on their guard and looking about, her chance to do so is reduced to a 1 in 6. None of the above creatures possess any treasure, unless you wish them to. Otherwise, they are simply obstacles for the characters to get by in order to continue their assault upon the giants.

OTHER PASSAGE ENCOUNTERS

In addition to the previously described areas/monsters, it is possible that characters will *bump* into a giant or two, going back and forth between the outer and inner complexes. If the characters have swooped through the outer complex leaving nary a giant standing, it is possible that those (Hill Giants) that were out on patrols at the time have returned, and seeing the carnage left by the characters, are now in hot pursuit of the invaders. From ahead, if an escaping hill giant has managed to reach the inner complex of the frost giants, that a small group (of frost giants) will be rushing to meet the intruders head on; or they could be laying-in-wait. You must use logic and reasoning to ascertain such particulars.

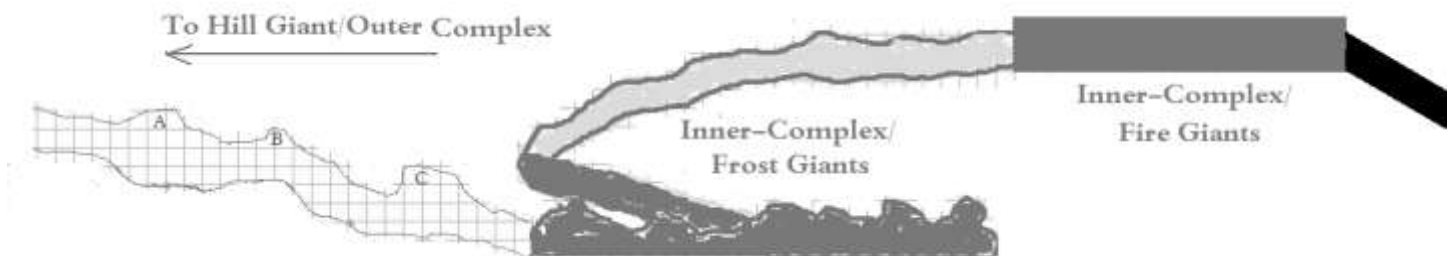
For practical purposes, make a check only once, when the characters are midway through the passage, and follow the table below. (Use a d20, d4 and d6 as indicated)

Type of Giants	Purpose of Giants' Action/Movement	# of Giants Encountered	HP of Giants	Direction Giants are coming from
HILL(1-5)	On mundane chore	1-2	44, 42	North(1-3), South(4-6)
HILL(6-9)	Going to alert Frost Giants	1	42	South
HILL(10)	Pursuit party*	2-5	52, 50, 48, 46, 44	South
FROST(11)	Ambush party	2-5	62, 60, 58, 56, 54	North
FROST(12-19)	On mundane mission	1-2	54, 52	North(1-4), South(5-6)
FROST(20)	Returning from surface mission*	2-5	61, 59, 57, 55, 53	South

* Only these giants might be in possession of minor treasure. Assign this as you think appropriate, or default to the 1,000 to 6,000 GP per giant that is standard.

