

# **KLAUTH'S CURIO**



**A 5TH EDITION SOLO ADVENTURE  
FOR A LEVEL 10 PLAYER CHARACTER**

# *Klauth's Curio*

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More of William's Fantastic Work can be seen at [theamazingmrmachine.tumblr.com](http://theamazingmrmachine.tumblr.com)

## KLAUTH'S CURIO

Klauth's Curio is a D&D 5th Edition Adventure designed for Morick, the 10th level rogue or Helenia, the 10th level Ranger as described in the character appendix at the end of this adventure. However, you can still use your own character if he or she is of similar level and similarly equipped. While most creatures come directly out of the Monster Manual, some changes were made for story and game play purposes.

Checks and combat run the same as in a normal D&D game. Initiative is checked at the start of each combat encounter unless otherwise stated. Most creatures attack on sight, fight to the death, and are normally not dissuaded to fight unless otherwise noted in the text. Finally, long rests are not allowed and Morick or Helenia can only take a short rest when he/she are out of combat. Note: you will need the PHB to cast some of the spells Helenia has memorized.

There may be certain situations where the option to escape combat is given in the text. Morick/Helenia may attempt to escape only when the option is given. Per D&D rules, Morick/Helenia's opponent may take an attack of opportunity if Morick/Helenia has not taken the Disengage action prior to escaping.

Magical armor and weapons work as they normally would. Morick/Helenia may find certain items in this adventure that have an assigned number (for example: "You find a copper ring (30). Be sure to write down the item's number. During the adventure, there are things that happen or choices that you can make only if you have one of these special items. When you are told "Something happens when you have the special item, add that item's number to the section number you are currently reading in order to know the next section number you read to find out what happens.

## STORM KING'S THUNDER

This adventure takes place during the events of Chapter 2 of the Storm King's Thunder Adventure, directly tying to what the PC's experience in Chapter 4 of the same adventure. Taking advantage of the chaos around them, a group of young frost giants have stolen some of Klauth's horde... specifically one seemingly mundane artifact that the frost giant greenhorns would try to trade to human merchants...

## THE ADVENTURE BEGINS

It's another beautiful day in Luskan! Well, if you call the broken ruins of a long dead city littered with corruption and crime with the not so pleasant bouquet of a rotting harbor beautiful... Luskan has been easy pickings for you since you came here to let some heat with the Waterdeep City Watch blow over. Today however, you've spent more time making sure you don't get pinched, as opposed to trying to relieve someone else of their coin. The only potential target you saw today was someone who claimed they were part of the Arcane Brotherhood, but then again, it looked like it had been quite some time since they had dwelled in the land of the living and you're not in the business of trying to steal from wizards, death or otherwise.

You've just finished having a drink at One Eyed Jax when you feel a tug on your leathers. "Someone trying to out thief a thief", you say out loud as you spin around. You expect to see a member of one of Luskan's many gangs, but instead see a young grimy street urchin, practically huddled at your feet.

"Noble saer", the urchin croaks. "Huh?", you reply being caught off guard. "I know you're not referring to me", you say. Not to be dissuaded, the urchin continues: "Noble saer, I have something of great value to one such as yourself. It was given to me by my uncle on his deathbed..a hearty adventurer, he was. Circumstances force to me sell it, and at a pathetically low price, too. Only five coppers, my saer. Only five nibs for this". He holds up a parchment that looks like something used in a Kobold's latrine. You can make out some writing that appears was inscribed by someone who might

indeed be on their deathbed. “What is it?” you ask. A map, noble saer. A map to the treasure of Klauth, The Great Dragon Of The North.” If you decide to buy the map, go to **106**. If you want to ask the urchin for more information, go to **62**. If you don’t buy the map, go to **57**.

### 1

You fold up the map and put it in a pouch on your belt, then head toward the livery stables. Sometimes, wealthy travelers can be seen lodging their horses there. Roll a D6. If the result is between 1 and 4, go to **78**. If the result is 5 or 6 or less, go to **47**.

### 2

The wolf hits you like it was shot out of a catapult. If you had been a hair slower, the wolf would be dining on your throat. As if to serve as a reminder, It’s jaws snap shut a handbreadth from your face. Eager to end your anguish, you slam your weapon’s pommel into the underside of the powerful jaw and drive a knee into the wolf’s ribs. At this point, the wolf has seen better days and with a snarl, draws back for another lunge at your soft parts. But this time you’re ready, weapon poised. The impact of the wolf’s leap is enough to tear the weapon from your numbed hand, but you see the point drive deep into the creature’s skull. You step aside as the beast already dead is carried past you by its own momentum to collapse a moment later in a dusty heap.

A weasel-like head pops out from between two rocks and asks, “Is it safe?”

“No;’ you snarl, and the head vanishes again. But it is safe, you realize as you look around; or at least as safe as it gets part way up a gods be damned mountain. With two sharp tugs, you extract your sword from the dead wolf and your guide from his sanctuary.

“Let’s go;’ you tell him, pointing at the slope of loose, small rocks that forms your next obstacle. If you want to rope up with your guide to climb the treacherous-looking slope, go to **96**. If you decide to climb solo, go to **50**.

### 3

There’s no room in the kennel for you to maneuver, and the wolf knows it. It tries to use its weight and aggression to drive you back into wall where it can rip you to shreds. The wall of course, being the last place you want to be. You attack at the wolf and hit, but it’s far from a mortal blow. In fact, it just looks angrier than it was before. You swing again, and the wolf grabs your weapon arm in its jaws, pulling you off your feet. As you fall to your knees, there’s nothing you can do to keep the creature’s fangs from your throat. You feel a sharp pain, and then nothing. **[END]**

### 4

You peek around the edge of the curtain into what must be a dining room. In the center of the room is a huge table with four giant-scale chairs around it. On the table is a large golden candlestick almost 2 feet high; the candle adds almost another foot to that. Curious as to whether the candlestick is pure gold, you pick it up to gauge its weight. The instant the candlestick leaves the table, the candle lights. You put it down again, but the candle continues to burn. You snuff the flame, and try it again. Lift the candlestick, the candle lights.

This is magic and you know it might be worth something to the right person, but then again... If you take the candlestick (10), go to **114**. If you leave it behind, go back to **66** and make another choice.

### 5

You draw from your inner strength and continue to hold on to the boulder. Despite it feeling like your arms are almost torn from their sockets, you pull yourself back from the edge of the precipice and force yourself to your (somewhat shaky) feet You’re a little the worse for wear, but you’re still alive. Go to **32**.

### 6

It’s only a kitchen knife, but in the hands of a giant-and swung with a giant’s strength-it serves as an effective weapon. You duck and dodge, waiting for an opening that never presents itself. But help comes from an unexpected place. The thing in the pot still wants out. Flailing about, it splashes boiling broth onto the back of the giant. He growls in pain and, while he’s distracted, you land the killing blow. After he collapses, you take a quick look into

the pot to see who your rescuer is.... The slimy, unidentifiable reptile residing in the pot hisses at you, causing you to think it's best leave well enough alone by closing the lid.

Go back to **86** and make another choice.

### 7

You turn to face the onrushing (whoops, there are three of them) wolves. You have one round in which to use missile weapons, then the wolves are within melee range. If you have the glowing missile, you have an option to use it at this time. If you decide to do so, add its number to the number of this section and turn to the section number of that sum. Otherwise, after your single round of ranged combat, go to **39** to fight the remaining wolves

### 8

You snort. "In case of a fall, you'll take me down with you;" you tell him. He shakes his head in disgust. "Thirty silver per day;" he says firmly. "Twenty's not enough." You give him a clout in the ear, and he begrudgingly starts up the face. The first hundred feet of the climb aren't so bad. If you watch carefully, you can see the foot- and handholds your guide is using.

Copying his movements, you make good progress. "No tougher than a palace wall," you mutter to yourself. Of course, that's when your handhold gives way. Go to **100**.

### 9

The giantess fights fiercely and in almost total silence, which you find to be surprisingly frightening. The only sounds are grunts of exertion, the whoosh of steel cutting air, and the occasional ring of blade on blade.

Sweat stings your eyes, and your arms feel like lead, but your opponent seems as fresh as when the bout started. Duck, bob and weave, and wait for an opening to present itself. The giantess takes a mighty cut at your head, and for a split instant she's overextended, off balance and vulnerable if you can take advantage of it.

You lunge, but she dances back in a surprising recovery. You berate yourself for missing what may have been your only chance.

But then she sighs and gazes sadly down at the growing patch of red on her chest She tries to say something, but the effort is too much, and she collapses in a dusty heap.

