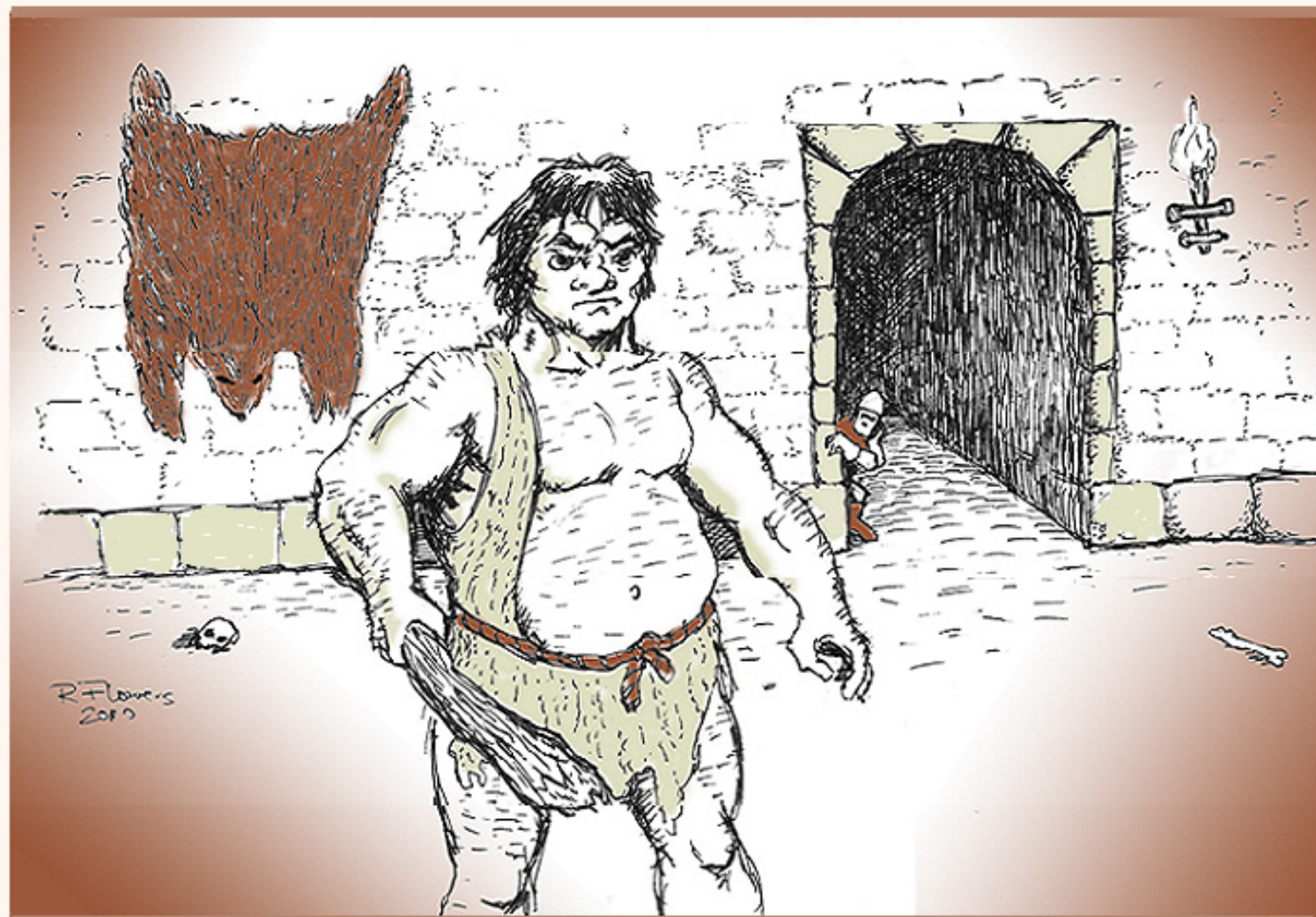


G8

# ADVANCED DUNGEON ADVENTURE



## Dungeon Module G8

### MANOR OF THE MOUNTAIN GIANT KING

by RC Pinnell

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# ADVANCED DUNGEON MODULE

## Manor of the Mountain Giant King

by RC Pinnell

### FOREWORD

This is my 5th adventure designed for the purpose of pitting high level parties against giant adversaries. The previous scenarios, **Sanctum of the Stone Giant Lord**, **Castle of the Cloud Giant Queen**, **Forge of the Fomorian Smith Lord**, and **Giants in the Deep**, are (were) designed to be supplemental adventures for characters of more experience, more savvy, and having a desire to continue hunting giants and their kin. While all can be played as separate adventures, they can also be linked with some minor creative writing by the DM. There is already a storyline connecting the G5 to the G6, and another linking the G7 to this one; subtle as they are.

Like the ones before it, this adventure is capable of dealing out death easily to the foolish or over confident party that seeks a quick and harsh defeat of the giants within. But unlike those before it the giants in this scenario have been *adjusted* in ways the others were not. More about this will follow later in the text.

As stated on the cover this adventure is intended for characters of levels 8th through 12th. If each carries about 250,000 XP the group will fit well within the spread; single classed fighters, paladins and rangers will likely be at 8th level, with clerics and magic users 1 or 2 above that, and thieves topping the party at 11th. Multi-classed characters will generally be 7th level, though those with class restrictions may find their lower class at 4th or 5th level. Demi-humans, and especially

dwarf characters, should possess high constitution scores if they are to be included in the party. Assassins, monks or other classes should not be considered party material, though a bard of 5th to 7th level fighter ability and 6th to 8th level thief should do fine.

### NOTES FOR THE DUNGEON MASTER

#### MOUNTAIN GIANT SHAMAN

Several of these spell-casters are located on the lower dungeon level of the great Manor of the King. And as the party is forced to begin the adventure entering this level it is more than likely they will encounter the Shaman before meeting the King and his elite guard, located in the upper level. The DM should utilize the following tables when running any encounters between these giant types and the party.

Shaman Level	Add. HPS Gained	THACO	Spells Cast Per Level			
			1st	2nd	3rd	4th
7	6d4	6	3	3	2	1
6	5d4	6	3	2	2	
5	4d4	7	3	3	1	
4	3d4	7	3	2		
3	2d4	8	2	1		
2	1d4	8	2			
1	NA	9	1			

#### First level Spells

cure light wounds  
detect evil/good  
light  
*protection from evil*  
*remove fear*  
resist cold

#### 3rd level

*animate dead*  
cure blindness  
cure disease  
dispel magic  
prayer  
remove curse

#### 2nd level

augury  
chant  
*hold person*  
*know alignment*  
resist fire  
*silence 15' radius*

#### 4th level

*cure serious wounds*  
*detect lie*  
divination  
exorcise  
neutralize poison  
tongues

The deities of the mountain giants grant a slightly altered list of spells to their clergy. The spells in *italics* are those offered in exchange of others found in the DMG. They also bestow bonus spells to those giant shaman with high wisdom scores. (Roll d8+9 to determine ability) The DM should adjust the number per day given above to reflect the bonuses, if any.