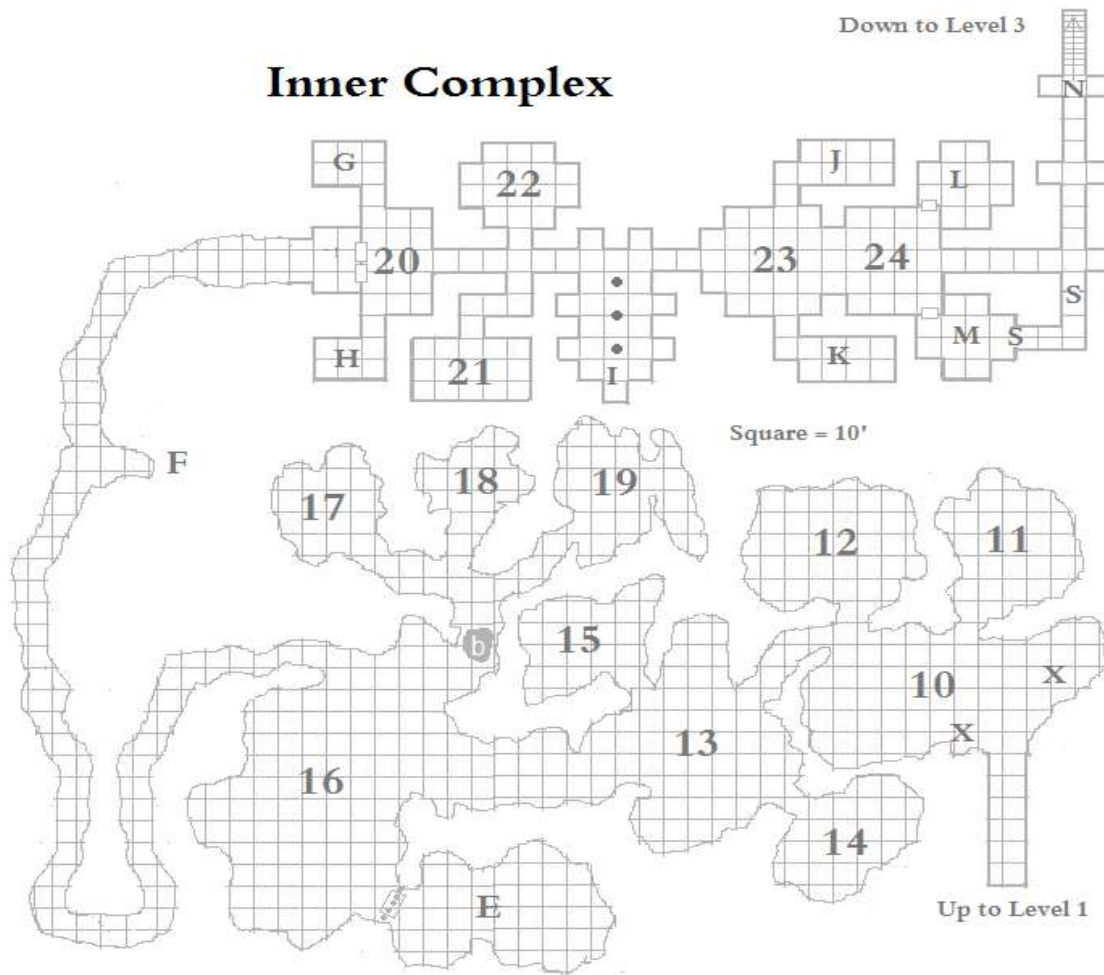
INNER COMPLEX, FROST & FIRE GIANT

Five hundred feet north, and one hundred feet beneath the hill giant complex is the Inner Complex. This is divided into two sections--southern occupied by Frost Giants, and northern occupied by Fire Giants. Naturally, the temperature within each half of this section is suitable to its inhabitants, and drastically opposed to one another. There are several factors that contribute to this phenomenon, but the most obvious is that the northern section is actually not as deep as the one to the south, in which the frost giants reside(see cross section below).



STROLLING GIANTS

The closeness between individual encounter listings within each Inner Complex(frost giant caves/fire giant halls)makes it difficult to address the issue of *random wandering giants*. Once certain areas have been penetrated or entered, it is likely that the accompanying noise of melee will attract nearby giants, and you will have to determine which these are and from where they come to assist their comrades. For general purposes, you may make a check every 3 turns rolling a d6, with a roll of 1 indicating that some nearby giant(giants) has(have) heard some noise that warrants investigation. At that point, draw available giants(and their stats)from nearby locations.



THE CHILLING AND HURTFUL TRUTH

The average temperature within the frost giant caves is 12 degrees Fahrenheit. The warmest locations are found at areas 10 and F, where the temperatures hover around 30; the coldest areas being 14, 15, 17, 18, and 19, which are often at 0 to -8 degrees Fahrenheit. Thus, characters will easily see the billowy mist of their exhalations, and feel the biting chill upon their faces and/or exposed flesh. But with characters of these levels, and experienced players running them, it will be easy for a few rings of *Warmth* and *Resist Cold* spells to counter any ill and/or damaging effects the cold might have on the group. But such will not be the case for their possessions!

Contrary to what many players might think(or assume!), such rings and spells do not convey similar benefits upon the items they carry, or weapons they bear. And unless some extraordinary means are taken to protect their possessions, then after 3 turns of entering the Inner Complex/Frost Giant caves, all their items will become frigidly cold, and susceptible to physical damage. To keep it simple, do not apply this dismal truth to items that do not come under stress or attack. But when weapons are used to strike the giants, or when armor and/or shield is struck by their foes, the characters must face the horrifying possibility that their items will break, snap, and be shattered. When determining if an item is shattered or broken, consult the DMG table pertaining to "Saving Throw Matrix for Magical and Non-magical Items" p.80. Use the column for *Crushing Blow* to establish the exact number required for each item to "Save", adding a penalty of +6 due to the freeze-factor each is subjected to. If you do not have access to this manual, create your own Saving Throw Table for items as you think reasonable. Remember, any hit on a character, or by a character, subjects his or her armor and weapons to the possibility of destruction.

10. ENTRY CAVERN. One to four Frost Giants (HP: 62, 61, 60, 57) will be in the western half of this cavern at all times. Two large Ice Toads(HP:39, 35)--one at each X on the map--sit motionless where indicated, appearing as ice sculptures. The latter will attack any non-giant attempting to enter the chamber, feeding off of and draining the warmth of the intruders. If they do not turn the invaders away, the sounds of combat will alert the giants on the other side of the cavern who will rush to join the fray in 1-3 rounds, each wielding a huge battleaxe, inflicting 2d8+9 points of damage per hit; wearing thick heavy furs, each is treated as AC4. The walls of the cavern are solid rock, jagged in places, and stinging cold to the touch; in some cases sections are covered with veins of ice, where trickles of water seeping down from above have created vine-like tendrils creeping down the wall towards the cavern floor. The dome of the cavern is 25 feet above the floor at its highest, but a mere 16 feet where it joins the perimeter walls.

11. BARRACKS CAVERN. Up to twelve giants are quartered here, clearly indicated by the like number of sleeping pallets scattered about the chamber. Currently only three are present (HP: 60, 59, 57) as the others are out on patrol either on the surface, or somewhere deeper in the mountain. Their weapons and protection are like those previously described. Each has a sack beneath its pallet that contains a token amount of treasure(use the default 1,000-6,000 GP if you wish). If combat breaks out in the entry cavern there is a 10% cumulative chance per round they will hear such and rush to aid their comrades; if a yell for help is issued they will immediately respond in 1-2 rounds.

12. BARRACKS CAVERN. Another twelve giants quarter here, but only four (HP: 61, 59, 58, 55) will be present when the characters arrive. They are equipped, and will react, similarly to those just described.

