

SANCTUM OF THE STONE GIANT LORD



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For levels 9-14



ADVENTURES

Dungeon Module G4

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Background: Leagues from the STEADING OF THE HILL GIANT CHIEF (from Dungeon Module G1) stands Traal-dir, a hidden fortress carved out of the stone mountain, which serves the clergy of the local stone giant clans. With their presence required for two weeks out of each year, the place is filled with eerie silence as the giant shamans fast and pray. This time, their absence from their homeland has created unrest among their peoples, causing morale to wane. As a result, raiding parties from the clans have reached the outskirts of the local nobles' domains. Upon learning this, the nobles organized an attempt to drive the giants back, and also sent a small party of elite adventurers to the fortress of Traal-dir to find out the reason for the attacks, and why the giant clergy has not done anything to stop them.

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

Acknowledgements

This adventure module can be played with nearly any medieval fantasy role-playing system, and thus only a minimum of technical information is provided for the creatures and items contained herein. This module is not an official product of any particular system and contains certain elements that are solely the contribution of the author. While many writers have designed elements similar to those contained in this work, the author acknowledges with gratitude the following person: Gary Gygax.

Start

Elves and rangers guide the party through the icy mountains to the location of Traal-dir. At an elevation of 12,000 feet they should try to spend a day or two acclimating to the environment. A small cave is located just half a mile from the entrance to the Sanctum and is ideal for them to use as a base of operations, and to which they can retreat if necessary. During this time the guides gladly scout the terrain and provide the party with a good map of the area. This reveals a simple path winding its way up the mount and into a gorge, ending at the entrance. The guides depart after two days, but leave behind enough provisions to support the group for a week.

The mountains here are snow and ice capped, and the ravines are dotted with patches of the stuff. Tall conifer pines sprout from the ground providing homes and sustenance to the small birds and mammals that dwell in and among them. Game is sparse, but obtainable if a ranger is among the group. Ground cover is thin, giving plenty of space for paths and tracks to crisscross the area. Wandering encounters between the cave and the

Sanctum can occur if the DM wishes to provide such. If that is the case, the following creatures/monsters should be considered.

Die Roll	TYPE	#ENC.
1-2	Bear, Cave	1-4
3	Dragon, ancient white	1
4-5	Ettin	1-6
6	Giants, stone	1-8
7-8	Lion, spotted	2-12
9	Manticore	1-4
10	Peryton	2-8
11	Roc	1-2
12	Wolf, winter	2-20

An encounter may occur on the trip to or from the Sanctum, on a roll of 1 on a d6. The DM can, of course, expand upon or ignore this element of play.

Notes for the Dungeon Master

This is a stand-alone adventure. It can be worked into an existing campaign or series if desired, but such is not required. This scenario includes giants that – as such – clearly indicate its toughness. Thus, it is not beyond reason to allow a group of up to ten characters to venture within, while groups fewer than six should not attempt it regardless of their levels.

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

When the player characters enter the Sanctum, the residents within are neither in stasis nor waiting patiently for the invaders to pounce upon them. Thus, the locations of the giants change as time passes. This is indicated in the text; in addition to each occupant's original/primary location, secondary or other positions are described along with the conditions for when those positions are taken: elapsed time, alarms, and so on. For example, if a full alert has been signaled the giants move with haste directly to the listed defensive positions. Thus, the party's stealth, or lack thereof, dictates the giants' reactions.

Giants' Gear and Clothing

Contrary to past images and stories, the giants within the Sanctum do not go about their lives dressed simply in animal loin-skins. Most males wear pantaloons of hide made from giant elk, with vests from cave bear, while females wear long dresses of cloth. The clergy is most often robed, with their apparel made from the skins of giant creatures and dragons. Females often wear bone ear-studs and necklaces as jewelry. None, however, wear any foot protection, for their affinity with stone is strong and they desire the feel of it against their flesh.

The giants carry some of their personal property in large leather bags. These are not sacks, like one would find

among the hill giants, but shaped containers that are supported by long leather or cord straps. When the party comes across such, the DM should determine the contents using the following table; about 7-12 items should be found in each.

Dice Roll	Item in Bag
01-03	axe head, stone (replacement)
04-17	boulders, small (1-4)
18-19	bowl and spoon, pewter
20-21	cheese, large hard cube (2' square)
22-25	comb & bone hairpins for females
26-30	cup, stone
31-40	knife, skinning (short sword to characters)
41-43	meat, shank of salted-pork
44-53	money, copper (100-600 pieces)
54-60	money, silver (70-120 pieces)
61-64	money, gold (12-48 pieces)
65-67	rope, 70'-180' coil, very strong
68-89	small bag of salt
90-98	water skin
99-00	animal teeth, no ivory value (1-10)

Stone Giant Shamans

This adventure includes numerous stone giant shamans, whose attack and spell abilities are summarized here. All shamans can cast one or more clerical spells, and those of 3rd level and higher fight more effectively than a normal stone giant, as summarized by the table below:

Shaman Level	Attack as HD monster	Clerical Spells				
		1 st	2 nd	3 rd	4 th	5 th
7 th	14-15+	3	3	2	1	(1)
6 th	12-13+	3	3	2	-	-
5 th	12-13+	3	3	1	-	-
4 th	10-11+	3	2	-	-	-
3 rd	10-11+	2	1	-	-	-
2 nd	8-9+	2	-	-	-	-
1 st	8-9+	1	-	-	-	-

1st through 6th level shaman should roll a d6 per spell slot on the table below to determine which spell is memorized. In some cases duplication might occur.

First:	Second:
1. Cure light wounds*	1. Augury*
2. Detect evil/good*	2. Chant
3. Detect magic	3. Detect charm
4. Light	4. Resist fire*
5. Protection from good/evil*	5. Snake charm*
6. Resist fear	6. Speak with animals
Third:	Fourth:
1. Cure blindness*	1. Divination*
2. Cure disease	2. Exorcise
3. Dispel magic	3. Neutralize poison
4. Locate object	4. Tongues
5. Prayer*	
6. Remove curse	
(Fifth)	
1. (Commune)*	

* These spells are suggested for the chief shaman. Note that the fifth level of spell use is not normally attainable by a 7th level shaman, but within the Sanctum, the stone giants' deity is able to bestow greater gifts upon his most powerful of followers.