Lungs on fire, you clean your weapon on the apron she no longer has any use for. For a moment you gaze down at the still body, which somehow looks smaller in death. Not the most graceful victory, but you'll take it. Go back to **119**.

### 10

For what feels like the one hundredth time, you kick the spider off your boot and swing your blade at it. This time you connect, slicing the spider to spider bits. Old pots and pans, tarnished cutlery, bread boxes, a dead rat (some giant's forgotten snack?) Then something that gleams catches your eye. Gold! To a giant, it would probably be a thimble; to you, it's the size of a wine goblet. Worth a few gold pieces at least, you toss it into your backpack. Go back to **66** and make another choice.

### 11

For a few heartbeats, you and wolf regard each other with equal distrust. Then, suddenly, the wolf turns and trots off, immediately vanishing among the boulders. Even if you wanted to pursue, you wouldn't know where to go.

The beast's behavior would almost indicate that it had some agenda and you find it unsettling, you think as you prepare to press on. You remember tales of trained wolves-guardians, sentries, watchmen, and your nerves stretch tighter.

Wherever the creature was going, it might be best if you were somewhere else when it gets back. No such luck. Either the wolf was faster than you thought, or its destination was closer than you expected. You haven't gone more than 50 paces when you hear something large moving among the rocks up-slope from you.

“Only a giant could make that much noise. Oh Beshaba’s filth in my eyes!” you think to yourself as you crouch under cover of a boulder.

The figure making its way toward you is almost twice your height. His belt bears a brace of trophies—very human-looking skulls—and a belt knife that looks suspiciously like a notched broad sword. His long hair is white, his skin light blue, and his eyes the same cold gray as his axe-head. His beard is little more than fuzz, you notice. A young giant.

You pat the short sword by your side. The mage who sold it to you called it “Giant Slayer.” Hopefully it lives up to its name, you think. The wolf is leaping playfully around the giant’s feet, looking like a puppy in comparison to his size. At a gesture and a harsh word from the giant, the wolf runs off the way it came, not unlike an obedient house pet. The giant moves steadily toward you. He hasn’t seen you yet. If you decide to take advantage of surprise and attack the giant, go to **55**. If instead you try to hide, go to **22**.

### 12

When you reach into your quiver for an arrow, your fingers find one that seems to weigh much more than the others. You remember that you found it on the body of the young giant. And you remember its cold (magical?) glow. It didn’t do him any favors, but maybe it can for you.

You knock the arrow and let loose. The missile strikes the largest wolf and detonates in a silent burst of flame, blowing the wolf asunder. Its partners are staggered by the concussion but keep on coming. Go to **39** to fight the remaining wolves.

### 13

The wolves are on you, and you must fight them hand to hand, rolling initiative normally.

**Wolves (3): AC 13; Speed 40; hp 11, ; Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf’s allies is within 5 feet of the creature and the ally isn’t incapacitated.**

**ACTIONS Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.**

If you defeat the wolves, go to **122**. If you die, go to **81**.

### 14

You’ve clearly made the young giant forget about his book. A nasty smile spreads across his face as he charges at you. His weapon (he’d call it a belt knife; you’d call it a short sword) looks very sharp. Twice, your sword bites and draws blood, but the young giant keeps on coming. And he’s still smiling. “Some Giant Slayer”; you mutter, adding in a few curses to the mage who sold you your sword. You continue to back up, waiting for an opening. Out of the corner of your eye you see the giant’s book lying on the floor, but it’s too late to stop your foot from landing right on it. The book slides, and you’re suddenly off balance. Almost nonchalantly, the giant slays you with his next cut. Go to **17**.

### 15

You cautiously peek past the curtain into a large bedroom. An equally large female giant is making the bed. She wears a dagger on her belt that would serve you as a broad sword. Both of her arms are fully sleeved with tattoos that you suspect are in giant. Roll a D10. If the result is 1-3, go to **23**. If the result is 4-10, go to **54**.

### 16

Tymora is not with you today. The wolves are too fast. You turn and brace for the attack. The wolves are too close for you to use ranged weapons. In a moment they’re on you like gray-furred projectiles, and you must fight them in melee, rolling initiative normally.

**Wolves (3): AC 13; Speed 40; hp 11, ; Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf’s allies is within 5 feet of the creature and the ally isn’t incapacitated. ACTIONS Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.**

**Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.**

If you defeat the wolves, go to **122**. If you die, go to **81**.

### 17

The mortal wound burns like fire, but not for long. As darkness closes in around you, you murmur, "Knew I should have stayed at the inn." [END]

### 18

You let the curtain fall and creep away from the portal. Go back to **105** and make another choice.

### 19

With a metallic "click" a needle drives into your hand. Make a DC15 Con Save to withstand the poison. If you make your save, go to **25**; if you fail, go to **56**.

### 20

Cautiously you draw back the curtain, your short sword poised to strike at ... nothing! It's an empty room, maybe a guest bedroom? Roll 1d6. If the result is 1 or 2, go to **116**. If the result is 3-6, go to **29**.

### 21

You shake the nasty beast off your hand and onto the floor, whereupon it leaps onto your foot. You get the feeling that this spider isn't giving up. You must fight the spider, rolling for initiative normally. No, this isn't a joke.

**White Fang Spider: AC 12; Speed 20ft, HP 1. Actions Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 4 (1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 4 (2d6) poison damage on a failed save, or half as much damage on a successful one. Failed saves on a surprise poison attack are fatal.**

If you defeat the spider, go to **10**. If you die, go to **49**.

### 22

You crouch farther behind your boulder, pressing your body deeper into the shadows. Make a DC15 Stealth Check. If you succeed, go to **63**. If you fail, go to **70**.

### 23

The female giant doesn't seem to be aware of you; she just keeps on making the bed. You've got a choice: do you attack her while her back's turned, or do you get out while the getting's good? If you decide to attack the giant, go to **85**. If you prefer to retreat, go to **38**.

### 24

Make a DC 15 Investigation Check. If you succeed, go to **73**. If you fail, go to **111**.

### 25

The wound tingles, then burns ... but only for a moment. Maybe the poison was old, or the needle didn't hit a blood vessel. Regardless, you take 1 hp damage from the needle. If you survive the damage, go to **92**. If you die, go to **65**.

### 26

The portal opens onto an east-west corridor. Halfway along, there's a curtained portal in the south wall. At the far eastern end is a closed door. If you want to investigate the portal in the south wall, go to **31**. If you prefer to investigate the door, go to **107**. If you want to leave the hallway, return to 44 and make another choice.

### 27

The gnome's belt pouch opens easily, and you slip your fingers inside. Suddenly, you feel a grip of iron on your wrist. You fling yourself backward just in time to avoid a dagger cut that might have severed your forearm. Chuckling nastily, the gnome approaches, blade weaving. You must fight the gnome hand to hand, rolling for initiative normally.

**Gnome thief: AC 17; Speed 25; Multiattack. The gnome makes two attacks with its dagger. The second attack has disadvantage. Dagger. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.**

If you defeat the gnome, go to **120**. If not, go to **89**.

### 28

Make a DC 15 Investigation Check. If you succeed, go to **108**. If you fail, go to **19**.

### 29

You search the room quickly, constantly aware that a giant could happen by, and find nothing of interest. Go back to **119**.

### 30

You start to pick through the garbage in the storeroom. It's probably not the kind of place you'd find the Klauth's treasure, but who knows? Suddenly some thing drops from the ceiling onto the back of your hand, something black and furry with 8 legs.

The spider attacks once with advantage in this first surprise round:

**White Fang Spider: AC 12; Speed 20ft, HP 1. Actions Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 4 (1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 4 (2d6) poison damage on a failed save, or half as much damage on a successful one. Failed Saves on a surprise poison attack are fatal.**

If the spider hits during this surprise round, go to **118**. If it misses, go to **21**.

### 31

Beyond the curtain is a small room, its walls hung with weapons; an armory. There are two-handed swords, battle axes-all giant size and much too large for you to even lift, let alone use. But there are some smaller weapons as well: a hand axe that would serve you as a battle axe, and a dagger that would work passably well as a broad sword. If you are carrying the candle stick (10) from the dining room, something happens. Add the candlestick's number to the number of this section, and turn to the resulting section.

Otherwise, you are free to take any of the weapons you like. Go back to **26** and make another choice.

### 32

Alone, you finally reach the top of the scree slope and another broad ledge. Exhausted, ankles in agony, you slump to the ground-but only for a moment. Thieves live or die by their instincts, and yours are fine. When you feel like something's watching you, something usually is watching you. As you leap to your feet, you see a pair of cold gray eyes studying you: it's another wolf, maybe two dozen yards away. Your hand steals toward your weapon, but then you hesitate. It hasn't attacked yet and doesn't seem to be planning anything malicious. Should you live and let live, or get your licks in first? If you decide to attack the wolf, go to **101**. If you wait to see what happens, go to **11**.

