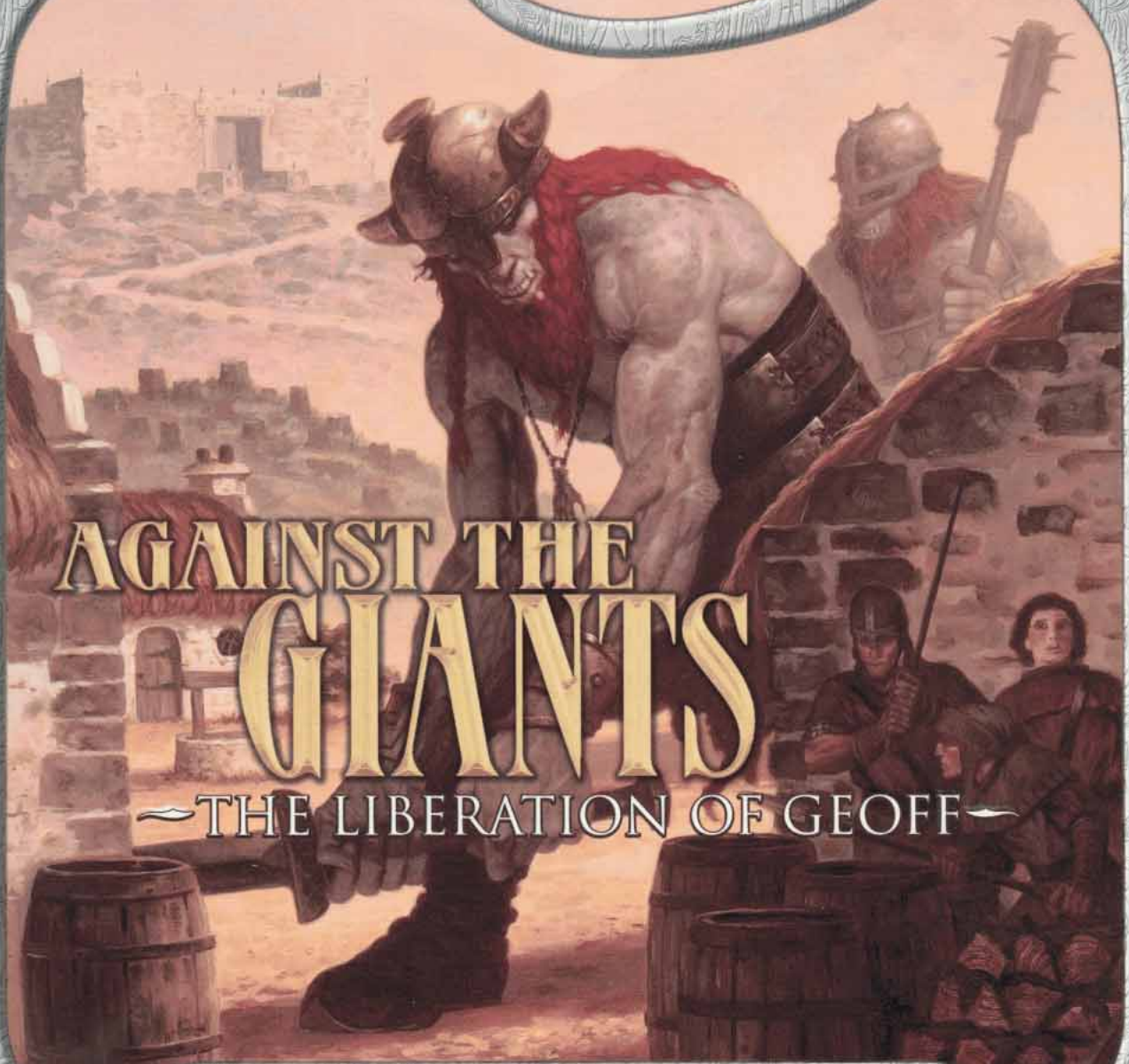


SILVER ANNIVERSARY



# AGAINST THE GIANTS

— THE LIBERATION OF GEOFF —

Advanced  
**Dungeons & Dragons**  
Adventure



# Advanced Dungeons & Dragons®

## Against the Giants: The Liberation of Geoff

Adventures for Characters of all levels  
by Gary Gygax & Sean K Reynolds

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Based on the original DUNGEONS & DRAGONS® game created by E. Gary Gygax and Dave Arneson. This material was originally published in 1978 as three separate adventures; G1 (*Steading of the Hill Giant Chief*), G2 (*The Glacial Rift of the Frost Giant Jarl*), and G3 (*Hall of the Fire Giant King*). These adventures were collected in 1981 as G1-2-3 (*Against the Giants*). Later this material was revised and incorporated into GDQ1-7 (*Queen of the Spiders*) in 1986. It has now been updated for use with the Second Edition AD&D rules, as well as greatly expanded. If you enjoy this module, watch for future releases from TSR, The Game Wizards.

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## Treading on Holy Ground— Designer's Note

I never got to run or adventure in the original *Against The Giants*. My group was never high-enough level to have a reasonable chance at it (or shot up past it into the Monty Haul levels of power where a castle full of giants was just a warm-up exercise on the way to killing all of the demon lords, archdevils, slaad lords, and hierarch modrons). I read it front to back when I was a kid, and have heard many stories from gamers all over the country about how they fared in the Steading, Rift, and Hall. I'm still envious.

I have tried to keep the same spirit of risk and danger from the original modules while mitigating the overwhelming odds (of course, your players don't need to know that!). Parts have been written with low-level characters in mind so that this adventure will be useful to more campaigns, and the new high-powered areas should pose a challenge to the world-shaking adventurers of Oerth. As roleplaying games have changed in the past twenty years, an effort has been made to tie the separate parts of the adventure closer together, but not so much as to strangle a creative DM with too much scripting.