The Sanctum

Though the Sanctum is carved out of solid rock, the walls, floors and ceilings are rubbed smooth, with the floors being level, the walls straight, and ceilings vaulted where indicated; two roughly hewn caverns and a tunnel are the exception. And where one would expect any noise generated within to become a booming echo of alarm, there is an eerie silence that hangs in the air, stifling even the echo of hard-sole boots on the granite floors.

The general height of the ceilings varies from room to room, but all begin at the perimeter walls at 12' from the floor, and angle to as high an apex as 22', with 16'-18' being common in the smaller chambers. While large columns and rafters help support the ceilings in areas **8** and **12**, none are required in the remaining rooms.

Walls are generally bare, though some sport hangings of various types – animal skins, shields and other trophies. Torch sconces are indicated on the map and are fitted into the walls at about 6' above the floor. These allow a 2'-3' torch to lean out at an angle, giving the flames enough space not to scorch the ceilings above. Observers notice that the smoke generated from the devices drifts upward and does not creep below torch level, indicating a venting system in the ceilings.

Observation also quickly reveals that fires do not generally spread from one chamber to another, with the exception of the Chief Shaman's Quarters (areas **32-34**).

Stairs: Two sets of stairs going down (at locations **i** and **l**) and two going up (at **j** and **k**) are visible on the map. The ones descending (**i** and **l**) can be ignored or used as desired. Those descending lead to tunnels large enough for the giants to utilize, but they are so numerous and interconnecting that without a map, becoming lost is 90% likely. The giant shamans are familiar with only enough to follow the escape route that leads to the surface a mile from the Sanctum. The ascending ones lead to unfinished construction that is on hold until the next set of workers comes to continue the project of expanding the Sanctum. The DM can also create his own upper works of the Sanctum and stock it with those things he wishes. None of the stairs need come into play during this adventure.

Note: Wandering encounters within the Sanctum do not occur. When the characters enter the fortress the DM should already have established the starting location of the residents as per the text. Keeping close watch on time spent by the characters, the DM might then have to move some of these creatures to their next location, and so on, as time passes. Should an encounter with any of these occur in transit, the DM must refer to creature information from other locale

1. ENTRY HALL

The access cave leads 120 feet to this location. At 20' wide, the walls here are smooth and worked. The ceiling is 18' above the floor and allows even the tallest character to hold aloft a torch. About 35' beyond is a set of double doors (**a**). Each door is 6' across and 12' in height. Made of hard white pine, each is comprised of three 2' wide by 12' tall planks, held in place by large iron spikes driven through to two cross-beams on the interior side at the 3' and 6' mark. Three large iron hinges attached to the outer planks connect them to a frame of 6" by 6" stud posts that frame the portal. How the frame anchors into the stone is not viewable, but large dowels have been set to do so. A huge, 2' diameter iron ring hangs from each door where the two meet, at 7' above the floor. The doors are neither locked nor trapped, though they require an *Open Doors* attempt to breach them.

Beyond the doors, a 20' wide corridor runs 40' to the west. At the west end of the corridor (at location **b** on the map) is a **magic mouth**. When visitors come within 10' of the **magic mouth**, it speaks in stone giant, "those who seek entry must offer their heart."

Immediately to the north is a second pair of doors, identical to the first, and although they open easily, they are trapped. If the trap is not disabled (see below), the portcullis gates at location **c** drop two turns after the doors open. Three separate barred gates drop, trapping the unsuspecting within this long corridor, or barring them from entering. The bars are made of iron, frequently rubbed and oiled to prevent rusting, 4" thick and 20' high, going from floor to ceiling. Crossbars sit at the 3', 6', 9' and 12' marks up the gates; each being flat, 2" thick, 4" in width and 10' across. A Bend Bars/Lift Gates roll is necessary to raise the gates.

There are two ways to disarm the trap: By placing a precious stone worth at least 1,000 gold pieces inside the magic mouth, or by pushing on the keystone located beneath the magic mouth. The latter disabling technique is known to all stone giant shamans, but all others must perform a successful Find/Remove Traps to locate the keystone. Additionally, raising the statue's arm at location **e** prevents the gates from dropping (even during the two-turn delay).

If the trap springs, persons between the doors at **b** and the southern gates **c** can retreat easily enough. Should they investigate their surroundings, they might locate the secret door on the western wall (see map). Those caught in the southern section must avoid the pit trap at **d**. This device is also connected to the door mechanism, and opens up along the center joint of the two floor panels after three turns, dropping anyone standing upon them to the corridor (location **g**) twenty feet below. Also, those caught in this section are subject to attack via thrown boulders from guards at location **f**. Anyone caught in the northern section is immediately attacked by the two giant guards at **f** (HP: 75, 73). These fellows have a supply of six boulders each. Searching might reveal a second secret door just south of the alcove (see map) There are always two stone giant guards at location **f**.

2. ARMORY

This long narrow chamber is filled with giant-sized weapons of war. Huge axes, clubs and mallets of stone of 6' to 10' in length hang along the walls in brackets made to support them, while more stand on the floor resting on their heads, their handles leaning against the walls. Fifty to eighty of each type are here, along with piles of boulders stacked down the center of the chamber. Approximately two hundred boulders are here. In the southwest corner a large hammer is tucked behind several giant clubs. If a **detect magic** spell is cast upon it the item responds to the affirmative. It is, in fact, a **hammer of thunderbolts!**

3. ARMORY

Similar to the other room across the hall, this chamber holds a few clubs but is mostly filled with boulders. Stacks, like those seen before, nearly cover the floor of the room. Approximately four hundred stones (plus or minus 4d10) are here.

4. GUARD STATION

Six stone giant males are on duty here when the characters first enter the Sanctum (HP: 74, 72, 70, 68, 66, 64). They rush to reinforce the two at location **f** if the alarm is raised with one half going through the secret tunnel to the alcove, and the other half going north and around to block the tunnel above the last/north portcullis at **c**.

The chamber has a large table and six chairs of giant size for the occupants, where they sit and play games during their watch. The table is covered with bones, dice, cards and an assortment of snacks.