### 33

The wolf slams into you full force, with the impact enough to knock you off your feet and your weapon from your hand. You grab the hairy throat and drive your thumbs in, searching for its windpipe, but you're too late. Its fangs have already found your own throat. Go to **17**.

### 34

You draw your weapon and poise yourself for a sneak attack on the giant. You get a surprise around against the giant. In subsequent rounds, the giant fights back with a kitchen knife the size of a broad sword.

**Frost giant: AC 13; Speed 40 ft; hp 100; Actions: Multiattack. The giant gets two attacks. Knife Melee Weapon Attack: +7 to hit, reach 10 ft., onetarget. Hit: 18 (3d6 +4) bludgeoning damage.**

If you defeat the giant, go to **6**. If you lose, go to **77**.

### 35

The wound tingles, then burns ... but only for a moment. Luckily for you-and unluckily for the spider, the creature didn't give you the dose of poison it intended. Take 4 poison damage Go to **21** if you live or go to **118** if you die.



### 36

The giant's axe strikes sparks from the rocks as he swings and misses. He may be young, but his strength might as well be that of an adult. If your opponent ever connects with one of his big cleaving swings, he'll cut you in half. And there's not much you can do to stop him, either. Trying to parry that axe with your short sword would be suicidal. Worse, the axe has a handle almost 5' long; your short sword's blade is 2' long. There's only one way you could reach him. Before you have time to talk yourself out of it, you feint to the right, then duck as low as you can. The axe blade whistles a handbreadth over your head, but you hardly notice. In the instant the giant is off balance, you throw yourself forward, slashing viciously upward.

Your blade bites home and sinks to the hilt. The young giant looks surprised, then tired. Then he collapses. Go to **87**.

### 37

As the giant's muscles work beneath her light blue skin, the rune tattoos appear to move up and down her arms. The effect is hypnotic. You can't force your eyes away from it. You backpedal quickly, but not quickly enough. You don't actually feel the mortal blow land—you're just suddenly lying on your back, staring upward, with something warm spreading across the front of your jerkin. A phantom form of the tattooed giant, holding a large battle axe hovers above you. It's the last thing you see as your vision fades and the world recedes around you. **[END]**

### 38

Every sound—even the pounding of your heart—seems magnified as you creep away from the portal. Maybe the giant didn't hear you. Maybe ...

But there's the sound of movement behind you. You glance back just as the giant steps into the hall. You see eyes the size of dinner plates bulge in surprise.

Then the huge figure yells something in a booming, harsh language. You can't understand it, but you don't want to wait for a translation.

Throwing subtlety to the wind, you simply run like the Nine Hells out the way you came, bursting through the front door and into the chill air of the mountain side while trying to ignore the commotion behind you.

You run over the loose rocks, the cold air burning in your lungs. An occasional glance over your shoulder shows the giant standing in the doorway alone and not pursuing you. Maybe you'll get out of this yet.

But your next glance shows that the giant has been joined by an even larger giant, with a frost-white beard down to his waist and a look of irritation on his face. In his hand is a rock bigger than your head. He hands it to his companion and picks up another. Go to **82**.



The wolves are on you, and you must fight them hand to hand, rolling initiative normally.

**Wolves (3): AC 13; Speed 40; hp 11, ; Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated. ACTIONS Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.**

If you defeat the wolves, go to **112**. If you die, go to **81**.

#### 40

Despite his (relatively) small size, the giant is frighteningly strong, and his belt knife is razor sharp. But youth and inexperience prove his downfall. The giant leaves an opening in his guard, and you take advantage of it, striking him down with a quick backhand blow. As the body slumps messily to the floor, you hold your breath, praying that no one heard the altercation.

Maybe Tymora listens; there's no sign that anyone else heard the fight. Quickly you search through the room. There's nothing of value except a golden brooch pinned to a cloak in the wardrobe. The workmanship is exquisite, and you estimate the value to be about 100 gold. With a grin and a salute to the dead giant, you drop it into your pouch. To leave the room, return to **105** and make another choice.

#### 41

You feel a tingle in the hand carrying the candlestick, and the candle bursts into light. Luckily the thing was too big to fit in your backpack! "Magic, but what triggered it?" you think. Then you notice a small panel opening in the wall next to you, and you see something inside it, glowing in the darkness. You reach in and extract a single dart—a giant-scale dart. In your hand it's the size of a large dagger, but it's balanced for throwing.

The weapon is treated as a dagger +2. Now go back to **26** and make another choice.

#### 42

Yellowed teeth snap closed an inch from your throat as you throw yourself backward. You're off balance, and the wolf can sense your fear. Following up its initial advantage, it lunges for you again, but somehow you intercept with your weapon, and the blade bites deep. The wolf kicks once, and then is still. There's nothing in the kennel of any value, so return to **26** and make another choice.

#### 43

A boulder slams into your ribs with incredible force, inflicting 1d6 hp damage. If you die, go to 17. Otherwise, go to 5.

#### 44

Ahead of you, through the door, is a short hallway. It could be any other hallway you've seen, except that the ceiling is some 18' high. Mounted in brackets on the walls are a couple of oil lanterns that seem to be producing equal quantities of light and acrid smoke. As you step inside, you notice a nice touch: The doorknob on the inside of the door you just passed through is made from a human skull.

There's a portal at the south end of the hallway and one in each side wall. Instead of doors, all of the portals are blocked off by floor-to-ceiling curtains.

If you decide to explore to the south, go to **66**. If you want to investigate the portal to the west, go to **105**. If you prefer the portal to the east, go to **26**.

#### 45

"In case of a fall you save me, right?" you ask as you rope up. "And if you fall ...?" The guide looks sullen. "Thirty silver per day,' he says firmly. "Twenty's not enough:'

You cuff him across the ear, and he reluctantly starts up the face. When he's 50' above you, he finds a solid position to belay himself, then beckons you up to join him. You repeat the procedure three more times: the guide climbing ahead, then finding a solid anchor for the rope while you join him.

You're making good progress. "I've climbed tougher counting house walls" you say to yourself.

And of course, that's when your hand hold gives way.

You fall perhaps 20', then the rope stops you with a jerk that almost breaks your back. "Thirty silver" the guide yells down to you from above. You yell tell him what to do with himself. Considering that your life is in his hands, you're lucky he didn't hear you. The remainder of that first face remains uneventful.

As you lie on a relatively flat spot at the top, you hear a growl. "What did you say?" you ask the guide. But he doesn't answer you; he's too busy trying to wedge himself into a gap between two boulders. And you see why. A wolf with blood-red eyes is staring you down. With a bone-chilling snarl, the creature leaps.

The range is too close for you to use ranged weapons. You must fight the wolf hand to hand.

**Wolf (1): AC 13; Speed 40; hp 11, ; Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated. ACTIONS Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone**

If you defeat the wolf, go to **2**. If you lose, go to **60**.

#### 46

The young giant obviously didn't hear you: he continues reading uninterrupted. He is so engrossed in his reading that you think he won't be able to hear much. Now you've got a choice. Do you want to attack the giant while he's otherwise occupied, or do you want to simply sneak away? If you decide to attack the giant, go to **94**. If you prefer to sneak out before he notices you, go to **18**.

#### 47

Sometime later, you grow curious about the map. You reach down to open your belt pouch ...but it's already open. The map, and most of your ready coin, is gone.

Quickly you look around and notice a gnome that you remember seeing earlier. He's just putting something into his pouch: your map! Even though you doubt its value, you suddenly feel very possessive about that map. You paid for it, after all.

Nothing like fighting fire with fire. You creep up to the gnome and try to take back what's yours. Your fingers brush his belt pouch. Make a DC 15 Sleight Of Hand Check. If pass, go to **53**. If you fail, go to **27**.

#### 48

Before you even reach the portal, the smell of cooking fires tells you what's beyond the curtain. You check to make sure. It's a kitchen, all right, and there's a giant try to cook something that clearly doesn't want to stay in the pot. Roll a d10. If the result is 1-3, go to **115**. If the result is 4-10, go to **95**.

#### 49

What in the Nine Hells is this? A dire spider? You kick it off into the corner, but it keeps coming at you. You cut at it, but the creature leaps aside and your blade strikes sparks from the stone floor. It leaps again, this time as high as your knee. There's no leather there to stop the fangs, and they sink into your flesh when you least expect it. Go to **56**.

#### 50

"The gods take care of those who take care of themselves" you say to yourself as you start to climb.