## GIANT WEAPONS

Both the clergy and average mountain giant are known to wield huge, double-sized weapons similar to their counterparts found among the smaller races. Preferred by these types is a giant morning star, 8' in length and weighing 25-30 pounds. While spikes on such a weapon are banned by clerics of other races, such is not the case for mountain giant shaman. This weapon, and the others in the list that follows, does a large amount of damage upon S-M size creatures when the giant's strength bonus is added in (see below).

Weapon	Damage	Length/Weight	SF
Battle Axe	2d10	8'/150-250	5
Club	2d8	6-9'/60-120	5
Morningstar	4d6	8'/250-300	6
Spear	2d8	10-24'/80-120	5-6

Vs. large creatures damage is increased to 150% of the potential maximum given. All mountain giants add their strength bonus to the damage they generate. To determine this amount consult the following.

### GIANT STRENGTH BONUS BY TYPE

Stature of Giant	To Hit	To Damage
King	+6	+12
Queen	+4	+10
Elite Guardsman	+5	+11
Adult male	+4	+10*
Adult female	+4	+9
Sub-adult male	+3	+9
Sub-adult female	+3	+8
Adolescent male	+2	+7**
Adolescent female	+2	+6**
Young male	+1	+5**
Young female	+1	+4**

\*Shaman use this line.

\*\* These will only be found wielding clubs.

Elite guardsmen use a battle axe or Morningstar. All described weapons can be used with 1 or 2 hands by adult and sub-adult types; but 2 handed for those younger and smaller. Without weapons all types do 1-3 + their bonus.

### GIANT SIZES

Type/Rank	HGT	WGT*
King	14'	2240
Queen	12'	1510
Elite Guardsman	14'	2240
Adult male	14'	2240
Adult female	12'	1510
Sub-adult male	12'	1510
Sub-adult female	10'	875

Type/Rank	HGT	WGT*
Adolescent male	10'	875
Adolescent female	8'	450
Young male	7'	300
Young female	6'	185

\*Based on the formula described in BOTD 1, p.21.

## GENERAL CONSTRUCTION NOTES

Aside from lower level chamber 6 all rooms, halls and corridors have been dug out of the mountain with tools and engineered with fine precision. Walls, floors and ceilings are flat and even, with corners sharply squared and surfaces coated with a white wash mortar. Door frames are generally 8' wide by 16' in height. The doors are made out of 2' thick by 2' wide by 16' tall planks, held together by cross beams as 12" spikes have been driven through to fasten them; four cross beams every 4' hold the planks firmly together. Each door is attached to the frame by 3 large iron hinges; one at 2' from the bottom and top, and another in the center. Iron draw-bolts are the standard means of locking the doors from the inside, while a simple pull /push knob on each side at 10' above the floor is used for opening and closing the device. (Secret doors are of the same general dimensions, though the means to their use are obviously hidden from direct sight.) All ceiling heights on both levels are at least 18', though the two largest chambers (8 on dungeon level, and 2 on the upper level) host ceilings at 22' above the floors.

## LIGHT SOURCES

To avoid the smoke and smell generated by torches the mountain giants constantly stock and replenish a large supply of fire beetle glands that they place in opaque containers when walking along corridors on both levels. Dozens of these glands will be found in bowls atop tables and counters within the chambers and rooms of the manor. As the radius of the glands' glow is but 10' it is certain that large quantities of the organs will be found all around the chamber. During the day a small amount of natural light reaches into room 2 of the upper level, but the level of intensity is so low as to be nearly the same as that of early morning or sunset, at best. The great cellar (room 8) on the lower level is filled with cages containing the creatures. For this reason, it is lit almost equal to daylight.

## BACKGROUND

A pair of dwarf brothers had discovered a vein of gold deep inside a mountain range and, being dwarfs, went about collecting it. Moving their families and a few friends into the deep cavern, they soon established a successful enterprise, shipping raw gold to the races on the surface. Unfortunately they were unaware that the caves they had come to inhabit were warrens and facilities for slaves belonging to the Mountain Giant King, who dwelled with his people in a great Manor above. When the giant king discovered that the dwarfs had squatted upon his domain and were poaching minerals from it, he immediately sent his guards into the caves to slaughter the intruders, and capture the leaders behind the intrusion. Thus Zeffon and Kraggo of the Mountains were taken prisoner, along with some of their family members, while the rest of the colony were slain, and eaten, and their bones tossed into the deep pit the dwarfs had laboriously dug. When the shipment of raw minerals stopped reaching the surface many merchants and distant kin wondered what had happened. Thus expeditions were organized to go and find out; none of these ever returned. When a party of adventurers actually penetrated the deep caverns and found the abandoned site they made a grisly discovery, the remains of hundreds of dwarfs! They also had to battle slaves and servants left in the chambers to guard the king's lower domain. In doing so the group pieced together much of the mystery, and following the clues gathered, entered the wide tunnel leading up to the mountain giants' residence.

## START

It is assumed that the party going into this adventure is the same that was used in the previous one. If this is not the case the DM will have to create a reason *why* a new group has come to this location and discovered the tunnel to the lower levels of the mountain giants' abode. If desired, the DM can have a new party negotiate the wandering tunnel network leading to the great cavern in the previous adventure, encountering various creatures along the way. Otherwise, the group that explored the previous setting should simply have concluded that adventure, located the tunnel going up, and followed it to the point where they reach a door in a wall (See Dungeon level map).

## KEY TO THE DUNGEON LEVEL

### Wandering Monster Encounters

After every 3 turns roll a d6, with a 1 indicating some type of encounter has occurred.

1. 2 L1 shaman (HP 63, 61) going from area 3 to 6
2. 3 giants (HP 63, 59, 57) going from area 8 to 1
3. 2 giants (HP 59, 57) going from area 1 to above
4. 2 giantesses (HP 37, 35) going from area 8 to above
5. 2 giantesses (HP 37, 35) coming from above to area 8
6. 1 L4 shaman(HP 70) going from area 4 to 7 or vice versa

None of those listed will be carrying treasure.

### Rooms and Areas:

1. **BACK ENTRY** A large solid door blocks access into the lower level of the mountain giants' residence. This is kept locked by an iron draw-bolt on the inside when the guards are at rest, otherwise, the door can be opened on a normal Open Doors check. Upon entry the party will find a large, square room. In the center stands a round wooden table 12' across and 6' off the floor. During the day 3 **mountain giants** (HP 63, 61, 59) will be found seated around this, with one having his back to the doorway, playing various types of games; loud arguing, joking and so forth is audible on the other side of the closed door. Several weapons stand leaning in the northeast corner of the room, while hanging on pegs will be found water skins and bags containing their personal items on the west wall. At night the giants will be found at location **A** sleeping on cots that run north to south. During the day there will be beneath 2 of these a large, **giant war dog** (HP 30, 28; AC5, HD4, M12", D 2-16, Int. semi-, Neutral, M-L). At night as the giants sleep the dogs will be in the main room, alert and on guard.