5-6. CRYPTS

These chambers can only be reached via the secret corridors leading from **4**, the secret doors in the hall to the east near **b** and **f**, or from the tunnel **g** beneath the trap at **d**. A wide flight of stairs leads down into the chamber, where the stone coffins of former high clergy stand, one in each alcove.

The coffins are hollow rectangular boxes made of stone, each being 7' wide, 15' long, and 4' deep. A solid, one-piece lid covers each tomb of the devoted deceased. Each is ornately carved with designs and shapes symbolic of earth and stone. The coffins are too heavy to be moved, and even the lids weigh in at 4,000 pounds. Moving the lids requires a Lift Gates check. Putting them back requires the same, with only half the usual chance of success.

Inside the two in chamber **5** are the bone remains of once powerful giant clergy. Silk robes lay atop ash-like dust, as hand and feet bones stick out from the sleeves

and bottom hem, with the skull sitting upright near the top of each enclosure. Geodes of various sizes, some split in two, are scattered around inside the boxes. These may be of great interest and value to a sage, fetching as much as 5,000 gp each. Each coffin holds 12-24 geodes.

Though another two coffins are located in **6**, only the one in the east alcove is occupied by a corpse. This is the body of the last and most recent high shaman to be laid to rest. But, drained of fluids, it has petrified over the decades it has lay here. And while the interior of the box is nearly the same as those to the north, the one striking difference is a pair of metal bands on the giant's wrists. Combined, these make up a set of **gauntlets of ogre power**. More decorative than anything else, they were a prized possession of the fallen shaman, given to him long ago; he never learned their true power.

The coffin in the west alcove is empty, reserved for the next clergy leader to occupy when his time comes.

7. SECRET ROOM

This chamber is long forgotten and unused. The current occupants, having not been told of its existence by the previous stewards of the Sanctum, are completely unaware it is here. It could serve the party for a short time, as a place to quickly retreat to and hide if necessary. Care must be taken not to leave any telltale trail or clues that might lead their pursuers to the location.

In the southeast corner the mummified body of a dead thief sits, enshrined as a symbol of those who have entered the Sanctum and never returned. His weapons long rusted, his clothing frayed and faded. All that remains untouched by time is a pair of boots on his feet. If detected for magic they indicate that they are, being **boots of elvenkind**.

8. OUTER TEMPLE

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

A 5th level stone giant shaman (HP: 66) conducts a silent-service at the altar, his back to the entrance, while two 4th level (HP: 54 each), two 3rd level (HP: 46 each), two 2nd level (HP: 42 each) and two 1st level (HP: 38 each) clergy are in the balcony alcoves (one in each) deep in prayer.

If surprised, the giant shamans attempt to defend the temple and themselves, and raise the alarm after 1-3 rounds of melee. If the guards at **f** or **4** have previously raised an alarm, all of these shamans rush to the north end of the entry corridor and assist the guards with spells,

or repel the invaders. If the party has not reached this chamber in ten turns after entering the Sanctum, these creatures move to area **11** for a snack.

The altar itself is a huge, rectangular block of marble. Atop it sit three enormous Geodes that each glitter with embedded minerals and precious stones; the first is covered with silver, the second, gold and the third with platinum. At 15" in diameter each, the stones contain enough raw gems and precious ore to be worth 10,000 gp on the open market. Their value to collectors or sages might be even more. But weighing in at around 250 coins each (25 pounds) they are not an easy haul.

9. INNER FOYER

This thirty foot square chamber leads to several prominent rooms in the Sanctum: The Kitchen & Pantry (**10**), the Dining Hall (**11**) and the Great Temple (**12**). A single door leads to the first and last, while a set of double-doors leads to the second noted (see map). The room itself is ordinary, with the east wall covered with the entire skin & hide of a cave lion. There is a 25% chance of encountering a single stone giant male (HP: 63) inside this chamber whenever the party enters, unless all have been slain.

10. KITCHEN & PANTRY

A large brick fireplace/oven is built into the northeast corner of this room, where two large black iron pots hang suspended by L-bars that swing in and out of it. The only furnishing is a 4' wide, 10' long preparation table pushed up against the east wall. A set of shelves in the northwest nook is filled with jars of items unsavory to humans, dwarfs, gnomes, elves and halflings. The pantry is beyond the single door to the south of the fireplace. Inside, shelves line the walls as previously described, and barrels of cheese, meats, beer, wine, and pickled vegetables are present.

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

11. DINING HALL

This large chamber contains two 10' wide by 20' long tables, with benches on each side of both. Standing east to west with a 10' space between them, this leaves an unusual amount of room for the party to move about. The tables are littered with an assortment of giant-sized clay bowls, plates and cups, as well as forks and knives carved from bone. The chamber is likely to be empty unless the party takes a long time getting here. (See area **8** for possible occupants.)

12. GREAT TEMPLE

One would think a "Great Temple" would be filled with items, sacrifices, and furnishings related to a place of worship. But besides those hanging upon the east wall (see below), the place is bare of adornment. Stone is evident, solid rock that is cool to the touch. And at times the hall takes on an eerie feel, as if the stone ripples and undulates, like the inside of a huge lung taking a breath. The chamber itself seems almost ... living.

For indeed the place is an extension of the deity the stone giants come here to worship, and while the party is within the chamber, certain of their spell functions will simply not work for them. Any of their spells that attempt to disrupt or dislocate space, or allow the caster to travel through space (such as **dimension door**, **levitate**, **teleport**, and **word of recall**) fail while within the Great Temple.

This is the largest chamber in the Sanctum and by far the most deadly for the party. The massive, irregular room has walls that reach 15' in height at the edges and angle towards the 30' high ceiling. Six 10' square stone columns rise from the floor – four along the eastern section going from north to south, and two going west through the mid section – all the way to the ceiling. Six huge buttresses in the western section rise along the north and south walls to a height of 20' before arching across the expanse, supporting the ceiling there. (See the dotted lines on the map.)

The floor is comprised of 10' square stone tiles secured by mortar, rubbed and polished smooth while the walls, likewise treated, have been covered with a tinted wash of pale blue. A few iron L-hooks are attached at certain locations allowing lamps to be hung from the walls to provide illumination (see map).