The steep scree slope is almost as grueling as the sheer face that came before it, but for a different reason. The loose rocks shift easily under your feet, threatening to injure an ankle or send you cascading down the slope in a shower of stone. Again the weasel leads, and you follow more cautiously. You're almost at the top of the scree slope when it happens.

The guide misses a step, or the rocks shift too fast. Before you know what's happening, the weasel rockets past you, screaming, in a torrent of rocks.

There's nothing you can do to save him. Still gaining speed, he slams into the ledge with the dead wolf, then soars off into the distance. It's a long way down. You shudder and close your eyes for a moment until you regain your composure. Go to **32**.

### 51

You peer around the edge of the curtain into a dimly lit room. The walls and floor seem to be black basalt, and there's a large block of gold-veined black stone against the western wall. You can tell that this is a place of worship, but for which deity you are unsure.

As you step into the room, you see something lying on the altar. You approach and find it's an axe formed of black iron. To giants, it would be a small holy symbol; to you, it's a decent size battle axe. You can't use it to fight with, but it can still be used to cut wood, ropes, etc. If you decide to take the axe, go to **117**. If you decide to leave it behind, return to **86** and make another choice.

### 52

On a sudden impulse, you pull out your map again and compare it to the terrain around you. Yes, there's the chasm marked on the parchment, and over there, that has to be the rock spire. With a rush of excitement, you realize that you're almost there, almost at the site of the last bivouac. You scramble over the rocks until you find the flat area and the tiny lake that mark the spot. But there's nothing there. No sign of human habitation, no rotting tents, no frozen bodies, no treasure of Klauth. Nothing. Go to **79**.

### 53

The gnome's belt pouch falls open. With practiced skill you extract the parchment and your missing money ... plus a small surcharge of 10 gp to compensate you for your aggravation. Like a shadow you vanish into the crowd. Go to **103**.

### 54

The giantess must have seen some movement out of the corner of her eye. With frightening speed, she spins and draws her dagger. A nasty smile is on her face as she approaches you, her dagger point weaving in intricate patterns. You must fight this giant hand to hand, rolling for initiative normally.

**Female Frost giant: AC 13; Speed 40 ft; hp 100; Actions: Multiattack. The giant gets two attacks. Knife: Melee attack. Knife Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 18 (3d6 +4) bludgeoning damage.**

If you defeat the giant, go to **9**. If you lose the fight, go to **37**.

### 55

The young giant is two dozen paces from you, and he still hasn't seen you. You get one free round to attack with missile weapons. The giant is completely surprised and gets no attack this round.

**Young Frost giant: AC 13; Speed 40 ft; hp 80; Actions: Multiattack. The giant gets two attacks. Knife: Melee attack. Knife Melee Weapon Attack (Axe): +7 to hit, reach 10 ft., one target. Hit: 18 (3d6 +4) bludgeoning damage.**

If you somehow manage to kill him in this free round, go to **87**. Otherwise, the giant closes for hand-to-hand combat; go to **75**.

### 56

The wound tingles, then burns. Waves of pain spread through your body with each beat of your heart. As blackness engulfs you, you tell yourself "It will feel better once it stops hurting...", and it does. **[End]**

### 57

"Orc's filth", you tell the beggar. "I wasn't born yesterday, enjoy Luskan..": • And with that, you swagger off into the crowds.

But, like any good salesman, the beggar doesn't give up easily. You turn at another tug on your sleeve and see him sidling along beside you.

“Honored saer:’ he wheedles, “how could I, in good conscience, let you walk away from the deal of a lifetime?”

You sigh. You’ve heard this kind of line before, and you know there’s only one way to end it. Your hand flashes to your sword belt ...and extracts from your pouch a single copper. You flip it and watch the beggar’s eyes sparkle almost as much as the sunlit coin. “One nib, and that’s it:’ you tell him. (Silence is worth it, you figure.)

With surprising speed, the beggar snatches the coin from the air. “Done” He presses the parchment into your hand. With a speed that appears to be almost magical, he vanishes into the crowd. Go to **103**.

### 58

It’s tricky, but you manage it. The spring that would drive the needle, which turned out to be poisoned, is removed and the trap is rendered harmless. Go to 92.

### 59

Thinking fast, you pull your dagger and hack at the rope connecting you with the guide. For an instant it holds, then it parts under your razor-edged blade.

A couple of yards in the lead, the guide arcs over the precipice surrounded by a cloud of scree. You have a heartbeat, at most, before you follow him over. Your only hope is to be quick enough to reach out and grab a jutting rock. Make a DC 15 Dexterity Check. If you pass, go to **43**. If you fail, go to **74**.

### 60

You’re used to fending off trained assassins that attack elegantly with a blade, not animals that attack you with raw ferocity.

You sidestep the wolf’s first pounce, but it spins with frightening speed and is at you again. You poise your sword and manage to drive it into wolf ... but too late. Its yellowed teeth have already met in your throat. Go to **17**.

### 60

You’re used to fending off trained assassins that attack elegantly with a blade, not animals that attack you with raw ferocity.

You sidestep the wolf’s first pounce, but it spins with frightening speed and is at you again. You poise your sword and manage to drive it into wolf ... but too late. Its yellowed teeth have already met in your throat. Go to **17**.

### 61

The bombardment seems to go on forever. Then nothing. You risk a quick glance over your shoulder. Both giants are pursuing, their long legs heaving towards you. On flat ground you could probably keep ahead of them, but not in this terrain. Steadily they’re closing the gap. You look around desperately for some shelter.

Up ahead you see it: a field of closely spaced stone pillars, some almost twice your height. You sprint in among the rocks, dodging pillars the way you weave through crowds when you’ve pinched someone. There’s no way the giants can follow you through here. You run on until your vision tunnels down to the size of a coin held at arm’s length. You listen for sounds of pursuit and hear nothing—except the howling of wolves behind you. Two? No, three.

If you decide to stand and fight, go to **64**. If you think you can outrun the wolves, go to **16**.

### 62

“What kind of treasure?” you ask. “I know not, noble saer:’ the beggar replies, “not exactly. My uncle raved as he died, talked of magic, of gold... Klauth’s lost treasure. I know no more”.

You have heard of Klauth, the red ancient dragon that supposedly has a foothold on the mountains north of Luskan, but that doesn’t lend any credibility to the urchin’s story, at least not to you.

If you now decide to purchase the map, go to **106**. If you don’t buy the map, go to **57**.

### 63

You can feel the giant's footsteps as he draws closer and closer and closer. So close that you can see the hair on his knuckles and the wood grain of that huge axe shaft. How can he not see you?

But somehow he doesn't. After what feels like a lifetime, he shrugs. He grumbles something to himself in giant- and wanders away. You finally extricate yourself from your hiding place and dust yourself off. Go to 52.

### 64

You turn to face the onrushing wolves. Yes, three of them. You have one round in which to use ranged weapons, then the wolves are on you. If you have the glowing missile, you have the option to use it at this time. If you decide to do so, add its number to the number of this section and turn to the section number of the sum (69). Otherwise, after your single round of missile combat, go to **13** to fight the remaining wolves.

**Wolves (3): AC 13; Speed 40; hp 11, ; Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated. ACTIONS Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.**

### 65

It's just a little needle, but the pain courses through you like fire. Your knees unlock, and you pitch to the ground, whimpering. One bit of punishment too much. You can feel yourself slipping into shock. Go to **17**.

### 66

Another hallway leads southward. To the left and to the right-east and west, are curtained portals, with a third portal at the southernmost end of the corridor.

If you decide to investigate the eastern portal, go to **4**; if you choose the western portal, go to **83**. If you prefer the southern portal, go to **86**. If you want to return to the entrance hall, go back to **44**.

### 67

You don't see or hear the projectile that strikes you. One moment you're running, the next the rocky ground comes up and slams you in the face. You struggle for breath, almost crying out with the pain it causes, except that crying out would cause even more pain. Taking a nap sounds good as the darkness closes in around you.

### 68

Using your thieves tools, you probe into the heart of the trap's mechanism. If you just move that tiny lever ...Click! The needle drives into your hand. Make a DC 13 Constitution Save If you make your save, go to **25**. If you fail, go to **56**.

### 69

Reaching into your pouch for a crossbow bolt, you remember the one you liberated from the young giant, the missile that glowed. Is it magical? As you see the wolves bounding toward you, you figure this might be the time to find out. You knock the bolt into your hand crossbow and fire, ducking down in case there are any unintended magical consequences.

And it's a good thing you did. The lead wolf vanishes in a sudden concussion of flame, has flaming remnants of it rain onto the ground. Unfortunately, the remaining wolves are undeterred. Go to **13** to fight the remaining wolves.