2. **STORAGE** This large square chamber contains lots of wooden crates, boxes and barrels filled with an array of sundry items ranging from salted meats (the most recent being dwarf flesh) to cold water brought up from the underground river. Standing undisturbed in the northwest corner is a large **shrieker** (HP 23) that will emit a piercing tone when approached (See manual). A secret panel section of the northeast wall is actually a door leading to stairs going up to the next level.

3. **QUARTERS, LESSER SHAMAN** This chamber is the abode of 3 lesser **mountain giant shaman**; 1 is 2nd level and 2 are 1st (HP 65, 2x63). The room contains 3 cots (see map) and beneath each is a large foot locker filled with the personal belongings of the shaman it belongs to; this includes giant clothing, a weapon, 100-600 CP, 100-400 SP, 10-100 GP. There is a 20% chance per each to find them here during the day. If they are present they will immediately recognize a party for intruders and move to attack them while 1 will attempt to summon help.

4. **QUARTERS, UPPER SHAMAN** This large room is home to 3 **mountain giant shaman**; 1 is 4th level, and 2 are 3rd level (HP 70, 2x68). The senior resident's cot is in the southeast section of the chamber, while the 2 others are in the northern section. Beneath each is a foot locker similar to those just described, and in each is 100-1000 CP, 100-800 SP, 100-400 EP, 100-200 GP. It is 10% likely that each might be present when the party locates this chamber. Otherwise, they will each either be in the common temple (7)/30% chance, the great sanctum (6)/50% chance, or the great upper hall (2) on the level above/10% chance. If they are present in any of these as the party enters they will know the group for intruders and attempt to subdue them, or at least question the invaders until help can arrive.

5. **QUARTERS, CHIEF SHAMAN** 2 senior **mountain giant** shaman occupy this room. One is 7th level and the other is 5th (HP: 78, 73) Each has a cot with a foot locker hidden beneath. In the foot lockers will be found the following: 1000-4000 CP, 1000-2000 SP, 100-800 EP, 100-600 GP, 2-9 gems (base value 100 GP each), and 1-6 pieces of jewelry (base value 500 GP each). In addition, within the senior shaman's foot locker can be found 2-5 potions (DM's option as to types), and a *Rod of Smiting* (25 charges left); there is a chance that a *Stone of Controlling Earth Elementals* is present (see chief shaman's location). There is but a 5% chance of either being here during the day should the party enter; this becomes 80% at night during sleeping hours. If either is not present, it is 30% likely they will be at the common temple (7), 40% of them being at the sanctum (6), and 25% that both or either of them will be in the level above, either in the great hall (2) or the King's study (22)/equal chance of each.

They, like all of the shaman described, will not initially be armed. To do so will take 1-6 rounds depending on circumstances.

6. **GREAT SANCTUM** This natural cavern is the holy place of the shaman and is accessible only through secret passages from the temple (7) or their quarters. 4 tall columns of rock rise out of the floor and extend to the ceiling 24' above. Terrace like steps carved out of stone lead to a riser along the west wall, where sits an enormous rock of raw gold, 6' high by 20' wide by 30' long. This was the last thing excavated by the dwarfs before the giant king's guards flooded the lower caves and captured the poachers. Should any of the shaman be within the chamber when the party enters they will immediately rush to attack the intruders, casting what spells might assist them, first. If the chief shaman is among them, it is 70% likely he will be carrying his *stone of earth elemental control*; he will use this to summon forth 4 of the creatures from the columns that will attack upon his commands. If all are slain the party may retrieve the rock by whatever means they have. And if they return to the surface with it, and find a smith and jeweler that will work the stone, it will yield a total worth of 125000 GP.

7. **COMMON TEMPLE** This odd-shaped chamber is accessible from the long north-south corridor running through this level, and a corridor at the back of the temple (east end) behind a large tapestry; the latter turns south (see map) and leads to an apparent dead end, where a secret door allows the shaman to pass to their chambers or the sanctum. A stone altar (b) stands in front of an alcove in the eastern end of the chamber. 3 large tapestries 10' x 20' hang on walls to each side of this, and across the back of the alcove. Each depicts scenes of mountain giants in battle, defeating a variety of foes, and is not worth much on the open market (base value of 100 GP each). If any shaman are present should the party enter they will react much like that previously described for the sanctum. Spells will be cast first if possible, with those providing immediate defense or offense being preferred. Should more than 1 be present then 1 among them will attempt to go for assistance while the remaining engage the intruders and keep them occupied. If the chief shaman is present, it is 70% likely he is carrying the *stone of earth elemental control*.

8. THE GREAT CELLAR The 2nd largest chamber on this level, the great cellar is full of interesting things for the party to discover. During the day there is a 45% chance that 7-12 **gargantuan giant rats** will rush out from behind the crates in the southwest corner (C) and attack anyone approaching (HP 9-16 each) These are unusually large rodents, having 2HD, and inflicting bite damage of 2-8, with a 20% chance of infecting the victim with some type of disease. The crates are filled with sundry items associated with dwarf kind, as these were confiscated from the Great Cavern below, where the dwarfs had squatted. None contain anything of use to the party unless the DM wishes to create something of interest. Along the north and south walls are work tables with shelves above (D) covered with a variety of objects in all states of being. Broken tools, weapons and normal service ware are scattered atop these tables, along with piles of organic materials in various degrees of rot. At night there is a 50% chance that some rats like those mentioned will be atop these scurrying about. During the day there is a 15% chance of 3-24 **giant ants** (HP 2-16 each) being at these locations. A cage has been constructed between the last 2 westernmost pillars, divided into 2 separate cells with a door to each (E). Inside these the party will find 7 dwarfs in sorry health and starving. A foul aroma can be detected from 10' away, as a single pot covered in straw is filled with excrement. In the west cell are the wives of Zeffon and Kraggo, along with 3 young adult dwarf maidens; two are daughters of Kraggo, and 1 of Zeffon. All are in rags and dirty. Both elder women are middle aged and in poor shape. They will divulge all that they know to any would be rescuers. This includes the fact that they have been imprisoned for about 6 months, fed very little--and always foul food and water, and that several associates of theirs were taken to the upper level and never came back. They are frantic and worried now since their husbands were recently removed from the cells and taken to the level above. (The DM should impart any and all information of use found within both the Background sections of this module and the one before it. Care should be given not to reveal anything concerning the giants that the dwarfs would not be aware of. Otherwise, feel free to create family and colony histories, and other experiences the dwarfs may have endured during their time in the Great Cavern.)

In the eastern cell are 2 male dwarf associates of the brothers. One is named Lon Larston, and is a 7th level fighter (HP 20/70, due to poor health; S18/90, I12, W10, D14, C18, CH9) that was employed by the colony as a guard captain. Though he is Lawful he is also Neutral, and will make any deal he can to get out of his current situation. The other male is non-descript and for the DM to *flesh-out* if desired.