The easternmost 10' section of wall displays a collection of hanging items. Directly in the center of the wall is what appears to be an enormous tapestry; in fact, it is a giant-size **carpet of flying**. At 11' wide by 14' in length, it is capable of transporting 2 stone giants, or 9 man-sized beings at a speed of 20". The command word to activate and control the item is weaved into the back side, in stone giant: "granites-expedia."

More impressive still is the pair of gigantic mallets that hang at an angle in front of the carpet, their long handles crossing. Each is 6' in length, from bottom of handle to top of mallet, and weighs 100 pounds. Each requires the wielder have strength 20, and be at least 8' tall, weighing over 300 pounds. They are called **The Fists of Rockheart**, and each is equivalent to a +3 magic weapon, capable of dealing 10-25/5-20 damage. If an appropriately large and strong wielder also possesses both **gauntlets of ogre power** and a **girdle of giant strength** (stone giant strength or better), he can simultaneously use both weapons in melee! Furthermore, if a successful attack roll exceeds the necessary number by at least 3, the target's armor or shield (as decided by the referee) must save versus crushing blow or be destroyed.

At the west end of the chamber a semicircular step rises up to an elevated area. Two 10' square alcoves lie beyond this in conjunction with seven others in this section, with a 10' wall between them (see map). Atop this riser rests a huge block of stone that appears to have solidified after being partially melted.



Standing atop the riser is the chief cleric of the stone giant clergy. A 7th level shaman (HP: 99), his AC is -6, and he deals 3-18 points of damage. In each alcove to the north and south is a stone giant shaman in deep prayer. The two in the south alcoves are 5th level shamans (HP: 73 each), and the three in the north alcoves are 2nd level shamans (HP: 47 each). If this chamber has not been reached within 12 turns of the party entering the Sanctum, the occupants return to their private quarters, going through the secret door in the south wall (see map) then around and up the corridor leading to areas **17-19**, with the chief going on through **20** and into the secret tunnel leading to his quarters.

These creatures fight to destroy any non-giants who enter. They assume intruders either snuck past or defeated the Sanctum's outer guards and traps, and after 3 rounds one flees to summon help from either area **21** or **15**. If after 6 rounds of combat they have not succeeded in repelling or destroying the invaders, the chief attempts to **commune** with his Lord, asking for assistance.

Should the chief's attempt succeed, or should the party desecrate the chamber, the melted-looking stone block upon the riser begins to transform into the shape of a stone giant the likes of which the party has never encountered before: **Rockfist Rockheart** himself! Rockfist is, in all likelihood, a party killer (HP: 480), fighting as a 16+ HD monster, and equal in ability to both a 15th level cleric and a 12th level magic user. All details concerning his spells, armor and damage capabilities are located in Appendix I. It should be noted that Rockfist does not attempt to utilize the mallets on the east wall, and for a good reason: He doesn't need them!

Should the party defeat the giant clergy within, the chamber remains clear for 3-6 hours. After that time, each time the party visits this room, it is 25% likely that a stone giant male (HP: 63) enters while on his patrol.

13. STORAGE ROOM

This vast chamber is filled with barrels and crates in stacks ranging from two to five containers, along with smaller boxes and chests scattered around the floor. The majority of these contain sundry items of little value to the party; the DM should determine the contents based on the Religious Articles and Furnishings table on p. 218 of the DMG. While most are giant-size, some may be useable by humans and smaller races, being the spoils of other groups who have entered the Sanctum in the past. A secret door can be located in the southeast corner by standard means (see map).

14. EASTERN CAVERN

A single (stuck) door gives access to this chamber. Its shape is irregular and the walls rough, having barely been chiseled out of the rock. The ceiling is 20' high, with the walls at the perimeter varying from 9' to 12' before arching upwards. The air is damp and cold and the sound of trickling water echoes throughout.

The western half of the cavern has somewhat of a sandy floor – about 3" – and the walls are lined with 90 huge, 5' diameter, 6' high barrels. These are fashioned from wooden ribs and are sealed with lids. All are filled with pure water.

The eastern half appears to be the source of the water; an underground spring has created a small pond here. The depth varies from inches at the edge to 4' in the center, thus making wading possible. The water is near freezing (35 degrees Fahrenheit) and may drain the constitution of anyone who lingers in it. Make a System Shock check every turn a character stays in the water; if this fails, the character does not die, but instead loses 1 point of constitution per round until leaving the pool and taking measures to warm himself.

But another danger exists in the pond that is far more threatening, for the pond is also the home of a nymph (HP: 22). (The stone giants are careful not disturb her habitat, taking only water from the western edge of it to fill their barrels each day.) Good creatures may approach her should they call out ahead (10% chance), but when the party first enters the cavern she is taking a bath. Should the party see her in this state, they must make a save versus magic or be permanently blinded. If they reveal wicked or lustful behavior, she quickly disrobes, and those viewing her must save or die! This might be avoided if the party contains a human male with an 18 charisma and is of good alignment, assuming she sees him first! The nymph can cast dimension door at will once per day, and she also has the following spells memorized (as a 7th level druid):

- 1st: animal friendship, invisibility to animals, purify water, speak with animals.
- 2nd: charm person or mammal, cure light wounds.
- 3rd: cure disease, stone shape.
- 4th: control temperature 10' radius.

The potential for party disintegration is very high for this encounter, and the DM should reward players who keep their heads while around the pond.

A **long sword +5, Holy Avenger** lies in its scabbard at the center of the pond under 4' of chilled water. Optionally, it is also lawful good, with intelligence 17, ego 20, and the following properties: It reads languages/maps of non-magical sorts, as well as magical writings; it kills magic users of evil alignment, causing insanity for 1-4 rounds if they fail a saving throw versus magic; it detects secret doors in a ½" radius and detects invisible objects in a 1" radius; it casts **heal** once per day; it speaks lawful good, dwarf, storm giant, and shedu, and also uses telepathy.

15. WESTERN CAVERN

This enormous cavern is easily three times the size of its smaller neighbor. Accessible via a single door in the eastern wall and a long tunnel in the northwest section of the chamber, the pungent smell of this place makes it recognizable upon entry as a kind of kennel.