13. FEAST CAVERN. At any time from two to eight giants could be here(HP: 61, 2x60, 2x59, 58, 56, 54). There is a 60% chance they will be without armor and weapon, and thus be AC4, doing only 1d6+9 damage per hit with fist. If they *have* armor and weapon they will be AC-1(from the giant chain mail forged for them), and do 2d8+9 damage. The chamber contains several tables formed out of solid ice with smaller blocks used as seats. Any food present will be in the form of frozen fish, fungus, roots, etc. If prolonged combat occurs in chamber 10, there is a 20% chance any giants here will become aware of such after 3 rounds and go to investigate.

14. QUARTERS. Three frost giant Leaders quarter here(HP: 66, 64, 62). Each wears *special* giant chain mail that affords them an AC -3/-2/-1, and wields an enchanted giant axe* that does 2d8+12 damage per hit(+9 for strength, +3 for enchantment.) Beneath their sleeping pallets is a sack, each containing 1,000 to 6,000 GP, and 1-4 potions (Extra-healing, Fire Resistance, Invulnerability, Strength); treasure taken from recent expeditions to the surface. (**Functions as a two-handed weapon for humans and beings smaller than an ogre, but is slow, striking last in any round regardless of any initiative roll made by the wielder*)

15. QUARTERS. Like above, this chamber houses three Leader types(HP: 66, 64, 63). These leaders use the same armor and weapon, and possess identical treasure as the others. The chamber is furnished in the same manner.

16. GREAT CAVERN. Oddly, this vast chamber is void of sundry furnishings and such. Strange trails of frozen slime that crisscross the floor, and even the walls, are the only hint of what might dwell within. A portcullis of thick iron bars spans the opening to a secondary chamber (E) in the southeast portion of the cave. Imprisoned beyond the device is a *Colossal Slug!* (HP: 90) The creature is larger than the Giant version sometimes encountered, having 18HD, and doing 2-24 points of damage with its bite. Like its smaller kin, it can spit acid, but up to 90' away, with a 70% chance of striking its target; for each 10 feet less, the chance improves by 5%. Its acid is twice as potent as its lesser kin, thus destroying all metals and materials it comes in contact with unless a Save vs. Acid is made; because of its enhanced potency, all saves are made with a -4 penalty! Fortunately, it can do this only twice per day. The frost giants found and captured this creature at the command of the forge Smith(described later), as extracting the acid is necessary in the manufacture of several items the smith is creating for the giants to use against humans and their allies. A large boulder in the northeast portion of the cavern (B) blocks a passage leading to the frost giant chief's private quarters. A tunnel in the northwest corner of the cave leads to the next giant complex.

17-18-19. QUARTERS OF THE FROST GIANT HERO. The new *chief* of the frost giant clans currently uses these three chambers as his quarters. The boulder indicated earlier (B) is roughly 8 feet in diameter, though not as spherical as one might think. It weighs about 3,000 pounds, but can easily be slid along the icy floor by any creature/being of frost giant strength or greater. The western cavern (17) is the chief's private dining cave. It contains a large table of ice like that previously described (in chamber 13), along with 4 smaller blocks for sitting on. The table top is littered with silver platters, knives and spoons of little to no value to the characters. However, a large centerpiece rests on a wooden tripod that might be of interest to them, as it is in the form of a *giant diamond* weighing 50 pounds! (Value: 3,000,000 GP)The center cavern (18) is his sleeping chamber. A large pallet of furs fills its western alcove, with the chief's accumulated treasures filling the northern and eastern sections. The northern alcove contains a large chest filled with coins (150,000 CP, 150,000 SP, 75,000 EP, 25,000 GP, 2,500 PP) intended to support the uprising and bribing of other races(ogre, troll, etc). The eastern alcove contains armor and weapons that the chief often uses when he personally conducts expeditions to the surface. Among these, leaning against the wall, is a giant *spear* +4/+7 vs. elves, a *shield* +5, and *Helm of Magic Resistance*(this item acts as a ring of the same name). The chief (HP: 84) is AC -4 when wearing his magic chain armor, and wields a giant **+5 two-handed axe** called *Hagar's Horn*, that does 3d8 damage (+ 10 for his strength, +5 for the axe) It is also a **Vorpal Blade** vs. *dwarfs*! With this, he attacks as a 12HD creature, with a bonus +10 to hit. (Only beings with a strength of 20 or higher, and that are 15 feet or taller, may successfully wield the weapon. Anything smaller will suffer a -6 penalty to attack/damage, and always attack last in a round, period!, in addition to losing any multiple attack per round ability.)The eastern cavern is a storage/conference chamber, containing a large wooden table with chairs(odd and out of place, but for the fact that other races meet here for strategy sessions with the chief), and sundry items. Among these are maps atop the table showing the local region, and human/dwarf/and elf population centers.(You may elaborate on this as you wish.)