In the northeastern section of the cellar stand huge barrels, 6'-9' in height and girth, that hold a variety of contents including water, raw roots, mushrooms, hard tack, salt, spices, lard, animal heads (including dwarf), and so on. During the day there is a 15% chance that a **gargantuan black widow spider** dwelling in the web above will be down investigating the barrels (HP 31; HD 6+4, D 1-10 for bite, + poison). At night she is 65% likely to be moving about. The giants know she is here and leave her be, as she feeds on the ants and other pesky insects that annoy them. If the party spends 4 or more turns searching the barrel filled with heads they will find one of a female dwarf wearing an earring. If *detect magic* is cast it will radiate magic, for it is a **ring of X-Ray vision**. The poor previous owner never knew its true powers, as it always malfunctioned when she put it on her finger. Thus, she took to wearing it on her ear.

## KEY TO THE UPPER/GROUND LEVEL

### Wandering Monster Encounters

After every 3 turns roll a d6, with a result of 1 indicating some type of encounter has occurred.

1. 1-3 giant dogs (HP 30, 29, 28) patrolling
2. 3 giants (HP 63, 59, 57) going from area 3 to 24\*
3. 2 giants (HP 59, 57) going to area 8 below
4. 2 giantesses (HP 37, 35) going from area 16 to 25/26\*
5. 3 ogres (HP 23, 20, 17) going from 12 to 16\*
6. 1-6 *young* giants (HP variable) going to area 2

\* Or vice versa

None of those listed will be carrying treasure.

These giants are in addition to those listed in specific areas and do not count toward the total population as such.

All doors encountered will be found closed and require an Open Doors check to open; secret doors will need special investigation to discover. General construction of the rooms, ceilings and halls is described at the beginning of the module and the DM should refer to the section, *General Construction Notes*. The numbering of rooms and chambers on this level assumes intruders will enter from the front opening, and not the tunnel or level below. This is a minor issue, and the DM should simply consult each area the party enters or moves through as they do so.

Stealth will be the party's biggest ally, and should that fail them for whatever reason, and/or a general alarm is raised, all the male giants will move as quickly as possible to arm themselves and rally around the king, as females and young retreat to the nursery and harem quarters. From there, they will use the secret tunnel to move to the king's study, then through the secret door leading to the stairs going down and into the cellars below, thinking this to be a safe exit.

### Rooms and Areas:

1. MAIN ENTRANCE This 40' wide tunnel slowly ascends in a northerly direction for about 600' before reaching the surface. During the day it is possible that the party will encounter 3-10 male giants (HP 76, 74, 72, 70, 68, 66, 64, 62, 60, 58) coming or going through this tunnel; if encountered entering they are returning from a hunting party and will have from 1-4 carcasses of giant elk, moose, or even bear, while if meet on the way out they will have only their weapons with them. By the time the tunnel actually reaches the entrance (1) it has dropped in elevation 200'. During the day 1-3 young males will be assigned guard duty at location **A** (HP 50, 48, 46) while at night at least 1 adult male will be with them (HP 72). They will not allow the party to enter freely as they have had no instructions from the king to let any non-giants to pass. If they are seriously challenged one of them will attempt to raise a general alarm, if possible. They are armed, but have no treasure on them.

2. THE GREAT HALL The enormity of this chamber is difficult to appreciate unless one is a non-giant. At 120' across and 180' long it is the largest room on the level. The ceiling is a whopping 22'-24' from the floor, with the lesser number at the perimeter walls, angling up to

the center height running north to south. Three times per day--during the meal hours--the place is definitely going to be full of giants of all sizes and ages. For times in between the chances of fewer giants being present are actually less. The following rosters should be consulted according to the appropriate time the party enters the chamber.

### Meal Time Occupancy

Klorg, mountain giant king. HP 105, Attacks as 14HD monster, AC1, does 8-48 points of damage. 40% chance of being present.

Mina, mountain giant queen. HP 80, Attacks as 12HD monster, AC4, does 3-36 points of damage. 60% chance of being present.

3 Elite guards, HP 84, 83, 82, AC2 12 HD, does 4-48 points of damage. Always present if the king is.

12 Adult males, HP 80, 79, 78, 3x77, 3x76, 3x75, 12HD, AC4, does 4-40 damage. 55% chance of being present.

6 Adult females, HP 64, 62, 60, 58, 56, 54, 8+2HD, AC5, does 3-18 points of damage. 40% chance of being present.

4 Adolescent males, HP 62, 60, 58, 56, 8+2HD, AC5, does 2-16 points of damage. 30% chance of being present.

4 Adolescent females, HP 54, 52, 50, 48, 8d6 HD, AC5, does 2-12 points of damage. 25% chance of being present.

5 Verbeeg giants, HP 41, 39, 38, 37, 36, 5+5HD, AC4 does 1-10+ points of damage. Automatically present if the king is, and 55% chance otherwise.

2 Fomorian giants, HP 74, 61, 13+HD, AC3, does 4-32 points of damage. Automatically present if the king is, otherwise a 40% chance.

6 Ogre-servants, HP 30, 29, 28, 27, 26, 25, 4+1HD, AC5, 1-10 points of damage. Always present when any adults are indicated.

In between meal times the % chance of any of the *mountain* giants above being present is 1/2 that listed. If any of the above are found and killed in other locations, disregard the chance of them appearing in this chamber. When 1 or more groups indicated above are present the place will be filled with loud talking, joking, arguing, laughing and other noises associated with such mingling. The servants will be dashing madly about from table to table, their muscles straining under the weight of stacks of plates and pitchers they carry.

3. DAY-ROOM/GAME-ROOM Two large tables and some giant chairs are all that occupy this chamber. It is in a continuous and varying state of being empty to full throughout the day. At non-meal times it is possible the following are present.

1 Adult males, HP 75, 12HD, AC4, each does 4-40 damage. 25% chance of being present.

1 Adult females, HP 56, 8+2HD, AC5, each does 3-18 points of damage. 20% chance of being present.

2 Sub-adult males, HP 58, 56, 12d6 HD, AC4, each does 3-18 points of damage. 10% chance of being present. Attack as 8HD

2 Sub-adult females, HP 40, 38, 8d6 HD, AC5, each does 2-16 points of damage. 10% chance of being present. Attack as 6HD

2 Adolescent males, HP 42, 40, 8d6 HD, AC5, each does 2-16 points of damage. 30% chance of being present. Attack as 6HD

2 Adolescent females, HP 34, 32, 6d6 HD, AC5, each does 2-12 points of damage. 25% chance of being present. Attack as 4+4HD

If none of the above are present when the party enters the chamber each will be in their listed quarters along with the other occupants mentioned there. None will have any treasure per se on them.

A set of stairs in the west wall descend to the lower level and area 8 below. A secret door (S) in the east wall gives access to a small hiding alcove where some of the younger females will rush to hide in the event of a general alarm being sounded. It otherwise has no special function.

4. GUEST ROOM This nearly square room contains 4 cots big enough to support a being up to 10' in height. It is currently not being occupied, and several sacks and water skins left by the previous occupants lie about, some stuffed beneath the cots. The water skins are either empty or half full of rancid liquid. The sacks contain the crumbling remains of moldy cheese, dried meats, a splintered wooden bowl and spoon and giant sized clothing, soiled and smelly. If a thorough search of all the items is made the party will find after 3 turns of effort a **ring of warmth** in one of the bags, and a **potion of cloud giant strength** in another.