Twenty-four spotted lions (HP: 3x50, 3x47, 3x44, 3x41, 3x38, 3x35, 3x32, 3x29) have free roam of this cavern, pets of the Sanctum clergy. Large piles of bones and mummified remains of past meals stand scattered through out the place, along with piles of matted straw for the beasts to sleep on. The smell of urine and feces is so strong that after one turn inside the cave and each turn thereafter, those within must make a save versus petrification or become so ill as to begin involuntarily retching, becoming dizzy, suffering from headache, and losing 1 point of strength each turn. Time grants some benefit to the one who succeeds, with saves on each successive turn receiving a cumulative +1 bonus. Only by leaving the chamber do the ill effects begin to reside, taking 1 hour to restore each point of lost strength.

The animals know of the tunnel to the north and the secret door leading to it (see map) but do not linger about it for lack of knowing how it works.

The place lacks any treasure per se, except for a **ring of elemental command – air** hidden in a pile of lion dung (among the many) and requires at least six full turns of searching.

If the door is left open, the lions casually begin to leave the cavern after three turns, roaming about the Sanctum in small groups of 1-2/1-3/1-4. Should they encounter humans or other small beings in the process, they attack immediately.

16. VESTRY

This chamber is where the clergy don their most religious paraphernalia – clothing, prayer beads (of stone), and such. A small table against the north wall holds candles and their receptacles, all to be used during services, along with miters and other devices. The angled southwest wall (see map) is dotted with protruding stone pegs, upon which hang a variety of special robes and belts. These items – of which the party might collect from one to two dozen – do not have much value on the open market.

Empty most of the time, if the party discovers this room without alerting the guards or the clergy in area **12**, there is a 5% chance that a stone giant male (HP: 63) wanders, possibly surprising them or itself.

17. ADEPTS' QUARTERS

This chamber is fairly cluttered, as six giant-size beds fill most of the space. It is the private chambers for the 2nd level shamans of the Sanctum, and their individual sacks hang from stone pegs beside the beds. There are no chairs or tables present, but footlockers rest beneath each bed, containing normal clothes and accessories designed for giants. None of this is of much – if any – value to the party.

If much time has passed when the party reaches here and they have not already dispatched those who occupy the chamber, the adepts are here preparing to retire for the day.

18. ACOLYTES' QUARTERS

This room serves the same purpose as that above, but with seven beds, footlockers, and sacks intended for use by the 1st level shamans. They are at other locations noted in the text when the party first enters the Sanctum, but after 2-3 hours, if an all out alarm hasn't drawn them all to the source of the invasion, the low level shamans return here to retire for the day. And as with the room previously described, these shamans have no personal wealth.

19. PRIESTS' QUARTERS

Only five beds are located in this chamber – each with footlockers, and sacks hanging nearby – and the room has a bit more space to move about. The 3rd level shaman occupants, already listed elsewhere, return in a manner similar to those rooms previously described if no general alarm has been sounded. Unlike the lower ranked fellows, each of these shamans has a small amount of personal wealth accumulated. Each footlocker, then, yields 100-800 cp, 100-600 sp, 100-400 ep, and 10-100 gp, if searched.

20. HALL OF SILENCE

This chamber is odd for several reasons: First, the shape is irregular; second, the ceiling over the east and west sections is only 7' above the floor, causing all of the giants in the Sanctum to crouch severely, or move about on their knees while here, and the ceiling running north to south from entrance to entrance is a mere 13' (see map; dotted lines show the divisions of the ceiling); and third, it is quieter within the chamber than even the rest of the Sanctum, due to the strange rock out of which the chamber is dug. All sound is muffled here, causing shouts to be whispers, whispers to be silence, and so on. Thus, spells requiring a vocal component cannot be cast within without the caster shouting at the top of his or her lungs.

The east and west bumped-out alcove sections have stone symbols carved into the walls. These depict

different geometric designs that hold some meaning to the stone-giant clergy. They are too cryptic for humans and others to decipher, but are not baneful.

When the party first enters the Sanctum, three 1st level acolytes are here (HP: 43 each) and remain for three hours. If the party hasn't arrived within that time span, or if an all out alarm hasn't drawn them to investigate, they retire to their quarters at area **18**. They carry no treasure.

21-22. GUARDS' QUARTERS

These large rectangular chambers contain ten bunks each, though only six stone giant males (HP: 2x63, 2x62, 2x61) are present in each room at the time the party enters the Sanctum. The beds ring the walls, leaving the center space open to allow swift passage in and out. Stone pegs – for giants to hang their bags – protrude from the walls beside each bunk at the 8' level. The footlockers contain mundane clothes, belts, buckles, combs, and so on, along with the few coins of wealth they have accumulated (10-100 each of cp, sp, ep, and gp).

If the alarm sounds these fellows go to the locations mentioned earlier. Otherwise, they simply rest here between their duties. (Note: Any guard encountered randomly – such as those possible in areas **9** or **16** – should be deducted from this roster.)

23. FEMALES' QUARTERS

This chamber houses the female cooks and cleaning staff of the Sanctum. There are eight bunks spread throughout, each with a footlocker beneath, and a bag hanging from stone peg protruding from the wall by the head of the bed. These contain mundane, sundry items (rolled or chosen from the Clothing and Footwear table on p.219 of the DMG), as well as a small amount of coins (10-100 cp and 10-100 sp).

Two female stone giants (HP: 34, 32) are here when the party enters the Sanctum; if the alarm is raised they attempt to flee down the stairs at location **I** to the bunkers below. After four hours, if the party has not reached this room, they head to area **32** to resume their cleaning duties. If caught by surprise, they attempt to bully smaller beings, running for aid only after being attacked.

24. COPY ROOM

The walls of this room are lined with shelves filled with various sized bottles and jars of different colored liquids and other items. A long, wide table fills the center going from east to west, with benches on either side. Atop this are stacks and rolls of paper, along with writing tools. It is very much a copying room, and it is here the stone giant clergy spend much time transcribing documents and messages from the clan leaders. The clergy leader also pens magic scrolls here. If the party spends six turns

searching among the various piles and rolls of paper, they find three completed scrolls containing 1-3 randomly determined 1st to 3rd level cleric spells on each.