### 70

You can feel the giant's footsteps as he draws closer and closer and closer. So close that you can see the notches on the shaft of his axe (will you become another one?). So close are you that you can see his eyes suddenly widen as he spots you. A nasty smile spreads across his young face, and he raises his axe, ready to attack you.

You're too close for ranged weapons, and neither of you has surprise. You must fight the giant hand to hand, rolling for initiative. Go to **75**.

### 71

The wolf is awake and snarling. You must fight it hand to hand, rolling normally for initiative. If you slay the wolf, go to **42**; if you lose, go to **3**.

### 72

The rock door isn't locked? There's no keyhole. But it could be trapped. Make a DC 15 Investigation Check. If you pass, go to **88**. If you fail, go to **104**.

### 73

Your search finds nothing, so you grasp the doorknob and turn it. Cautiously you open the door. Go to **98**.

### 74

You quickly throw your arms around a boulder as you hurtle past, but your speed is too great. The rock tears from your grasp. You slam into the ledge with the dead wolf, then soar off into space. Go to **100**.

### 75

**Frost giant: AC 13; Speed 40 ft; hp 100; Actions: Multiattack. The giant gets two attacks. Axe: Melee attack. Axe Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 18 (3d6 +4) bludgeoning damage.**

Each round you have the option of turning to flee if you think the combat is going badly. On that round, the giant gets an attack of opportunity. If you defeat the giant, go to **36**. If you decide to flee go to **102**. If you die, go to **110**.

### 76

Your blow easily severs the wolf's neck. Cleaning off your blade, you search the room. There's nothing in the kennel of any value, so return to **26** and make another choice.

### 77

You decide you don't want to join that thing in the cookpot. You make a lightning-fast lunge, and your blade bites flesh. The giant howls in pain and anger, and leaps forward. You backpedal quickly, and your foot comes down on something that rolls.

After you slip and fall on a turnip, you feel more embarrassed than injured. Go to **17**.

### 78

You've taken only a couple of steps when you feel fingers plucking lightly at your belt pouch. You make a fast grab for the pickpocket's wrist, but you miss. Any other thief caught in the act would try to make his getaway in the crowd. Not this one. The gnome who was trying for your pouch draws a short sword and lunges at you. You have no time to use ranged weapons and must fight him hand to hand.

**Gnome Thief: AC 17; Speed 25; Multiattack. The gnome makes two attacks with its dagger. The second attack has disadvantage. Dagger. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.**

If you defeat the gnome, go to **91**. If you lose, go to **89**.

### 79

Discouraged, you search again. Again, nothing. But what's that? If you hadn't stumbled over it, you'd have missed it.

It's an iron spike-almost rusted through with a few fibers of rope still attached to it. A tent peg, maybe? Of course! It only makes sense that the giants-who should know their own mountain, after all-would follow the intruders and repossess anything of value.

But did they leave anything valuable behind? With sudden enthusiasm, you continue the search. Almost immediately you stumble over something else, something that once was definitely valuable to somebody. It's a skull, a human skull. Or at least part of a skull. The top was cleanly sliced off just above the ears, not unlike an injury a giant's axe might leave.

For a moment, doubts well up within you but you ultimately decide to press on. As you crisscross the area, it occurs to you that something looks funny about that rock face nearby, almost as though there were a door set into it.

It is a door, of stone on black iron hinges. A door that rises to a height of nearly twenty feet. Cautiously you approach it.

Something happens if you have the copper ring (30). If you don't have the ring, go to **72**. If you do have the ring, go to **109**.

### 80

You creep up on the sleeping wolf and poise your weapon for the blow. You get a surprise round.

**Wolf (1): AC 13; Speed 40; hp 11, ; Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated. ACTIONS Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.**

If you slay the wolf during the surprise round, go to **76**. If the wolf survives, go to **71**.

### 81

The wolves are all over you. You hack away with your swords, sometimes scoring hits and sometimes not. You're not entirely sure whose blood covers your armor.

A wolf slams into you from the back, driving you to your knees. Before you can react, teeth clamp down on your throat. Surprisingly, it doesn't hurt as you go headlong into the final blackness.

### 82

The giants each throw two rocks before you're out of range. The boulders around you give half coverage, raising your effective armor class by 2 for these four attacks.

**Rock. Ranged Weapon Attack: +9 to hit. Hit: 3d10 + 6) bludgeoning damage.**

If you survive the giants' bombardment, go to **84**. If you die, go to **67**.

### 83

You draw back the curtain-only a finger's breadth and peek through.

It takes your brain a moment to make sense of the chaos on the other side of the portal. Then you realize you're looking into a storage room of some kind, piled floor to ceiling with junk: ropes, old chairs, scraps of wood, lengths of cloth, etc. Go to **30**.

### 84

Huge missiles crash into the boulders around you. There are four explosions of razor-sharp fragments, then nothing more. You must be out of range, but you don't slacken your pace, particularly when you hear the howling of wolves behind you. Two? No, three. If you decide to stand and fight, go to **7**. If you think you can outrun the wolves, go to **93**.

### 85

You draw your weapon and poise to leap. You get a surprise round. In subsequent rounds, the giant fights back with a dagger the size of a broad sword.

**Female Frost giant: AC 13; Speed 40 ft; hp 100; Actions: Multiattack. The giant gets two attacks. Knife: Melee attack. Knife Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 18 (3d6 +4) slashing damage.**

If you defeat the giant, go to **9**. If you lose, go to **37**.

### 86

Yet another hallway! Again it leads southward. In the western wall is one curtained portal, and there are two of the same in the eastern wall-one half way down the corridor, the other at the far south end.

If you decide to investigate the western portal, go to **51**. If you want to look through the nearer of the two eastern portals, go to **48**. If you prefer the further of the eastern portals, go to **99**. If you want to leave this hallway, return to **66**.



## 87

The giant twitches once, then becomes still. You quickly search the body. Apart from a little food (a day's worth of rations) and a flask of fiery liquor (which you recognize as Zzar, how did it get all the way up here from Waterdeep?), you find a copper ring (30) and a hand crossbow bolt that feels surprisingly heavy (5), could probably be used for a traditional bow as well. You drop the bolt into a belt pouch for later consideration and notice that it glows faintly.

The copper ring is unadorned and much too big for you. So that you won't lose it, you thread it on a leather thong and tie the thong loosely around your neck. You hesitate over the giant's axe but decide it's just too heavy to do you any good. Go to **52**.

## 88

No sign of traps. Confidently, you push the door open. Go to **44**.

## 89

Cautiously you circle, crossing blades but not seriously engaging, watching each other's movements for indications of weakness: a slow riposte, a preference of low line over high line, an opening for a trick disarm. You would think that your greater reach should give you a significant advantage. But the gnome's terrifying speed seems to overcome his disadvantages.

You sense an opening and lunge. As you do, part of your brain remembers something an old sword master once told you: If a bout lasts longer than two heartbeats, from serious engagement to a mortal strike, then the combatants don't know what they're doing. This bout is considerably quicker than that. With a sense of surprise, you look down at the gnome's blade, sunk to the hilt in your chest. Go to **17**.

## 90

The giant's projectiles smash into the boulders around you, raking you with razor-sharp fragments. One, two, three, then nothing. You look back.

The giant seems to have given up. He's walking determinedly back the way he came. You feel apprehensive. Who's he going to alert to your presence? There's not much you can do about it. Go to **52**.

## 91

With speed born of desperation, you manage to evade the gnome's blow. "Shall we dance?" you invite him, a mocking smile on your face as you draw your weapon.

It's a trick that's worked for you in the past: sapping an opponent's confidence by ridiculing him. It doesn't work now. The gnome is fast almost too fast-and his second thrust nearly penetrates your guard. You shift, grimly aware of the people at your back-mobile obstacles that could easily move to hinder you.

Lunge, parry, riposte, and your blade draws first blood; your greater reach puts him at a significant disadvantage, and the gnome knows it. Aggression and speed are his only tactics. With a snarl, he hurls himself at you, blade poised.

But his foot slips on some unseen hazard, and his timing is off. The death blow is almost nonchalant, and you've already melted into the crowd as the gnome's body hits the ground.

When you think you've put enough distance between you and the scene of the action, you stop to catch your breath. As you dust yourself off, your hand brushes the pouch on your belt. Curious now, you pull out the map. Go to **103**.

## 92

You take a deep breath, then open the door.

On a velvet covered stand, you see a suspicious looking burlap sack, tied at the top. Overcome with curiosity, you sneak over and unwind the string at the top. You spread the top of the bag open and peer inside. What immediately catches your eye are the 50 platinum pieces inside the bag, but then your attention turns to the item that takes up the most room in the bag. It's a bottle, big and round like a merchant's wine jug, but clear so you can see inside.