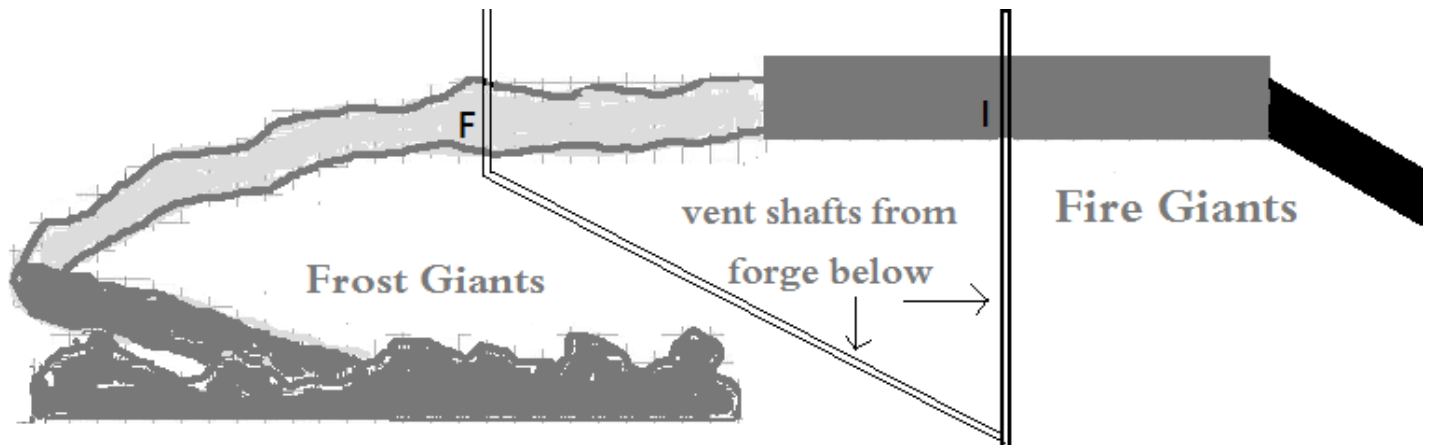
When the characters first arrive at the caves the chief will be in chamber 19, and the boulder that is shown blocking the passage will be in the alcove west of the position shown. He will not hear any combat emanating from chamber 10, but should such overflow into chamber 13, there is a 5% cumulative chance per round it continues of him hearing the noise. At such time as he does--or is alerted with a call for help--he will don his armor, grab his axe, and rush to reinforce his warriors. He will fight to the death, giving no quarter, and divulging nothing if captured and tortured.

Upon discovering the exit tunnel in chamber 16, the characters will be able to proceed on to the next encounter area. It is advised that they thoroughly *clean out* this section before going on, as leaving any survivors might result in the party being caught between two groups of giants. Upon entering the tunnel they will notice two distinct things almost immediately, (1) the shaft has a gradual ascent, and (2) the air gets warmer the higher they travel up it.

F. THE SWEET SURPRISE. At this point in the tunnel is an alcove jutting east from the shaft. It is simply a geologic feature and not by design of any mortal hand. However, there is an anomaly that occurs here, as warm superheated air rises up through a tube adjacent to the wall of this. Thus, the air within the alcove is very warm--about 45F--and the actual wall hot to the touch(100F). Another tube rises into the next complex, which makes it possible for the fire giants to reside there. Here in the alcove, the heated condition ruins any monster's visual perception of dark vision. It is because of this that a survivor from another group of adventurers has managed to escape detection from the giants, after all her comrades were slain. Using her *ring of invisibility*, and a *cloak of sustenance*(identical to the ring of the same name, found in Unearthed Arcana)she has survived here for seven days; thus her cloak will have to recharge 12 hours from now. Her name is MADYN, and she is a half-elf FTR6/MU8 (HP:36) Aside from her ring and cloak, she possesses a +3 *short sword*, *Boots of elf kind*, and *wand of magic missiles*(15 charges left), +2 elfin chain mail. She has cast all her spells, and used all the scrolls she brought with her. (You must determine what spells she knows--that are in her spell book back home--if you wish to allow her to memorize spells from the book of another PC). She is Chaotic Good, and will gladly join a group with like minded members. She is vengeful over the loss of her companions, and would like to *wipe out* every giant she sees. You can determine her ability scores or use the following: S13, I16, W11, D17, C15, CH17.

FIRE GIANT HALLS

The walls, ceiling and floor of this part of the complex are finely carved, squared and leveled. Covered in plaster and a white wash, they are smooth to the touch, and warm compared to the chilling caverns of the frost giants. Ceiling heights are uniformly 20' above the floor throughout. The warmth is conducted into the complex by a vent-tube rising up from the forge chamber below(see cross section) that has been harnessed by the fire giants and channeled through the hollow iron pipes at location I. This conduction through the pipes warms the air in that chamber to a sweltering 110F, eventually ebbing into the other chambers, where it cools from 1 degree per each 10 foot distant they are from the source. While this heat will not affect the metal armor or weapons of the characters, it will cause them discomfort eventually. Unless they counter it with magic, magic items or retreat, after 6 turns in the complex they must make a System Shock Save or they will temporarily lose 1 point of Constitution. This will last as long as they remain in this part of the complex, and further checks every 3 turns risk the loss of additional con points. When a character is at half his normal constitution, he will become fatigued, suffering a -3 on his to hit rolls, and lose his defense bonus to AC if any. If a character falls below 3 con points, he will become unconscious for 2d8 turns, and continue losing con until he reaches zero. At which time, the character is in a coma, and will suffer HP loss until death occurs, or a remedy is applied to halt and/or reverse the process. Obviously, characters of these levels will have magical means to slow and possibly halt these effects. You must adjudicate the success of their strategies they use.