If the general alarm has not been sounded, this area is one of the more difficult to resolve, as five stone giant shamans occupy it when the party arrives. A 6th level canon (HP: 78) supervises a 3rd level priest (HP: 46), a 2nd level adept (HP: 42), and two 1st level acolytes (HP: 38 each). There are no weapons within the room, but they use chairs and anything else at their disposal.

Though not cowards, they seek assistance from the guards at **21** or **22** after one round of combat. The leader wears a **ring of spell storing** containing **cure serious wounds**, **remove curse**, **slow poison**, and **sanctuary**, and calls upon these to supplement his inherent spell use.

25. STORAGE ROOM

The door to this chamber is stuck shut, requiring a Bend Bars roll rather than the standard Open Doors roll. Once inside, the condition of the chamber and its contents hint at why the door was so difficult. The place is a mess of smashed or overturned barrels and boxes, with their contents strewn throughout, with a stringy, sponge-like material covering the entire floor and walls. The sponge-like material is actually a colony of yellow mold (HP: n/a), which attacks with spore clouds if molested, or using its combined psionic ability if it detects such from another in the chamber.

Whatever items were once stored here have long passed into decay and uselessness. The giants shun this chamber since the colony appeared. Unfortunately for them, they have overlooked a **gem of seeing** that rests under the mold in the southeast corner.

26. PRIVATE QUARTERS

A human-sized door leads to this room, one of the two smallest rooms in the Sanctum (along with **27**). It is used by smaller beings who come to do business with the giant clergy. Often this visitor is a dignitary, an ambassador of a local monarch, or the emissary of a guild or temple who comes seeking audience.

The room contains a bunk, with a footlocker beneath, a table and two chairs. The walls are bare and void of decoration, but a throw rug from some type of animal hide covers the center of the room.

This room is empty when the party first reaches it, the occupant being at area **32** awaiting a conference with the clergy leader. Upon exploration, they find some papers in the table written in an archaic language; elves recognize it as being something only talked of by their own people, heard only in legends and never seen by any living elf known. Should deciphering magic be used, the writings only give up some of their true meaning,

referring to the stone giants in terms of possible alliance. There are instructions to the bearer to make any promises necessary to lure the giant clergy into false friendship. The language is, in fact, Drow and the person using the room is a Drow elf!

Further investigation reveals Drow clothing and gear in the footlocker, along with a spell-book, 300 gp, and a **stone of controlling earth elementals** that the Drow was instructed to give to the chief shaman as a token of friendship.

27. PRIVATE QUARTERS

This room is nearly identical to the previous chamber, but is currently occupied by Oogla-Orney, a half-orc 10th level fighter / 12th level assassin companion of the Drow next door. (HP: 69; S18/75, I14, W13, D14, C17, CH12; AL CE) Her gear includes **bracers of defense AC2**, a **ring of invisibility and inaudibility**, a **ring of quickness** (doubles the wearer's number of attacks each round and automatically wins initiative), a **cloak of protection +3**, **boots of elvenkind**, a **short sword of sharpness**. The footlocker holds her traveling clothes and gear, as well as 250 sp, 100 gp, and 20 pp.

There is a 45% chance Oogla is asleep when the party arrives at the Sanctum. If this is the case, she has a 10% cumulative chance of waking each turn. While asleep, she can be slain easily, and her weapons are beneath her mattress – unreachable if surrounded by the party.

If she awakens before the party enters, she is fully prepared for intruders. She and her Drow companion use a secret knock to identify one another at their respective doors. If Oogla has reason to suspect immediate intruders, she turns invisible (via her ring) and prepares to assassinate the first intruder to come through the door, assuming she gains surprise. If things start to go very badly against her, she attempts to flee, trying to locate her companion and make an escape.

28. LIBRARY

This large chamber is lined with shelves along the walls divided into sections like bookcases. But there are very few tomes or scrolls to be seen, leaving the majority of the space empty and covered in dust. None of the written items, if investigated, reveal their nature, for they are penned in a language long forgotten in the world (but not in the Drow language, though). Deciphering them requires weeks of a sage's time, and if successful, only reveals a few warnings and descriptions of a "sleeping demon" that lies dormant somewhere deep beneath the surface of the world, put there by the giant Lord and his assistants; if awakened, the writings say the demon will bring total destruction upon the land of the surface dwellers. Also in this chamber is a rough, sketchy drawing of a demonic form.

Upon entering the chamber the party must concern themselves with two 3rd level stone giant clergy (HP: 38 each) who are organizing the materials here. One engages intruders while the other makes for the door in the northwest corner to get aid.

29. STUDY

Somewhat similar to the previous chamber, this large room is filled with giant-size tables and chairs used by the clergy when studying the scrolls and documents from the previous room. There is nothing of value here.

If they have not been summoned to assist in area **28**, or moved elsewhere in response to a general alarm, three giant shamans are here as the party enters. One is a 6th level canon (HP: 86) while the other two are 4th level curates (HP: 60 each). They do all they can to overcome intruders, but if things turn against them, the leader attempts to flee north, then to area **34** to escape.

30. CURATES' QUARTERS

A rectangular chamber with a single door serves as the sleeping chambers of the 4th level shamans. Four bunks, each with a footlocker beneath, fill the room with enough space for a small table and two chairs. From stone pegs on the wall beside each bed hang the giants' bags. The items are all mundane and sundry and can be drawn from the appropriate tables in the DMG if desired. If the footlockers are searched they each yield 10-100 cp, 10-60 sp, 10-40 ep, and 1-10 gp. There is nothing else of value in the chamber.

If more than six hours has elapsed before the party reaches this location, they find the four curates here asleep, assuming the giants have not been previously slain.

31. PREFECTS' AND CANONS' QUARTERS

Similar in size and shape to the previous chamber, this one is the private chamber of the 5th and 6th level shamans. Since five bunks fill the room, there is little extra space, thus only three chairs are present. And like the room described above, each bed has a footlocker and bag near it. The footlockers contain triple what is listed above, with each also having a 25% chance of holding 1-6 potions (randomly determined or selected by the DM). Everything else within the chamber is of mundane nature.