5. GUEST ROOM Only 2 large cots, each 16' in length and 6' wide, stand in this room. Each has several pelts atop it of some type of animal, though all in a bad state and smell terribly. The chamber is currently being used by **2 Fomorian giants**, guests of the king, and will either be here when the party enters the chamber, or at the large hall (2) if the king is there. (Statistics for them can be found in the larger chamber.) The creatures have no treasure on them, and in sacks stuffed beneath their cots are items similar to those previously described in chamber (4). They have been sent by their own chief to deliver a message. Written in their own language it merely requests a meeting be set up between the two leaders, including a day and time. If they have been at location (2) before the party reaches this room they will have given the king this scroll.

6. GUEST ROOM This chamber is identical in size and shape to room (4). There are 9 small cots scattered throughout that, oddly, appear able to accommodate beings only up to 6' in height; the cots are actually 6' by 3' in dimension. While these may, at first seemed intended for the younger giants found within the abode, the thin legs supporting the devices and the low heights off the floor indicate a design for specific beings--perhaps 4'-5' tall, and not very heavy. Who these might be is left to the DM to determine-- and the party to discover! A round table 3' in diameter stands in the center of the room, with 5 chairs around it. Square wooden dice with strange symbols on the faces, and playing cards of some type lay scattered atop this; all are covered with dust, hinting the room has not been used in a long while. Along with these, a small leather bag (of **dust of disappearance**) rests on the table top. The door to this room is always locked.



7. GUEST ROOM This chamber is double the length of its width, making it a long rectangle. There are 9 cots within it capable of supporting beings up to 12' in height. It is currently being used by the Verbeeg noted in the large hall (2) and if those mentioned in that listing are not encountered there they will be here along with **4** other **Verbeeg** (HP 42, 41, 36, 33). This group is, like the Fomorian guests, on a mission to meet with the king to solicit his help in driving out a colony of humans that have encroached upon their own chief's lands. While not evil per se, these creatures might, in fact, be bargained with if their lives depended upon it. Beneath each cot is a large leather bag containing food and other supplies required for the trip here and back to their homeland. Most of that is mundane, with the exception of an exceptionally well made *silver sword*--2 handed--belonging to the largest of the group. If detect magic is cast the item will radiate strong, ethereal connections, as it is a special **+3 silver sword** of GITHYANKI origins. The DM should research this item in the FF to become knowledgeable about it. (*Note: how the Verbeeg came to possess it, and what that means should the party take it as treasure, could lead to other adventures.*)

8. DORMITORY, FEMALES All the young females of the manor of adolescent age and younger will be found here if not indicated elsewhere. There are enough cots and double bunks to accommodate the number using them, with footlockers beneath each to hold clothing and other items associate with young females. At any given time the following will be present when the party enters the chamber

4 Adolescents (HP 42, 39, 36, 33) AC5, attack as 6+6HD, does 2-12 points of damage.

6 Young (HP 36, 32, 28, 24, 20, 16) AC5, attack as 5+1HD, does 1-10 points of damage.

These young females will not be frightened by a small sized party, but startled to say the least. At first they will attempt to send the intruders running by throwing large items at them, but if seriously threatened they will call for help. They have no treasure.

9. BARRACKS, MALES All the adolescent and young males are quartered here. As with the females' dorm, there are bunks and footlockers as described; nothing

of value will be found among them. At any given time the following will be here as the party enters the room

5 Adolescents (HP 44, 42, 40, 38, 36) AC5, attack as 7HD, does 2-16 points of damage.

7 Young (HP 37, 35, 33, 31, 29, 27, 25) AC5, attack as 5+1HD, does 2-12 points of damage.

These young ruffians will not be intimidated by a group of puny humans, and will immediately rush to swarm the party and subdue them. Only when half of them have been hit and blood is shed will they call for help.

10. DOG POUND This large room is used to quarter the king's giant hounds. During the day the door will be closed but will remain open at night so that the animals may easily patrol the grounds. Standing 15h high at the shoulder (about 5' ) and twice that in length from tip of nose to end of tail, these giant mastiffs can easily knock a large man to the ground. Though they attack primarily by biting, they can use their front paws to claw if their victim is down and prone. During the day there are always 6 of these within the chamber (HP 30, 29, 28, 27, 26, 25). They have an AC5, Move of 12", attack as 4HD doing 2-12 points of damage per bite, and an additional 1-6 per paw if used. If they win initiative and have enough room they will *rush* their opponents in an effort to knock them down (requires a "to hit" roll of 19-20). The chamber is bare of furniture, and filled with bones and rotting meat, and a stench of urine and feces that is equal in effect to that of a **troglydte**. There is no treasure in the room.

11. DAY-ROOM Like the other chamber (3) two large tables and some giant chairs are all that will be found within. It is, also, in a continuous and varying state of being empty to full throughout the day. And at non-meal times it is possible the following are present.

1 Adult male, HP 75, 12HD, AC4, each does 4-40 damage. 25% chance of being present.

1 Adult female, HP 56, 8+2HD, AC5, each does 3-18 points of damage. 20% chance of being present.

2 Sub-adult males, HP 58, 56, 12d6 HD, AC4, each does 3-18 points of damage. 10% chance of being present. Attack as 8HD.

2 Sub-adult females, HP 40, 38, 8d6 HD, AC5, each does 2-16 points of damage. 10% chance of being present. Attack as 6HD

2 Adolescent males, HP 42, 40, 8d6 HD, AC5, each does 3-18 points of damage. 30% chance of being present. Attack as 6HD

2 Adolescent females, HP 34, 32, 6d6 HD, AC5, each does 2-16 points of damage. 25% chance of being present. Attack as 4+4HD

3 Young males(HP 33, 31, 29, 27, 25) AC5, attack as 5+1HD, does 2-12 points of damage. Always present during the day.

3 Young females(HP 24, 20, 16) AC5, attack as 5+1HD, does 1-10 points of damage. Always present during the day.

None of the above, if present, will have any treasure on them.

12. BARRACKS, OGRE **12 Ogre-servants**, (HP 32, 27, 23, 2x20, 2x18, 14, 13, 12, 11, 10) 4+1HD, AC5, 1-10 points of damage. These slaves are not even afforded cots to sleep on, so low is their station. If a strong appearing party should approach them without malice it is possible these will *join-up* to rebel against their masters. Though logic would dictate they would have no treasure, the strongest of them actually possesses a **wand of fireballs** (6 charges left) that he stole from the king's secret cache. Unable to manipulate it, he will offer it to the party in exchange for the lives of him and his comrades and safe passage out of the manor.

13. BARRACKS, TROLL This large chamber is usually the quarters of the troll-slaves of the giant king. Almost all of them have been sent below (see previous module) on a mission and have not returned. But **3 troll females** (HP 37, 34, 31) remained behind to tend to the infants they recently bore. They will defend their young, but will otherwise cower in the corners should anyone--the party or resident giants--enter the room. And as expected, they possess no treasure.