20. ENTRY HALL. Two large doors(14'highx6'widex1'thick each) allow egress to the second half of the Inner Complex. Though not locked, opening them will require a successful Open Doors roll as if they are, or are barred/magically held or wizard locked! (A roll of 1 on a d6 for those of 18/91-99 strength, or a roll of 1-2 for those of 18/00 strength) A 2nd level *Knock* spell will easily open both. Four fire giant guards(HP: 66/62 at **G**, 69/63 at **H**) are stationed, two in alcoves north and south of this chamber. Wearing *magical giant plate mail*, they are AC -3, and wield giant two-handed *magical swords* +2, that do2d10 damage plus bonuses. Thus, they attack at +7 to hit, adding +13 to damage rolls. Only beings of like size and strength may successfully wear and use these items. For those smaller than an ogre, the armor is ineffective, and the swords are always last to strike in any round, and negate multiple attacks per round the character might have. A call for help by one of them will automatically bring the giants from area 22 here in 3 to 5 rounds.

21. BARRACKS. This chamber quarters six Fire Giants(HP: 70, 2x64, 2x62, 61) They wear magical plate mail and use magical giant swords as the giants just described. There are six giant bunks that line the walls and beneath each is a large footlocker containing each giant's personal treasure(determine this yourself, or use the default 1,000 to 6,000 GP per giant). If combat arises in chamber 20 there is a 1 in d6 chance they will hear such per turn, and will go to investigate the source of such noise as soon as they detect it.

22. BARRACKS. Is identical to the one just described, but occupied only by four fire giants(HP: 2x67, 2x64)as the two guards (at G and H) reside here as well. The room is filled with the same furnishings, and each giant has the same type of treasure as those mentioned. They will know of combat erupting in area 20 like that just described.



I. FURNACE HALL. The heat in this chamber averages 110 degrees Fahrenheit. As previously described, this emanates from a hot exhaust tube that rises up beneath the chamber, and has been tapped into by the fire giants using 3 hollow metal poles that rise up from the floor. Seven alcoves connect to this hall, and in six of these (X) hangs a humanoid corpse that is being slow roasted by the heat from the iron poles. All have been beheaded, and their hands and feet are missing, with their chests split open to allow basting within their torsos. These unfortunates were the comrades of the half-elf, MADYN. There is a 1 in d6 chance a giant will be present, basting and turning the corpses that hang suspended on iron hooks attached to the ceiling via a chain. If so, the creature will be AC2, have 60 hp, and use a giant skewer as a spear, doing 2d6+10 damage. The cook will immediately call for help upon spotting intruders. There is a 1 in d6 chance per turn that it might have heard combat occurring in area 20, and if such is the case, it will have fled this location before the characters can reach here.

23-24. ARMORY HALLS. Stacks and piles of shields, armor and weapons lay about these chambers waiting to be fitted to each giant involved. The better ones (affording greater ability to hit and damage, or better protection) are siphoned off by the leaders and chiefs, with the rest being passed among the warriors. The amount of clutter within these rooms is staggering, and the exact locations difficult to pin point, thus you must assume that paths exist between these that allow the giants to move into and through the chambers to and from other locations(halls, chambers, etc.) Such piles and stacks might afford characters zones of concealment and/or protection, and you must consider the factors and results involved; once general melee breaks out, such stacks and piles will likely become scattered and tossed aside, and you must also consider, then, the amount of debris laying about, and how it hinders the characters--if at all. When it becomes possible, (when all the giants are dead) the characters will be able to take the time and tally all the items within, when they do they will be able to determine the following amounts: 100 giant shields, 50 suits of giant chain mail, 50 suits of giant plate mail, 175 giant axes, 175 giant swords. The magical nature of these is such that, generally, the benefits of the enchantments only apply to giant kind; as described earlier in the text, various weapons may be useable by lesser sized beings, but usually suffer in some regard. The armor, however, will only benefit giants, or beings of the same size and shape. But should characters somehow achieve/gain such dimensions(through spell, potion, etc), they will then receive the same bonuses that apply to giants. The enchantments involved are as follows.

Type of Armor	Standard Magical Bonus			
	+1	+2	+3	+4
Chain Mail	AC-1	AC-2	AC-3	AC-4
Plate Mail	AC-3	AC-4	AC-5	AC-6
Shield	+1	+2	+3	+4

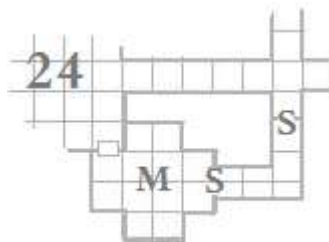
Note: the AC ratings indicated do not *add up* with the plus bonus of standard magical pluses. This greater rating comes from the divine nature of the Forge Smith, the outer-planes materials used, and the level of craftsmanship involved. The weapons will be standard +1, +2, +3 types, unless you wish to bestow any special abilities upon them. Keep in mind that these, however, are meant for the typical giant warrior. Also, the GP sale value of such items is actually half--of that listed in the DMG, or whatever rules you are using--simply because, the items are nearly non-useable by smaller races(men, dwarves, elves, etc.) You must tally and put a value on the items that characters remove from the location.

There is a 50% chance that two to eight giants will be in the chambers (4 in each) when the characters arrive(HP: 69, 67, 64, 63 for chamber 23/HP: 2x68, 65, 60 for chamber 24). Half will be AC -3, and half AC -4. Each will wield a giant, two-handed sword that does 2d10 of damage, +11 for their strength, and +1 or +2 for the weapon (50/50 chance of either). If either or both of these groups are not present, then they will be in their private quarters; those in 23 will be in chamber **J**, and those in 24 will be in chamber **K**. Each chamber has pallets and chairs enough to accommodate them, and beneath each pallet is a sack containing the giant's personal wealth (decide what this might be, or use the default 1,000 to 6,000 GP normal for giants). If they are within their quarters when the characters enter the larger chambers, there is a 5% chance per turn that the giants will hear the party moving about and go to investigate. Once/should melee break out in either chamber (23/24) there is a 10% chance per round that the occupants of chambers **L** and **M** will go to investigate the commotion.