As the shamans that use this room are likely to be encountered elsewhere, it is not likely for the party to find any giants present here when they reach the chamber. Should the party make their way here by avoiding the earlier traps, ambushes, and other resistance, the 5th level and 6th level shamans return to this chamber after 4 hours if not already slain.

32. CHIEF SHAMAN'S OUTER CHAMBER

Note: Areas **32-34** are the exclusive residence of the 7th level stone giant lama in charge of the Sanctum. And while he is not initially in these locations, should he see the invaders as a serious threat, he attempts to eventually reach his residence and retrieve as much treasure as possible before disappearing into the tunnels beneath (via the stairs at I).

The outer chamber is oddly plain and bare of ornament. A large sofa stands against the east wall, and a table and several chairs fill the western half of the room.

Currently, Beryl Bloodstone waits here to meet with the head shaman. This dark and sinister character is a female Drow 9th level magic user/14th level thief. It is she who occupies the guest room (**26**) and – with her companion at **27** – is on a mission to convince the stone giant clergy to throw in with the Drow Queen.

Her abilities and equipment are as follows: S13, I18, W13, D19, C16, CH17; AC -10; HP 53; AL CN; Magic Resistance 78%; casts dancing lights, faerie fire, darkness, detect magic, know alignment, levitate, clairvoyance, detect lie, suggestion and dispel magic once each per day; carries/wears **boots of speed**, **bracers of defense AC2**, **cloak of protection +5**, **girdle of stone giant strength**, **ring of protection +5**, **ring of free action**, **short sword +4 defender**, **stone of controlling earth elementals**, two earrings (1500 gp each), a necklace (2500 gp), and her spell book. The cloak and sword are of Drow origin, and lose their magic abilities if not returned to their place of origin within 31-50 days; since it has taken her a week to reach the Sanctum, this only leaves 24 - 43 days remaining. The **stone of controlling earth elementals** is a gift to the chief shaman; she is withholding it until she has met with him and secured a commitment of some kind. (Consult the Fiend Folio For more data on Drow.) Her memorized spells are as follows (parenthesized spells are in her spell book, but not currently memorized):

- 1st: comprehend languages; friends; identify; read magic. (dancing lights, feather fall, magic missile.)
- 2nd: detect invisibility, invisibility, locate object. (rope trick, stinking cloud, web.)
- 3rd: dispel magic; slow; suggestion. (fireball, haste.)
- 4th: dimension door, polymorph other. (wizard eye.)
- 5th: feeblemind. (teleport.)

She is very irritated, having been kept waiting a very long time. If the party surprises her, she attempts to bluff her way out of the situation, suggesting she is a spy sent by her people to check things out. If the party attacks her, she attempts to flee invisibly.



33. CHIEF SHAMAN'S SLEEPING CHAMBER

This chamber contains a giant-sized bed in the southeast corner, going east to west, as well as a huge desk against the east wall, blocking a secret door there (see map). A chest of drawers stands against the north wall with three separate compartments. The furnishings and personal clothes are standard fare – only giant sized – and can be found in the appropriate lists of the DMG. The top desk drawer contains a large, beautiful **pearl of wisdom** wrapped in a giant silk kerchief, while the bottom drawer contains a leather **girdle of storm giant strength**. The center contains a partial map, and across the top it reads, "He who summons me shall be rewarded."

A passage-like room to the west leads to the treasure chamber of the Sanctum. A huge carpet hangs from the south wall on stone pegs. It is a **rug of smothering** that, if molested, reacts.

34. TREASURE ROOM

This is the true treasure room of the Sanctum. Entry is difficult from the east door, for it has been sealed shut by powerful magic. A successful **dispel magic** versus 20th level magic removes the enchantment. The western door opens freely, but enters what appears to be a narrow, dead-end hall (see map). Eighteen chests stand within, stacked in threes, against the south and north walls. In the southern chests are 20,000 sp each, while the northern ones hold 10,000 ep each, and fastened to the west wall are two items of interest: A large, **two-handed sword of sharpness**, and a **heavy crossbow of accuracy**.

CONCLUDING THE ADVENTURE

Callously going through the Sanctum slaying neutral stone giants indiscriminately is not sanctioned. The party should try to learn *why* the shamans have not returned to their clans and their advisory duties. The fact is that the chief shaman is obsessed with the idea of summoning the "sleeping demon" alluded to in the scrolls in the library; he is under the misguided notion that he can control it for the benefit of his people. To this end, he is literally possessed with a madness that the other clergy are just beginning to suspect.

THIS ENDS THE EXPEDITION TO THE SANCTUM

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APPENDIX I: Rockfist Rockheart

This demi-god resides on the prime material plane and specifically, deep within the world of the characters. It seldom meddles in the affairs of humans and surface beings. Additional information for this being should be created by the Dungeon Master as needed.

ROCKFIST ROCKHEART "Lord of the Rock" Demigod

S:30 (+12/+19) I:18 W:20 D:15 C:30 CH:10

ARMOR CLASS: -9

MOVE: 15"

HIT POINTS: 480

ALIGNMENT: Neutral

SIZE: L (27' tall)

MAGIC RESISTANCE: 60%

CLERIC/DRUID: 15th level cleric

FIGHTER: As 16+ HD monster

MU/ILLUSIONIST: 12th level magic user

The following spells are recommended for this scenario. The DM can, of course, substitute any or all of the spells with those of his own choice.

CLERIC SPELLS:

First: cure light wounds x4, detect magic, protection from evil/good, resist cold x2, sanctuary.

Second: detect charm, hold person x2, resist fire, silence 15' radius x2, slow poison x2, snake charm, speak with animals.

Third: animate dead, cure blindness, dispel magic x2, locate object, prayer, remove curse, speak with dead.

Fourth: cure serious wounds x2, detect lie, neutralize poison, speak with plants, sticks to snakes.

Fifth: atonement, cure critical wounds, dispel evil, flame strike.

Sixth: blade barrier, heal.

MAGIC USER SPELLS:

First: charm person, friends, magic missile, shocking grasp.

Second: darkness 15' radius, detect invisibility, levitate, web.

Third: fireball, lightning bolt, slow, suggestion.

Fourth: confusion, fear, ice storm, polymorph other.