14-15. QUARTERS, TROLL These two rooms serve as the quarters for the 2-headed troll servants to the king; though none are present, having been sent below on a

mission (see previous module). Both chambers are filled with trash and filth and if searched, aggressively, those involved are likely to contract some kind of disease (see DMG p13-14). If a full 6 turns is spent sifting through the debris there is a 50% chance the party will discover a small, leather bag. If *detect magic* is cast upon it the item will radiate a strong magical pulse. Inside the party will discover 26CP, 26EP and 26 small gems(10 GP value). If taken to a sage that can identify it, the party will discover that they have come into possession of a **Bucknard's Everfull Purse!**

16-18 KITCHEN AREAS From early morning to sometime after the last meal of the day this room will be busy with activity, and full of giant females, slaves and giant dogs. **4 adult female giants** (HP 56, 49, 43, 40) and **2 adolescent females** (HP 30, 25) will be busy cooking and preparing meals as **5 ogre slaves** (HP 29, 27, 25, 23, 21) will be racing around attempting to follow orders from the women. **3 giant dogs** (HP 29, 28, 27) will be dodging about until scraps of food spill onto the floors when they'll immediately fight for the spillage, snapping and snarling at one another. A large stone cooking stove with chimney stands in the middle of the south wall, with iron L-hooks that swing large metal pots in and out of the firebox, suspended by the devices. Shelves line the north and east walls, and a huge table for preparing food stands in the center of the room. The alcove to the west (17) is lined with more shelves that hold round metal plates 5' in diameter, along with 3 pronged forks, spoons and knives 3' long. A nook (b) south of this is filled with sacks of raw vegetables and barrels of various contents (meats, pickles, cheese, etc.) The southern room in this facility (18) is warm as the back side of the cooking stove can be seen and touched from within. Hanging all about on hooks are shanks of meat being slowly roasted (as the temperature within the chamber is about 200F.) Should the party spend at least 6 turns searching any of the auxiliary chambers they will notice a long knife in (17) of unusual craftsmanship. If *detect magic* is cast it will register as being magical, for it is, in fact, a **+3 scimitar, frostbrand**. In the nook (b) they will find an empty bottle that is, in fact, a **Decanter of Endless Water!** (The DM should create the command words for each of its functions, providing some types of clues for the players to discover.)

19. ROYAL PARLOR When emissaries of other races come to do business they often spend hours, if not days, waiting here for a meeting with the king. The place is decorated with giant figurines wearing finely crafted armor only a giant could wear, holding giant-sized weapons (see map, X notations). Huge tapestries 40' wide by 20' high hang upon the east and west walls, each worth 5000 GP on the open market. A giant-sized chair stands on a dais against the short south wall where the king will sit to listen to his visitors. And always present, night or day, are **3 mountain giants**, Elite guards, (HP 84, 83, 82) AC2 12HD, armed with a giant Morningstar, or does 4-48 points of damage. There is a 15% chance of the king actually being in the chamber if he has not been encountered already elsewhere; his information can be found in (2).

20. THE QUEEN'S CHAMBERS The large main room is filled with furnishings; a huge divan, several giant sized stuffed sitting chairs with high backs, a thick animal skin rug covering the majority of the floor (if inspected, the party will think it is merely a giant, hairy elephant skin. The truth is it belonged to a mastodon, a gift from a strange being long ago that claimed he visited "other worlds and times"! It is worth 10,000GP on the open market.) Standing against the south wall is a large built-in vanity, with drawers, where the queen sits and brushes her hair, dons her jewelry and puts on her makeup. Inside the dozen drawers the party will find 6-36 pieces of *fine jewelry* among the 100+ common pieces, each worth (a base value of) 2500 GP. The DM should determine what, exactly, each piece is. If not encountered elsewhere it is 20% possible to find the queen in this chamber (HP 80); information regarding her is given in area (2). If she is there will always be 2 adult females (HP 56, 54), 1-3 sub-adult females (HP 40, 38, 36), and 1-2 adolescent females (HP 34, 32) in attendance. Information for them has previously appeared and can be quickly found if needed. The queen will not fight if intruders make it into her boudoir but her attendants will rush to surround and protect her. To the south is her sleeping chamber where her bed, 10' wide by 20' long, will be found. A large footlocker 6' wide by 12' long and 3' deep sits beneath her bed. This is secured with a large pad lock, requiring a thief to make his OL check in order to easily access the contents. Once opened the party will discover the following within--

50,000 CP, 75,000 SP, 30,000 EP, 15,000 GP, 1,000 PP, 6-60 gems worth (a base value of) 100 GP each, a giant-sized suit of **scale mail +4** made from the hide of a blue dragon, a **+4** giant-sized **footman's mace** (does 2-16 damage plus bonuses; requires 20 strength to wield 2-handed) and a wide, thick belt that is actually a **girdle of giant strength/frost**.

The queen is a randy tart, with delusions of her own beauty and desire beyond explanation. Should an intruder, of any race, being at least 6' or more in height and with good looks and a charisma of 16 or better, enter, she will shamelessly flirt and attempt to seduce the unsuspecting character.

21 THE KING'S CHAMBERS Behind a set of double doors lies the king's private chambers. Consisting of a private toilet, sitting room and sleeping chamber, they are the most lavishly furnished in comparison to those previously explored. A variety of stuffed animals and beings is scattered throughout the sitting room held upright by dowels anchored in the floor, along with heads of many types mounted on the walls. A huge pair of tusks, those of a mastodon (the skin of which lies on the floor in the queen's chambers) will be found as well, protruding from the wall above the desk located in the southern section; the ivory of these is worth 5,000 GP on the open market. A pair of high backed stuffed chairs are the only other furnishings in the main room. Leaning in the southwest corner is a giant **Morningstar +1**, and giant **Battle Axe +2 of Sharpness**. If the king is present when the party enters here (30% likely unless he was met and killed elsewhere) he will grab the axe to attack with. If he has time he will don a giant-sized suit of **+2 plate mail** as well. A door in the west wall leads to the king's private toilet, while an archway in the eastern wall leads to his sleeping chamber. If the king is present should the party engage in combat in the parlor (19) he will rush to join his guard. The king's bed is 12' wide by 22' long and stands 5' off the floor with space enough to slide his footlocker beneath. While filled mostly with normal and mundane items if the party actively searches it for 3 turns they will find a huge cloak sized for a giant 14' or taller. If detect magic is cast it will radiate positively as magical, for it is a large, **cloak of Poisonousness**. The king's actual treasure is in chamber (22).