You shake your head in disbelief at what's inside and take the bottle out and hold it up to the nearest torch for good measure: it's an airship, floating on its own inside the bottle! This is clearly magical and worth a fortune! This could leave you in coin for the rest of your days! You suddenly remember where you are, and stuff the jug and the coins deep into your pack, and turn to run.

Out you go, out the way you came in, bursting through the front door into the frosty mountain air. You run until your lungs burn, expecting to hear some sound of pursuit. But you hear nothing. The first signal you get of danger is when a hurled rock smashes down next to you. There are two adult giants behind you. Each throws two rocks. The boulders around you give half cover for these four attacks, raising your AC by 2.

**Rock. Ranged Weapon Attack: +9 to hit. Hit: (3d10 + 6) bludgeoning damage .**

If you survive the giants' bombardment, go to **61**. If you die, go to **67**.

### 93

The wolves are too fast. You turn and brace for the attack. The wolves are too close for you to use ranged weapons. In a moment, they're on you. You must fight the wolves hand to hand, rolling initiative normally.

**Wolves (3): AC 13; Speed 40; hp 11, ; Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated. ACTIONS Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone. I**

If you defeat the wolves, go to **112**. If you lose, go to **81**.

### 94

You debate using a ranged weapon, but then you realize you'd better make your attack a very good one. Where there's a young giant, there are probably old giants just waiting for junior to make a fuss. Silently you draw your magical sword and spring at the giant's exposed back.

You get a surprise round. In subsequent rounds, the young giant fights back with a belt knife the size of your short sword.

**Young Frost giant: AC 13; Speed 40 ft; hp 80; Actions: Multiattack. The giant gets two attacks. Knife: Melee attack. Knife Melee Weapon Attack: +7 to hit, reach 10 ft ., one target. Hit: 18 (3d6 +4) bludgeoning damage.** If you defeat the giant, go to 40. If you lose, go to 14.

### 95

The giant turns away from the cooking pot for a moment, reaching for a rope of spices hanging from the ceiling, and he sees you. With a nasty smile and a guttural word, he picks up a kitchen knife the size of a broad sword and comes toward you. You must fight the giant hand to hand, rolling for initiative normally.

**Frost giant Frost giant: AC 13; Speed 40 ft; hp 100; Actions: Multiattack. The giant gets two attacks. Knife: Melee attack. Knife Melee Weapon Attack: +7 to hit, reach 10 ft ., one target. Hit: 18 (3d6 +4) bludgeoning damage.**

If you defeat the giant, go to **6**. If you lose, go to **77**.

### 96

You grab the rope and tie it onto your harness. The weasel seems about to say something, but you cut him off: "Twenty silver and that's it." He shrugs, and the ascent begins.

The steep scree slope is almost as grueling as the sheer face that came before it, but for a different reason. The loose rocks shift easily under your feet, threatening to injure an ankle or send you cascading down the slope in a shower of stone.

Again the weasel leads, and you follow more cautiously. You're almost at the top of the scree slope when it happens. The guide misses a step, or the rocks shift too fast. Before you know what's happening, the weasel rockets past you, screaming, in a torrent of rocks. You turn and try to dig in to resist the shock that is sure to come when he reaches the end of the rope.

And that's when you realize your mistake. On the loose scree, there's no way you can brace for a good belay. The weasel, still accelerating, reaches the end of the rope, and the impact snatches you off your feet. In an instant you, too, are hurtling downhill. Go to **59**.

### 97

You pull back a corner of the heavy curtain and peek through the opening. You're looking into a room, obviously a youth's bedroom. You can see a single bed, a wardrobe, and wooden swords on the wall.

The youth, a 10'-tall blond-haired giant, is sitting on a stool with his back to you, reading a book that seems to be mostly pictures. Go to **46**.

### 98

A strong canine odor washes over you, and you instantly see why. You're looking into a kind of kennel. There are rings on the wall, and lengths of chain that look as though they should hook up to collars.

But what really catches your eye is the huge beast curled up in the middle of the floor. It's a wolf, and a big one at that. And it's asleep—at least, you think it's asleep.

If you decide to attack the wolf while it's asleep, go to **80**; if you decide to let sleeping dogs lie, return to **26** and make another choice.

### 99

Beyond the curtain is a small alcove or anteroom. Facing you is a heavy oak door, its handle about level with your head. If you want to open the door, go to **28**. If you decide to ignore the door, go back to **86** and make another choice.

### 100

It's a long way down. You hear a loud, wet thump and then, darkness. **[END]**

### 101

The wolf is far enough away that you get one round to attack with ranged weapons. After that, the wolf has closed in and you need to fight hand-to-hand.

**Wolf AC 13; Speed 40; hp 11, ; Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated. ACTIONS Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.**

If you defeat the wolf, you get the benefits of a short, then go to **52**. If you lose the fight, go to **33**.

### 102

You run, but the giant doesn't pursue. Instead, a quick glance over your shoulder shows he's picked up a rock the size of your head. The giant throws three rocks before you're out of range. The boulders around you provide half coverage, raising your AC by two.

**Rock. Ranged Weapon Attack: +9 to hit. Hit: (3d10 + 6) bludgeoning damage .**

If you survive the giant's bombardment, go to **90**. If you die, go to **67**.

### 103

"Might as well see what I've got here", you mutter. Ducking into the privacy of an alley, you unroll the parchment and examine it. The map shows some sort of mountain with symbols on it. You turn over the parchment and start reading.

There appear to be journal entries on it, as the beggar said, but it is mostly the nonsense you would expect from someone on their death bed. No big loss. Easy come, easy go on the 5 coppers. Just when you are about to wad the parchment up and stuff it into the refuse pile next to you, you notice the characters on the parchment start to animate and shift until they've reassembled into a lengthy letter addressed to whomever is holding the parchment. What's most curious right off the bat is that it is written in thieves' cant.

In short, the letter says that you are hereby under the employ of Klauth, the ancient red wyrm that rules over the Klauthen Vale, not too far from Mirabar. Given that this beast could probably kill you in your sleep from anywhere in Faerun, you figure you better accept the gig.

The letter goes on to explain that a group of foolish frost giants have taken a small, yet important piece of Klauth's horde. Although Klauth does not tolerate such foolishness, he needs an agent to take back what is Klauth's covertly, since he has no interest in causing an outright war with any giant during such uncertainties with the Ordening (you have no idea what an Ordening is, but you figure that this is dragon business, nonetheless).

The map gives you detailed instructions for a cave not too far between the midpoint of Klauthen Vale and the Raven, a local barbarian shrine that you've heard to stay away from as well. Once you've retrieved the stolen horde, you will be contacted by agents of Klauth. The letter goes on to state that you may have a share of the taking, and that Klauth (the wise and terrible) will end your pathetic insect life if you choose to defect from this task, especially if you do anything with the miniature airship inside the wine jug. You furl your brow in confusion, but who is to say that the whims of a dragon make sense to anyone but a dragon.

"Gods.," you mutter to yourself. You're excited at the opportunity for a piece of a dragon's horde, but already count yourself as among the dead for working with a dragon.

You figure that you'd better start living before you start dying and start to think about how you are going to get through these mountains.

You remember a nearby shop that caters to wilderness adventurers. Sure enough, they sell the gear necessary to climb a mountain. As you examine the bewildering selection of ropes, spikes, pitons, boots, and things you can't even put a name to, you hear a wheedling voice in your ear.

"Planning a climb, my saer?" You turn to face a small, weasel-faced man. With some irritation, you nod.

"And the mountain you intend to climb ... ?" You've practiced your cold stare for just such occasions as this. But the weasel doesn't seem to take the hint. "Each mountain is dangerous in her own way," he goes on. "Show her the respect she deserves, or she'll kill you. Have you ever climbed before?"

"Well, no," you admit.

"Then you need a guide" the weasel says firmly. "The best guide. Me. For only thirty silver per day, I'll see you to the top of any mountain there is. What do you say, my saer?"

If you decide to hire the guide, go to **113**. If you prefer to make the climb alone, go to **121**.

#### 104

You don't find anything, but for once you are not sure if your senses are serving you correctly. Taking a deep breath (nothing ventured, nothing gained) you push the door open. Nothing stabs you, shocks you, or poisons you. Go to **44**.

#### 105

Carefully you push aside the curtain and look through the gap. Another hallway leads to the west. At the far end is a curtain-shrouded portal, and yet another in the hallway's southern wall. Otherwise, the corridor is empty. If you want to investigate the western portal, go to **97**; if you want to go through the southern portal, go to **119**. Or go back to the entrance hallway, return to **44** and make another choice.