L. SUBCHIEFS' QUARTERS. Three superior fire giants quarter in this chamber(HP: 74, 72, 68). They wear *magical giant plate mail* for AC -4 each, and wield giant *two-handed swords* +3 that do 2d10 points of damage (+11 for strength, and +3 for the weapon's bonus). They consider themselves too good to sleep on pallets and, instead, each has a wooden bunk 14 feet long by 6 feet wide that stands off the floor by 4 feet. Each has a large chest beneath that contains the giant's personal wealth(double that of the other giants described). They will arm and protect themselves before going to investigate any sounds of combat coming from chambers 23-24.

M. HERO/CHIEF'S QUARTERS. A most formidable fire giant resides here(HP: 93). He wears *magical giant plate mail* armor for AC -6, attacks as a 15HD monster, and has strength modifiers of +6/+12 to hit/damage. His *magical giant two-handed sword* does 2d12 points of damage, plus his strength bonus(+12) plus the weapon's enchantment(+6/+12 vs. dwarves!) It is also a **Blade of Haste**, allowing him to attack 3 times per round on a single victim, or once if divided between 3/multiple targets(1 on each). It is also a **Life Stealer**, taking a like number of half of the damage it inflicts and restoring it onto the wielder if he has suffered hp loss due to damage. The latter effect requires a To Hit roll of 16-20 to activate. The weapon can only be wielded by a being/creature of like size and strength. Any lesser type(human, dwarf, elf, gnoll, etc.) loses the *Haste/Steal* benefit, and strikes with a penalty of -6/-12 to hit/damage. In addition to these items, the chief wears a **Ring** (bracelet size to lesser beings) **of frost resistance** that functions similar to one of fire resistance, except vs. cold attack! He also has a trunk beneath his bunk containing 250,000 CP, 150,000 SP, 75,000 EP, 50,000 GP that is intended to be used to finance the giant retaliation (bribing lesser beings and creatures to aid their cause if needed).

If combat erupts in chambers 23-24, there is a chance as described above that he will go to investigate. If he determines that the intruders are overpowering his defenses, he will not enter the fray, but rush down to the deeper level to inform the Forge Smith's assistants. If he is caught by surprise in his quarters, but has the time, he will attempt to escape through the secret tunnel to the east.