Fifth: conjure elemental, cone of cold, feeblemind, wall of force.

Sixth: flesh to stone.

APPENDIX II: Pre-rolled Characters

These characters can be used by players who do not have one of sufficient levels and items to participate. Spells must be chosen or determined by the DM.

#1 Orlando Fitzmartin

Neutral Good Male Human 11th level Ranger. S 17, D 15, C 18, I 14, W 15, CH 13. Move 12", AC 1 (0 with shield), HP 101. Chain mail +3, small shield, two-handed sword +2, horseman's mace +2, longbow, quiver with 20 arrows, quiver with 12 arrows +1, ring of free action, 2 potions of fire resistance, potion of extra-healing, potion of speed. Druid Spells: 2. Magic User Spells: 2.

#2 Lord Bangor Mane

Lawful Neutral Male Human 13th level Fighter. S 19 (18/56), D 16, C 17, I 15, W 13, CH 14. Move 12", AC -5 (includes shield), HP 76. Banded mail +3, large shield +3, long sword +2, dagger, short bow +2, quiver with 20 arrows, quiver with 20 silver tipped arrows, morning star, girdle of giant strength (hill), periapt of wound closure, potion of growth, 2 potions of extra-healing, potion of invulnerability, scroll of protection from petrification.

#3 Thualgrym the Mysterious

Chaotic Good Male Human 14th Level Illusionist. S 13, D 18, C 16, I 17, W 14, CH 15. Move 12", AC 0, HP 47. Staff of striking (20 charges), dagger +1, ring of mammal control, bracers of defense AC 5, Nolzur's marvelous pigments (2 pots), cloak of protection +1, potion of healing, 2 potions of clairvoyance, scroll of 3 spells (1 continual light and 2 invisibility 10' radius). Illusionist Spells: 5/5/4/3/2/2/1.

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

Lawful Neutral Female Human 12th level Monk. S 18, D 16, C 15, I 14, W 17, CH 13. Move 26", AC 1, HP 49. Bec de corbin +2, light crossbow +1, case with 20 bolts, ring of water walking, cloak of elvenkind. Monk Abilities: A, B, C, D, E, F, G, H, I, J. Open Hand Combat: #AT: 5/2, Dmg: 4-16. Thief Skills: OL 82%, F/RT 75%, MS 94%, HS 77%, HN 35%, CW 99.2%

#5 Sir Arandell of Longbridge

Lawful Good Male Human 11th Level Paladin. S 16, I 15, W 16, D 14, C 17, CH 18. Move 9", AC -2, HP 105. Plate mail +2, large shield +2, two-handed sword +2, long sword +1, potion of flying, gauntlets of ogre power, ring of fire resistance, ring of water walking, silver dagger. Cleric Spells: 2/1.

#6 Briana Rowan

Neutral Female Human 10th Level Druid. S 13, I 14, W 17, D 16, C 14, CH 16. Move 12", AC 2, HP 64. Leather armor +2, spear +2, potion of extra-healing, potion of levitation, ring of protection +1, ring of mammal control (4 charges), periapt of health, bag of beans, wooden shield, scimitar, sling and pouch of 20 bullets. Druid Spells: 7/4/3/3/2.

#7 Kerlian Anthar

Chaotic Good Male Elf 9th Level Magic User / 6th Level Fighter. S 17, I 17, W 14, D 16, C 15, CH 14. Move 12", AC 0, HP 50. Chain mail +2, long sword +2, javelin of lightning, potion of clairaudience, potion of healing, potion of invulnerability, rope of climbing, large shield, helmet, dagger, short bow, quiver with 24 arrows (5 are silver arrows). Magic User Spells: 4/3/3/2/1.

#8 Bishop Raithlan the Devout Lawful Good Male Human 13th Level Cleric. S 14, I 13, W 18, D 15, C 15, CH 14. Move 9", AC -1, HP 76. Plate mail +2, footman's mace +2, potion of extra-healing, potion of ESP, staff of striking (21 charges), incense of meditation, necklace of prayer beads (bead of curing, bead of atonement), large shield, helmet, silver holy symbol, scroll of cure critical wounds and raise dead. Cleric Spells: 8/8/7/5/2/1.

#9 Arhanna Clevadhul

Neutral Female Elf 8th Level Magic User / 8th Level Thief. S 13, I 17, W 14, D 18, C 15, CH 13. Move 12", AC 2, HP 42. Leather armor +2, dagger +1 (+3 vs. large creatures), long sword +1, sling of seeking +2, potion of fire resistance, 2 potions of extra-healing, ring of invisibility, ring of feather falling, dagger, pouch with 20 bullets. Thief Skills: PP 65%, OL 47%, F/RT 50%, MS 60%, HS 53%, HN 30%, CW 94%, RL 35%, Back stab x3. Magic User Spells: 4/3/3/2.

Final Thoughts

The idea of doing a module that presented stone giants as the central focus has been a laborious love affair with me for many years. From the moment I purchased and first opened my G1: Steading of the Hill Giant Chief, from reading the chilling descriptions in the G2: Glacial Rift of the Frost Giant Jarl, to the last, entrapping lines in the G3: Hall of the Fire Giant King, I was fascinated – no, possessed – with designing such an adventure of my own.

The product you are now reading is the culmination of many hours, days, weeks, and years, of that effort. If it has entertained you, even in the slightest, it will have succeeded in its goal.

But I cannot conclude this project without referring to the person whom has inspired, not just me, but generations of fantasy role-playing gamers. So I leave you with this:

IN MEMORY OF GARY

For the Spirit Calls

The smell of flame, the ring of steel, the clashing of the shield,
the overwhelming foe appears and fails to make us yield.

Though talons gouge us all about, as blood escapes our veins,
we tarry not to meet our fate, regardless of the pains.

The bearded chin, the pointed ear, the fuzzy-furry feet,
rush to our side with singing blade with eagerness to meet,
the scaly beast that threatens all, and so we must defeat.

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












Beyond the skies up overhead, amongst the lofty stars,
The One can look down with content, upon this world of ours.

And when our final battle stops, our journey doesn't end,
we gather up our courage, and we start it all again.

THE SANCTUM

MAP KEY



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

1 square = 10 feet