### 106

In a fit of uncharacteristic generosity, you toss the beggar five copper (you'd stolen them anyway) and take the map. You know it's a fake (you've pulled similar scams yourself), but the poor beggar obviously needed the money and maybe you can in turn sell it to someone else for more money. If you continue wandering through the market, go to **1**. If instead you stop to examine your purchase, go to **103**.

### 107

The door is closed. You bend to the latch mechanism for a closer look. What was that? Movement, somewhere down the hallway behind you? Or was it just your nerves? If you decide to take the time to search for traps, go to **24**. If you decide not to take the time, go to **111**.

### 108

Oh-ho! You spot a spring-loaded needle trap, probably poisoned. You dry your hands on your breeches and attempt to disarm it. Make a DC 15 thieves tools check. If you succeed, go to **58**. If you fail your check, go to **68**.

### 109

As you approach, you hear a "click" that seems to come from within the door itself. Slowly the door swings open, but nothing comes out. When you finally emerge from the crevice into which you flung yourself, you perform a quick experiment. If you move a couple of paces away from the door, it swings shut. If you approach again, it opens once more. A little too convenient, you think to yourself. Go to **44**.

### 110

You've got a short sword, and he's got a mucking great axe with a shaft almost as tall as you are. You aren't a fan of these odds. You duck and bob and weave, managing to avoid by a hairsbreadth that axe. The giant takes a particularly violent swing at your head, which you duck, and it puts him off balance.

You move in ... and get knocked off your feet by a back hand swing that seems to come from nowhere. Your chest feels numb, nerve less. You look down and wince. Go to **17**.

### 111

You're pretty sure there's no trap there, so you grab the doorknob and turn it. Nothing nasty happens; you were right again. Cautiously you open the door. Go to **98**.

### 112

Like a scene from a nightmare, everything is glaring red eyes and slashing teeth. You swing your blade until your arms feel like they'll pull from their sockets.

But then you realize there's nothing left for you to strike at. The huge beasts all lie dead around you. The descent is relatively uneventful: just two near-falls and a small avalanche. Nothing to be concerned about. As you drag your aching body back to the base camp, you're a little disappointed. No treasure. But you realize you have come away with two prizes of value: a great story to tell around the tavern fire and your life. Two out of three isn't bad. **[END]**

### 113

"Twenty silver:" you reply out of instinct. The weasel isn't happy, but he finally agrees. With his help, you're soon equipped and ready to start. "And our destination ... ?" the weasel asks. "Near Klauthen Vale", you reply.

For the first time since you met him, the weasel is silent.

The ride to the foot of the mountain described in the letter takes about a ten day. The other peaks in the range are high, but the mountain that supposedly holds the frost giant stronghold towers high above them, seeming to claw the clouds from the sky. Details of the daunting slopes become visible, and your weasel-like guide seems to take gruesome pleasure in pointing out some of the better-known features.

The horses can take you only so far. Then it's a rugged hike carrying what feels like a ridiculous amount of equipment. Finally, you stand at the foot of the first ascent.

"Couldn't we start with something more difficult?" you ask your guide. But he doesn't seem to recognize sarcasm.

“More difficult higher up;’ he states. He passes the end of a rope to you and instructs, “Tie this around your waist“ If you decide to rope up with the guide, go to **45**. If you choose to climb solo, go to **8**.

#### **114**

You take the candlestick (10). It’s too big to go in your backpack, so you’ll have to carry it in your left hand (inconvenient, but in a pinch it might do as a second weapon).

Now go back to **66** and make another choice.

#### **115**

The giant has his back to the doorway and doesn’t seem to have noticed you, so you’ve got a choice: attack from the rear or skulk off. If you decide to attack the giant, go to **34**. If you’d rather retreat, go to **38**.

#### **116**

You search the room quickly, constantly aware that a giant could happen by to tidy up, but you find nothing.

But wait! What’s that? So high up the wall that you have to stand on tip-toe, you find a small concealed compartment. With trembling fingers, you open the door and reach in. Have you found your treasure at last?

No. There’s gold inside (a heavy bracelet). You’re a little disappointed, although you have no real reason. The bracelet is probably worth almost 1,000 gold. You pocket the loot and shut the compartment. Go back to **119** and make another choice.

#### **117**

You pick up the black axe and heft it. Hmm, nicely balanced. You can’t fight with it, but it can cut ropes. You stuff it safely into your pack. Go back to **86** and make another choice.

#### **118**

The spider sinks its ugly fangs into the unprotected back of your left hand.

Make a DC 11 Constitution Save. If you make your save, go to **35** If you fail, go to **56**.

#### **119**

It’s another hallway (don’t these giants have anything better to do than build hallways?), this time leading southward.

Part way along there’s a curtain-covered portal in the western wall; closer to the far end there’s another draped portal, again in the west wall.

If you want to investigate the first western portal, go to **20**; if you prefer to investigate the second portal, go to **15**. If you decide to give this whole hallway a miss, return to **105** and make another choice.

#### **120**

You draw your weapon and circle cautiously, gauging your foe’s abilities from his movements. He’s good. Very good. Every motion is precise, controlled, and his eyes are locked on yours, telegraphing nothing.

Lunge, parry, riposte, parry, disengage.

This guy’s too good for comfort. You can probably take him, but you don’t like anything less than a sure thing.

For an instant you glance away from the gnome’s eyes, to a point over his left shoulder. “No!” you yell to a nonexistent accomplice. “He’s mine!” You can tell from the gnome’s eyes that he’s bought it. He’s too good to look over his shoulder, but his concentration is broken. And while it is, you break it some more by driving your blade into his chest. Almost before the gnome hits the ground, you’ve extracted the parchment from his pouch. It’s yours anyway, you tell yourself, and you paid good money for it. Go to **103**.

#### **121**

“I’m allergic to rodents;’ you tell the would-be guide, and he stalks off in a huff. With the help of the store’s proprietor, who stops laughing at you only when you toy meaningfully with your short sword, you’re soon equipped and ready to start for the mountain.

Normally, you enjoy solitude, but now you wish you had someone to talk to besides your horse. Your horse can take you only so far. Then it's a rugged hike carrying what feels like entirely too much gear. Finally, you stand at the foot of the first ascent, a sheer face several hundred feet high. With a sigh, you take to the rock.

The first hundred feet aren't so bad. Foot- and handholds are plentiful, and the chill air is bracing. You make good progress. "No tougher than a palace wall," you mutter to yourself. And of course, that's when your hand hold gives way. Go to **100**.

## 122

The last of wolves now lay dead at your feet. Letting out an exaggerated sigh of relief, you open up the bag to view the platinum coins and the very curious wine jug. Is that really an airship or is it simply a toy made with the art?

You are suddenly startled by a very booming "My Thanks" coming from behind you. You jump/turn to face behind you and are startled that so many people were able to get the drop on you while you were fighting with the wolves. Before you stand a number of humans in purple robes with a single, seemingly larger in all aspects human wearing a red cloak with the hood drawn over his head.

As one of the purple robed humans comes toward you, you recognize him as the beggar that sold you the parchment that started this little escapade in the first place. In a voice very different than the one you remember the beggar having he says: "You have been most helpful". With that, he holds his hands out, waiting for you to place the bag in his hands.

For a split second you hesitate, but then surmise that you're in no shape to face half a dozen purple robes and what you suspect is someone with ogre blood under the red robes. You hand over the bag to the purple robed urchin and he walks over to the human wearing the red robe, kneeling as he hands the bag to him.

As he lifts off his hood, you see that the red robed man is horribly scarred on nearly every piece of his exposed flesh. He takes the jug out of the sack and holds it up to inspect it in the sunlight. He gives a satisfying grunt before he passes it onto the urchin, who stands to accept it. "You know what to do", he says. He isn't speaking especially loudly, yet you can still feel his words resonate in your chest.

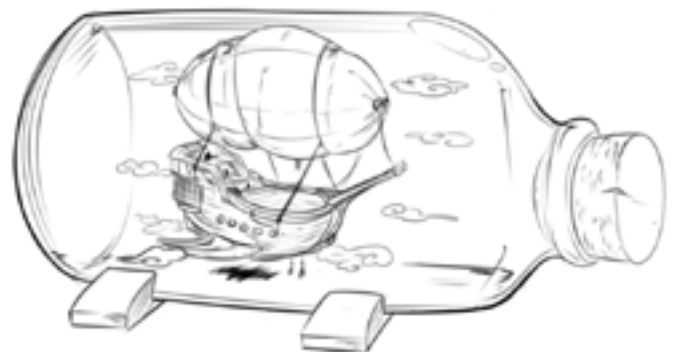
You see him eye you up and down like a cat about to pounce on his prey before he throws the bag with the platinum back at your feet.