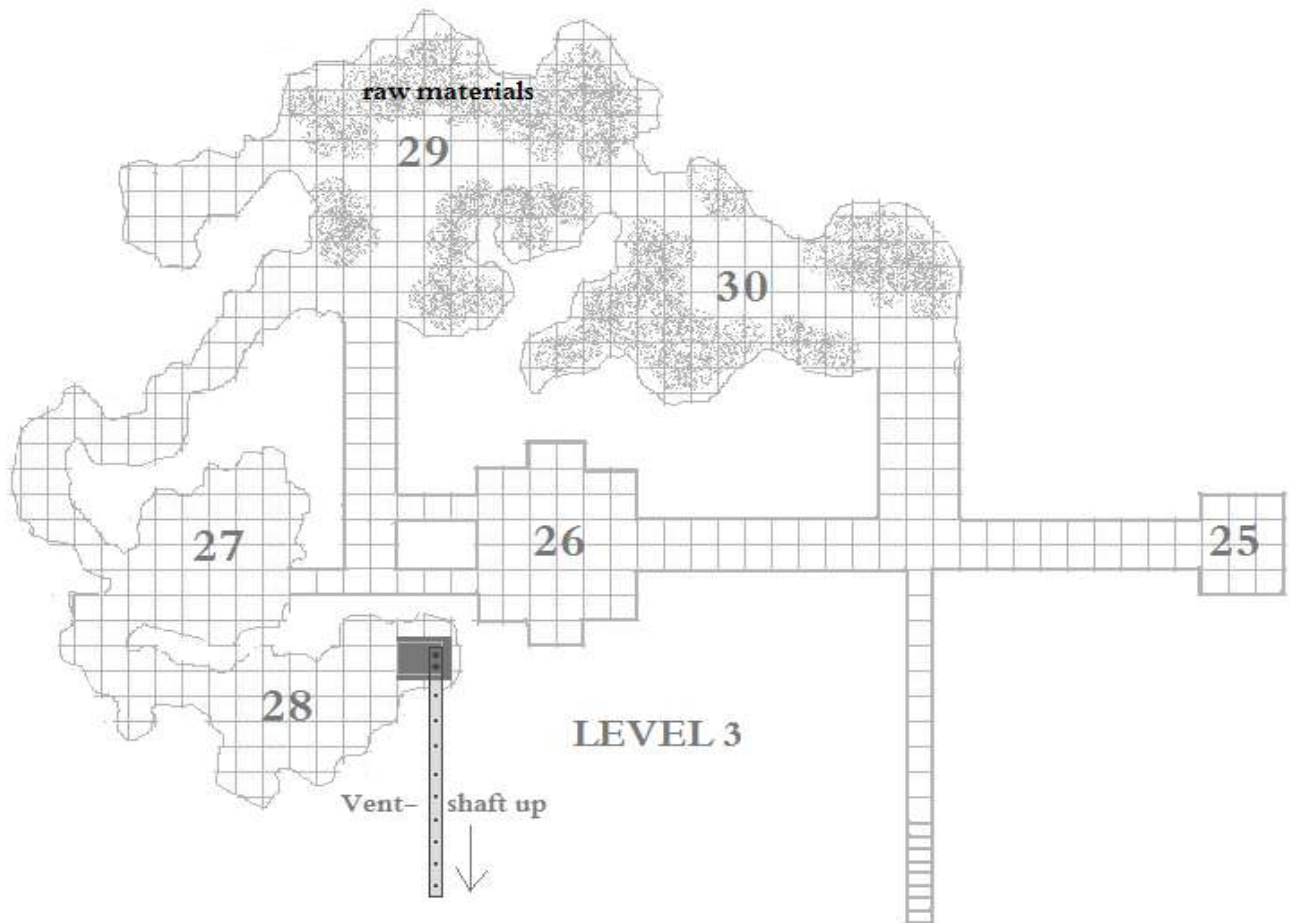


The hero-chief, sub chiefs, leaders and standard giants, will all fight to the death. They will not divulge who or what is behind this gathering. They will show no mercy, give no quarter, and actually delight in slaughtering any that dare to enter their hideout. You must play them to this degree/intensity, as their sole purpose is to wipe out the lesser races if given the opportunity.

HALLS OF THE FORGE SMITH

The end of the characters' quest grows near when they reach this level of the dungeon. For it is here that the Forge Smith is busy manufacturing weapons and armor for giant kind. Assisted by a dozen supernatural creatures that will rush to defend the smith and forge at all cost, even defeating them will not prepare the party for the powerful foe that they will face in RIMELBERG!

The temperature on this level is extremely high. The furthest chambers from the forge (25, 29 & 30) average 150 degrees Fahrenheit, while the central chamber (26) runs between 190 and 200 degrees. The ante chamber (27) is at 210 to 250 degrees, while the forge room (28) is always, uniformly, 300! Characters will have to eliminate the effect of this on them by some magical means in order to explore the level. You should be vigilant in monitoring how they do this, and the steps they must take *to achieve and maintain* their protection from this heat.



The function of this level and the chambers within is simplistic in nature and purpose. The need for lengthy and detailed description per chamber is not warranted. A brief offering will follow that will allow you to understand the reason for each chamber and what activities are likely to occur there. Beyond this, you are free to elaborate on any of the caves and chambers as you wish. But before that, consult the roster of monsters that appear on this level, and the data pertaining to each. This table will make conducting their actions, easier, and--it is hoped--will provide you with what you need for swift reference as the characters explore this level.

MONSTER/S	HP	AC	MV	ATK	DAM	SPEC.	1ST LOCATION	2ND LOCATION
Efreeti, Greater(x3)	120,105, 90	0	12/36	1	4-32	*	27(75%)	26(25%)
Salamanders (x3)	64, 56, 48	2	12	2	1-6/2-12	*	28(75%)	27(25%)
Cyclops (x4)	104, 91, 78, 65	3	15	1	4-40	NA	29(65%)	30(35%)
RIMELBERG	200	-6	24	3-5	**	**	28(95%)	25(5%)

* All as described in the DMG, or whatever rules source you use. If you do not wish to resort to those sources, you can apply a default Special Attack of heat and/or fire damage that emanates from the creature/s, causing 1d6 per every two HD they possess, per round that characters are within a 20' radius of the monster. These creatures are also immune to all fire attacks, be they physical or magic.

** This being is demi-god like in several of his abilities and characteristics. This stems from his creation in the Outer Planes, and his imbue by the gods of the powers at his command. Having 3 heads and 4 arms, the creature stands 21 feet tall. He cannot ever be surprised, though he can lose initiative rolls due to the conflict of his 3 heads and their inability to decide what to do. Generally, he will respond the majority of time with physical attack, brutish reason, and little combat expertise. His prime purpose is to fashion giant weapons out of the materials provided, but he is also harboring a near insatiable lust for revenge against humans, dwarves and elves for slaying his 3 bodies in a former life. For combat purposes, consider him to have the following: AC -6, M24", Attack as 16HD creature #AT 1-4, D/ATK 2-16+12(with giant +5 axe), 1-12+14(with giant +5 maul), 2-20+15(with giant +5 two handed sword). He can defend with a giant shield, or use the shield to "bash" opponents for 4-24 points of damage, SA He can stomp with either foot for 5-50 points of damage or kick for 3-30, both only every other round. SD Can only be hit by magic weapons of +3 or greater. Regenerates 3 hp every round after taking damage. He is immune to all cold/fire attacks, magical or physical, and vs. spells has a 25% resistance. He is evil to the core.

25. RIMELBERG'S QUARTERS. A giant, but simple, cot is all that stands within this chamber. Twenty-three feet long it runs north to south, and is against the east wall. There is a 5% chance the smith will be here when the characters first reach this level of the dungeon.

26. VAULT HALL. This large chamber is filled with recently finished weapon and armor pieces. Stacks of shields taller than a man are everywhere, while large iron bins hold axe and hammer heads (to be assembled to wooden shafts in the fire giant halls where it is cooler), and dozens of giant swords hang suspended on racks along the wall. Suits of plate and chain armor can be seen upon giant mannequins about the chamber. You should determine the amounts of each and what their magical bonuses are. (You can use the Fire Giant halls, 23-24, as a guide) There is a chance that 3 Greater Efreeti will be present when characters enter the chamber. Use the information on the previous table to conduct the action that results.