Atop the desk are dozens of scrolls written in many giant dialects (hill, stone and fire mostly) asking the mountain giant king to *throw-in* his clan with each author's plans for raiding and terrorizing the lands about them. Hidden beneath these is one in particular written in an ancient tongue, almost deep dwarfish but not quite. Any dwarf in the party has a % chance of understanding this equal to 2 x his intelligence ability; all others have a set 5% chance, while a *Comprehend Languages* spell will reveal the contents of the scroll. If it is deciphered it reads as follows--

*Mighty King, Klorg-- my master thanks you for providing quarters for us during our visit . When next we return will be the 13th year since our meeting, and we will have payment for you in the form of precious gems and slaves. As per your request, we will transport the two dwarf brothers with us, to be executed for their crimes against you and your clan. (See End Note)*

*May our alliance never falter.  
Your friend, and comrade,*

*Lispis, the drool*

22. THE KING'S STUDY A secret door from area (19) is the most common way the party will find and enter this room. If the king has not been met and killed elsewhere it is 100% likely he will be here when the party enters the chamber. The east and west walls are lined with shelves filled with tomes of all shape, size and state of decay; being items confiscated throughout the course of all his raids upon the societies of the little folk. Two heavy curtains hang down the south wall, separated by an 18' gap between them. Behind each is a single, secret portal going to different locations; the western door leads to the harem (26) while the eastern one leads to a set of narrow stairs that ascend to a ledge high above for escape and viewing purposes. A moderately sized round table 8' in diameter stands in the center of the chamber with a single chair tucked beneath it. Dozens of books are stacked or lay atop it. If the party has caused heavy losses in his clan the king will attempt to gather up his most precious treasure and use the secret stairs to escape. Among the many tomes on the shelves is a set that appears to be connected, for the spines are numbered in giant script from I to V. These are each large manuals, 6"

thick, 18" tall by 12" wide. What makes them unusual is that each is hollowed out, and contains part of the king's secret treasure. Their contents are as follows--

Book I A **bag of holding**, type 2(full) with 5,000 GP  
Book II A necklace worth (a base value of)10,000 GP  
Book III A bag of 50 gems, base value of 500 GP each  
Book IV 9 wands\*  
Book V A bag of 12 rings\*\*

\* The DM must determine what these are. None are fully charged items.

\*\* As per above, but half must be detrimental in nature.

23. ARMORY Along with giant armor and weapons this large chamber contains items of all racial origins taken by the giants during their various raids. As the giants have no means of determining if any of these are of a magical nature, many have escaped such detection and lay or stand about the room, unknown for their abilities. The following list is by no means complete and the DM may alter it as desired.

30 giant shields  
43 giant clubs  
50 giant spears  
28 giant battle axes  
13 giant Morningstar  
33 giant sized leather armor  
20 giant helmets  
9 suits of dwarf sized plate mail\*  
12 suits of dwarf sized chain mail\*\*  
8 suits of dwarf sized leather  
11 suits of human sized chain mail\*\*  
6 suits of elf sized plate mail\*  
9 suits of hobbit sized leather\*\*  
16 normal sized shields\*\*\*  
7 normal sized long swords\*\*  
4 normal sized bastard swords\*\*  
3 normal sized battle axes  
8 normal sized flails, footman's  
13 normal sized short swords  
8 normal sized hammers\*\*  
17 normal sized daggers

\* 1 is +3 magical

\*\* 1 is +2 magical

\*\*\* 3 are +1 magical

This room also serves as the quarters for the king's elite guardsmen. While 3 are always with him, either in the great hall (2) or outside his chambers in room (19); present are an additional **6 adult giant guards** (HP 84, 83, 82, 81, 2x80), AC2, 12HD, does 4-48 points of damage, or a giant weapon plus strength bonuses. There are 3 double bunks standing in the southern section of the chamber, and the guards have footlockers beneath the lowest bunk of each set, 2 per stack; none contain any thing of worth to the party.

24. BARRACKS, MALES Being the 2nd largest room on this level, it is the quarters of the **adult male giants**. While some might be in other locations (as indicated in previous text) there will be **16** present when the party enters, unless a general alarm has been sounded, and these are drawn to the location of the intrusion (HP 80, 79, 78, 77, 2x76, 2x74, 2x72, 2x70, 2x69, 2x68), AC5, M12", 12HD, does 4-40 damage. When called to battle they will use standard giant clubs. There are enough double bunks throughout the room to serve 28 of these brutes, but some may be out on hunting missions, or raiding parties; those not accounted for may be considered "wandering" until they actually return. As described before, footlockers holding the giants' personal belongings rest beneath the bottom bunks and if searched will yield nothing of value. The DM is free to place some item of interest within one or more if so desired.

25. NURSERY This chamber contains a dozen small cots and cribs for use by *infant* and *toddler* giant young. At any time from 1-8 will be present, usually in some state of sleep though they might be just waking up. Both types are definitely non-combatant, with the toddlers being only 2'-5' in height and still learning how to walk. If required for some purpose, assign toddlers an AC8, and 2-12 HP each; though they cannot really attack. The chamber will smell of urine and kiddy- poop but otherwise contain nothing of value or interest to the party, aside from some huge animal bladders hanging on the walls filled with rancid mother's milk used to feed the little ones. An archway in the west wall leads out of the room.

26. HAREM This chamber is designed in 2 sections, one running north to south and the other east to west. The former contains 6 large cots, 4' wide by 10' in length, while in the latter stand 4 bigger ones, 6' wide

by 16' in length. Ten females will be in this chamber when the party enters

4 Adult females(HP 54, 52, 50, 48) AC5, M12", 8+2HD, does 3-18 points of damage.

3 Sub-adult females(HP 44, 41, 38)AC5, M12", 8d6, attack as 7HD, does 2-16 points of damage.

3 Adolescent females(HP 36, 33, 30) AC5, M12", 6d6, does 2-12 points of damage.

The chamber is furnished and decorated as one would expect from females, including bottles of obnoxious smelling liquids they use as perfume, boxes of powder they apply to their faces to decorate their skin, etc. A large dressing table stands against the wall in the south west corner where these items and more are located; 2 chairs for them to sit and apply these are also present there. A secret door in the wall behind this allows them escape in dire situations and they will use it should a general alarm be sounded, or intruders breach the door to the nursery. If given no option they will attempt to appeal to a large group of invaders not to kill them or their young; a smaller group might find itself challenged if they appear weak and injured. The females have lots of apparel each, stored in footlockers beneath their cots, but nothing of value to the party.