"Let it be known that the Benevolent Lord Of Klauthen Vale is generous to those that aid his causes", this time in the same booming voice that startled you in the first place.

"Fair thee well, thief, and do not make the same mistake these youngling giants made!". As your ears ring from the scarred man's last statement, you see a flash of light that you've come to know from your years of adventuring as teleportation magic.

It's not until you've made your decent and can view Luskan on the horizon that you finally come to the conclusion that not only were you face to face with the Cult of the Dragon, but also Klauth himself, and that you are lucky to be alive.

Thanking Tymora and Mask, you jingle the platinum coins in your neck pouch, and think about how much debauchery you can get yourself into with them. **[END]**



CHARACTER  
APPENDIX



Morick

CHARACTER NAME

Rogue (swashbuckler) 10

CLASS & LEVEL

Criminal

BACKGROUND

PLAYER NAME

Human

RACE

ALIGNMENT

EXPERIENCE POINTS

**STRENGTH**  
+1  
13

**DEXTERITY**  
+5  
20

**CONSTITUTION**  
+2  
14

**INTELLIGENCE**  
+2  
14

**WISDOM**  
+0  
10

**CHARISMA**  
+2  
14

INSPIRATION

4 PROFICIENCY BONUS

**SAVING THROWS**

- 1 Strength
- 9 Dexterity
- 2 Constitution
- 6 Intelligence
- 0 Wisdom
- 2 Charisma

**SKILLS**

- 9 Acrobatics (Dex)
- 0 Animal Handling (Wis)
- 2 Arcana (Int)
- 1 Athletics (Str)
- 10 Deception (Cha)
- 2 History (Int)
- 10 Insight (Wis)
- 2 Intimidation (Cha)
- 6 Investigation (Int)
- 0 Medicine (Wis)
- 0 Nature (Int)
- 4 Perception (Wis)
- 2 Performance (Cha)
- 2 Persuasion (Cha)
- 2 Religion (Int)
- 13 Sleight of Hand (Dex)
- 13 Stealth (Dex)
- 0 Survival (Wis)

17 **ARMOR CLASS**    +7 **INITIATIVE**    30 **SPEED**

Hit Point Maximum 73

**CURRENT HIT POINTS**

**TEMPORARY HIT POINTS**

Total 10d8 **HIT DICE**    **SUCCESSES** ○○○○  
**FAILURES** ○○○○  
**DEATH SAVES**

**PERSONALITY TRAITS**

**IDEALS**

**BONDS**

**FLAWS**

NAME	ATK BONUS	DAMAGE/TYPE
Primary	+10	1d6+6
off hand	+9	1d6+0
hand xbow	+9	1d6+5

**Sneak Attack: Deal an additional 5d6 damage once per turn (see features)**

**Deal an additional 2d6 damage to Giants with primary weapon attacks.**

**ATTACKS & SPELLCASTING**

**Rogue features:**

**Expertise:** Double proficiency in the following skills. (already applied) Deception, Sleight of Hand, Stealth, Thieves Tools

**Sneak Attack:** Once per turn you may deal an extra 5d6 damage when you have advantage on the attack roll. You must be using a finesse or ranged weapon.

**Rakish Audacity Swashbuckler feature:** You do not need advantage on your attack roll to use your sneak attack if no creature other than your target is within 5 feet of you.

**Cunning Action:** You may Dash, Disengage, or Hide as a bonus action on your turn.

**Uncanny Dodge:** When an attacker you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

**Evasion:** when you are subjected to an effect that allows you to make a dexterity saving throw to take half damage, you instead take no damage on a successful save and only half damage if you fail.

**Swashbuckler features:**

**Fancy footwork:** During your turn, if you make a melee attack against a creature, that creature can't make opportunity attacks against you for the rest of your turn.

**Rakish Audacity:** You add your charisma modifier to your initiative rolls. (already applied)

**FEATURES & TRAITS**

14 **PASSIVE WISDOM (PERCEPTION)**

**Tool Proficiencies:**  
Disguise kit  
Thieves tools

**Languages:** Common, Thieves' Cant, Giant, Orc

**OTHER PROFICIENCIES & LANGUAGES**

16 **CP** Giant Slayer short sword

9 **SP** potion of greater healing x4 (heals 4d4+4 as an action)

3 **EP** short sword  
hand crossbow  
quarrels x20  
dagger x2

15 **GP** burglar's pack  
thieves' tools

4 **BP** set of dark common clothes  
hood  
belt pouch

**EQUIPMENT**

Helenia

CHARACTER NAME

Ranger (Hunter) 10 Urchin

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Half Elf

RACE

ALIGNMENT

EXPERIENCE POINTS

**STRENGTH**  
+0  
10

**DEXTERITY**  
+5  
20

**CONSTITUTION**  
+2  
14

**INTELLIGENCE**  
+0  
10

**WISDOM**  
+2  
14

**CHARISMA**  
+1  
12

**INSPIRATION**

4 **PROFICIENCY BONUS**

**SAVING THROWS**

- 4 Strength
- 9 Dexterity
- 2 Constitution
- 0 Intelligence
- 2 Wisdom
- 1 Charisma

**SKILLS**

- 5 Acrobatics (Dex)
- 6 Animal Handling (Wis)
- 0 Arcana (Int)
- 4 Athletics (Str)
- 1 Deception (Cha)
- 0 History (Int)
- 2 Insight (Wis)
- 1 Intimidation (Cha)
- 4 Investigation (Int)
- 2 Medicine (Wis)
- 0 Nature (Int)
- 6 Perception (Wis)
- 1 Performance (Cha)
- 1 Persuasion (Cha)
- 0 Religion (Int)
- 9 Sleight of Hand (Dex)
- 9 Stealth (Dex)
- 6 Survival (Wis)

17 **ARMOR CLASS**    5 **INITIATIVE**    30 **SPEED**

Hit Point Maximum 84

**CURRENT HIT POINTS**

**TEMPORARY HIT POINTS**

Total 10d10    **HIT DICE**

**SUCCESSSES** ○○○○  
**FAILURES** ○○○○  
**DEATH SAVES**

**PERSONALITY TRAITS**

**IDEALS**

**BONDS**

**FLAWS**

NAME	ATK BONUS	DAMAGE/TYPE
Primary	+10	1d6+6
off hand	+9	1d6+5
Longbow	+9	1d8+5

Deal an additional 2d6 Damage to giants with primary weapon attacks.

Spellcasting save DC: 14  
Spell slots: 4x 1st, 3x 2nd, 2x 3rd

Spells known: (1st) Cure wounds, Ensnaring Strike, Goodberry, Hunter's Mark, (2nd) Pass without trace, (3rd) Lightning Arrow

**ATTACKS & SPELLCASTING**

**Half elf Traits**  
Darkvision 60'  
Fey Ancestry: you have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Ranger features**  
Favored Enemy: You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on intelligence checks to recall information about them.  
Favored enemies: Goblins, Orcs, Giants

**Natural Explorer:** When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you are proficient in.  
Favored terrains: Forest, Mountain, Swamp

**Fighting Style:**  
Two-Weapon Fighting: you may add your ability modifier to the bonus action attack you gain from two-weapon fighting.

**Spellcasting:** you use wisdom as your spellcasting ability.

**Primeval Awareness:**

**Extra Attack:** when you take the attack action you make one additional attack.

**Lands Stride:** nonmagical difficult terrain costs you no extra movement.

**Hunter Archetype:**  
Giant Killer: When a large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after it's attack

**Multiattack Defense:** When a creature hits you with an attack, you gain a +4 bonus to AC against subsequent attacks made by that creature for the rest of the turn.

**FEATURES & TRAITS**

16 **PASSIVE WISDOM (PERCEPTION)**

**Tool Proficiencies:**  
Thieves Tools  
Disguise kit

**Languages:**  
Common, Elvish, Giant, Thieves' Cant, Orc

**OTHER PROFICIENCIES & LANGUAGES**

18 **CP** Giant Slayer short sword

12 **SP** Potion of greater healing x4 (Heals 4d4+4 as an action)

2 **EP** studded leather armor  
short sword  
long bow  
arrows (20)

8 **CP** small knife  
map of Luskan  
pet mouse  
common clothes  
belt pouch

**EQUIPMENT**

# **KLAUTH'S CURIO**

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**A 5TH EDITION SOLO ADVENTURE  
FOR A LEVEL 10 PLAYER CHARACTER**