27. CAVERN. This is simply a large cave, with Efreeti and Salamander servants of the smith moving materials and products back and forth. It is possible that either or both will be present when the cave is entered, but more likely that only the latter will be. The chamber is hot, the air suffocating and sulfurous from the forge in the next chamber.

28. FORGE CAVE. It is highly likely RIMELBERG and the Salamanders will be here when characters arrive. Use the previously listed information regarding these beings for purposes of combat. The cave itself will be hot and smoke-filled, with piles of raw materials filling the nook in the southwest corner of it, and semi-finished products standing against or at the foot of the southern wall east of this. The destruction of the forge itself is the goal of the characters, and will require inflicting 500 points of physical damage upon it to render it into pieces. It cannot be melted by any fire created by mortals, nor does magical fire affect it. It Saves vs. Acid according to the tables found in the DMG, or according to your own set of rules. It is 100% resistant to magical spells attempting to polymorph or change it, shrink/reduce it, or teleport it. Only cold of a magical kind will weaken it, allowing blade weapons to strike it without fear of themselves shattering. Bladed weapon attacks will otherwise inflict only half damage upon it, with blunt types doing their full normal range. Only weapons of +4 or greater enchantment can physically harm it, with blade types risking shattering themselves upon striking it. Successfully destroying the forge will complete the characters' mission, and gain them their reward upon returning with evidence confirming such.

29-30. MATERIALS CAVERNS. The raw materials needed to fashion the giant arms and armor is kept here. This is ported to and from the forge cave via large iron sleds pulled with chains. It is certain that four Cyclops will be present in either cavern when the characters arrive. These creatures will attack the characters on sight. There is approximately three hundred cubic yards of the material within the two chambers, and it is of great value to wizards and clerics. Any smith using the material can, with the aid of a wizard or cleric of at least 13th level, smelt and fashion the substance into armor and/or weapons useable by anyone. The density to weight ratio is better than even adamantine, allowing for greater enhancement of such items up to bonuses of +6, +7 and even +8! In addition, such weapons would receive no penalties when fighting creatures on or in another plane of existence, and such armor would be highly resistant to magical attacks of a prima/mortal nature. (MR of 30% to 60% is easily achieved with this material.) For sale purposes, consider each cubic yard to be worth 10,000 to 60,000 GP (roll a d6 per party interested in purchasing the materials.)

This concludes the adventure GX Revenge of the Giants.

AFTERWORD

It should be evident that not every contingency has been allowed or described for every creature/being in every situation that can occur. *You* are the Game Moderator. Just because you have a written product before you does not mean that you are a script reader. *You* are charged with bringing life to the creature-beings described, and making sure their actions are warranted, and reasonable, according to the premises provided. Like most published scenarios, this boils down to one basic action: monsters vs. characters. All the trappings aside, it is nothing more than a boxing match between the creatures provided, and the characters involved. And, ultimately, *you* are responsible for turning the whole into a fun and exciting adventure--or a boring and miserable flop--for your players. A good script will assist you, while a poor one will hinder your efforts. And I hope this falls into the category of the former. If it does, tell others about it. If it doesn't--tell me.

Prerolled Characters

No.	Class	Level/s	HP	Race	Sex	STR	I	W	D	C	CH	Spells
1	Cleric	12	70	H	M	15	8	14	16	18	14	8-5-5-3-2-2
2	Druid	12	57	HE*	F	16	9	16	12	10	18	7-7-4-4-3-2-1
3	C/Ftr	4/8	56	HO**	F	18 ⁷⁵	11	14	15	18	9	5-2
4	Fighter	9	63	H	M	16	13	13	17	15	10	
5	Ranger	7	67	H	M	18 ⁶⁶	16	15	13	17	13	
6	MU	11	29	H	M	14	14	16	15	14	9	4-4-4-3-3
7	Ftr-MU	5/9	28	E	M	15	15	8	16	10	11	4-3-3-2-1
8	Thief	11	59	H	F	13	15	9	15	17	18	

*HE = Half-Elf, ** = Half-Orc

MAGIC ITEMS

- +2 shield, +1 platemail, +1 ring of protection, scroll, +2 mace, Potion of dimunition
- +1 leather, +1 ring of protection, scroll protection, +2 dagger, +1 scimitar, +1 spear, Potion of Extrahealing, Potion of Polymorph-self
- +1 shield, +1 dagger, +1 longsword, Potion of Gaseous form
- +1 Shield, +1 dagger, +1 longsword, scroll of protection vs. undead, Potion of dimunition
- +1 shield, +1 chainmail, +1 dagger, +1 longsword, scroll of protection vs. lycanthropes
- +2 ring of protection, Bracers AC6, scroll (2 spells), +2 dagger, Potion of fire resistance, Potion of Polymorph- self
- +1 chainmail, +2 ring of protection, Bracers AC6, scroll (2 spells), +1 dagger, +1 longsword, 2 Potions of Extrahealing, Potion of invisibility
- +1 leather, +2 dagger, +2 longsword, Potion of Healing, Potion of Dimunition

Spellcasters noted as having scrolls may choose any available to them, according the the limit of the scroll.

All characters can be assumed to possess any "normal" item listed in the Player's Handbook.

All rules of encumbrance apply.

Players' Map