*This ends the expedition to the Manor of the Mountain Giant King.*

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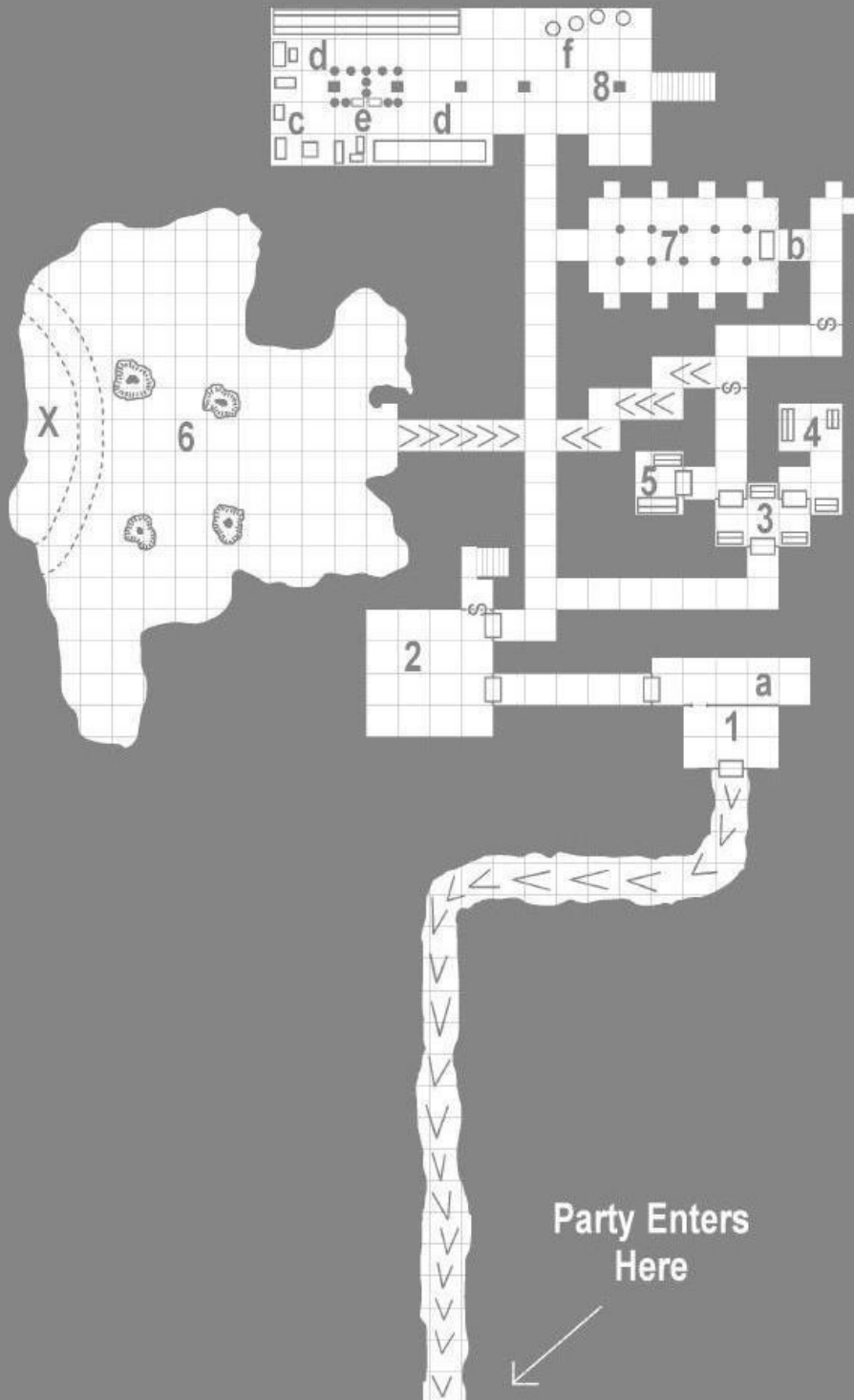
## END NOTE

The DM is free to improvise this situation, either leaving it as indicated, or having the brothers alive and shackled, under guard, in chamber (19) awaiting their sentence from the king--and to be rescued by the party.

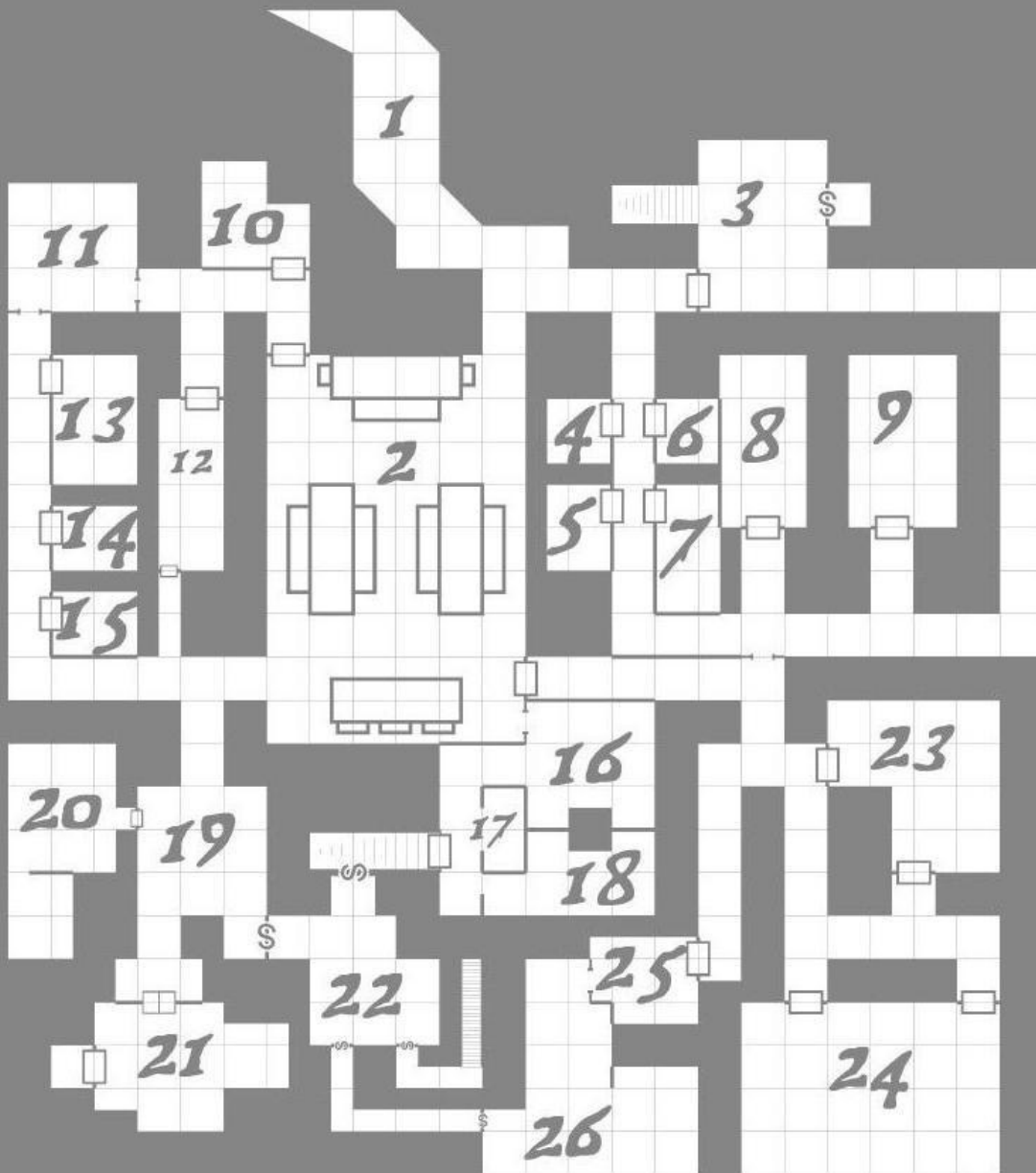
# Manor of the Mountain Giant King

## Dungeon Level 1 (Cellars)

1 Square = 20'



1 Square = 20'



*Manor of the  
Mountain Giant  
King  
Ground Level*