In any case, I hope you enjoy this "collaborative" effort.

"Here's a kiss for you, runt!"

—Sean K Reynolds

## In the Footsteps of Giants— Editor's Note

I was one of the lucky ones. I not only got to play through the whole of G1-2-3 but my character actually lived to tell about it. I ran the adventure as a solo, playing a single high-level fighter who always looked before she leapt. With the aid of a *ring of invisibility*, she managed to scout out a good deal of the Steading and freed most of the prisoners, who promptly joined her to get their revenge on the giants. With her newfound henchmen, she pressed on from the smoking ruins of the Steading to the Rift, a place which still stands out in my mind as one of the most hostile environments I've ever adventured in. After learning that Mr. Remoraz is not our friend and that two dragons at once is more than anybody really wants to meet up with, we did eventually triumph over the frost giants with more new allies in tow (having a storm giant on your side is always a Good Thing). To face the challenge of the fire giants, my character recruited high-level allies from across the land, until she'd put together a team that should have been able to handle anything. Or so she thought. One etiquette lesson from Queen Frumpy later and after a battle with *fifty-six trolls!* she was having second thoughts but it was too late to turn back. The final epic battle by the lava river left seven out of her party of ten either dead, petrified, or blasted off the Prime Material Plane, and only one of the three survivors was left standing—but the drow were defeated, the threat ended, and the campaign wrapped up.

Working with this material has been a great chance to remind myself why I love the early classic adventures so much:

they're direct yet evocative. *Steading of the Hill Giant Chief* was the first adventure ever published for the AD&D system, and it still stands up well as a themed scenario with plenty of combat, a submerged plot that the characters must eventually uncover to succeed, a few vivid NPCs, and some just plain weirdness. We've expanded on some of those early hints here and put the old campaign in a new context, but *Against the Giants* remains what it's always been: a challenge to player and character alike. Hmm—I still have that original character sheet. She retired as a fighter a while back and switched to studying magecraft—it just wasn't much of a challenge whacking monsters in yet another melee, but switching classes created a whole new series of challenges. Maybe it's time to see how she'd do against Goroda's minions. Hand me those dice. . . .

—John D. Rateliff

## Using the Classics with the New Material

The original *Against The Giants* modules were designed to be easily dropped into any ongoing campaign. In the official Greyhawk timeline, those events were set in the years 576–580 CY and tenuously tied to locations in the Crystallist Mountains. If you wish to use these classic adventures as part of the "Liberation of Geoff" plotline, there are two main ways to do this. The first is to have these events take place ten to fifteen years in the past and set them somewhere in Geoff or Sterich; the new material can represent a new crisis which the heroes who defeated the last giant incursion have been asked to deal with. In this case the three original adventures can be run "as is." The second is to move them to the present day (591 CY) and shift their settings for easier use with the new information in this product.

The Dungeon Master must also decide whether to retain links to the UnderOerth presented in the original "G" series or change them to reference Goroda and the Sakhut. Perhaps the best solution would be to have both groups, drow and Sakhut, manipulating the land-bound giants, each for reasons of their own. The two groups might be in collusion—after all, neither could survive in the other's habitat, making them natural allies in planning the subjugation of their common enemy, the surface-dwellers. Not only does this minimize changes to the original adventures but it should also present a nice tangle of conflicting evidence for the player characters to sort out, with different leads pointing in contradictory directions.

If the DM decides to integrate the classic adventures with the current events, the Steading, Rift, and Hall can all be set on the borders of Sterich and their defeat can represent the final stage of cleansing that troubled land. Alternatively, *G1. Steading of the Hill Giant Chief* could be set in the Barrier Peaks or the northern reaches of the Crystallists, neighbor to the three "grounded" cloud giant clans mentioned in this adventure (Clan Azeil, Clan Tageer, and Clan Miress). *G2. The Glacial Rift of the Frost Giant Jarl* could describe a rival group of frost giants living to the north of Mount Rungnirheim. Should the party be looking for allies against Mount Rungnirheim, the giants of the Rift could be useful, whereas a party that befriends Jarl Hrymkos could be sent on a raid to the Rift to prove their intentions and strength. Finally, *G3. Hall of the Fire Giant King* could be the home of the fire giants currently living



in Pregmere, with "King" Snurre actually being Mogthrasir's viceroy. The Hall should be south and west of Mount Rung-nirheim, slightly south of the Stark Mounds. Fire giants being inherently lawful, it is doubtful that these giants would turn against King Mogthrasir but quite possible that their leader, Snurre Iron Belly, would try to take over should there be a sudden power vacuum in the lowlands.

Last of all, there is the matter of transition between the Steading, Rift, and fire giant Hall. In the original tournament adventure, player characters were simply magically transported from one site to the next at the end of each stage of the adventure. This option has been preserved in the text for DMs who wish to maintain a fast, furious pace. Those favoring a more campaign-oriented approach should substitute clues to the next site's location for the instant-teleportation devices or assume that the fleeing giant leaders use up those devices escaping from the avenging heroes. These DMs might also wish to replace the "do or die" motivation of the original tournaments with one of the plot hooks offered on pages 5-6. Since the second half of the adventure, "The Liberation of Geoff," features encounters for characters of any level, the DM might consider reversing the order of the encounters so that major challenges such as the Steading, the Rift, and Snurre's Hall come later in the adventure rather than at the beginning.

Whichever option you choose—two-part adventure separated by a gap of years or one integrated campaign—keep your wits sharp, your heads low, and look out for those boulders.

## New Rules for Giants

### Giants in Combat

Normally a giant's melee weapon is simply a giant-sized version of a weapon that a human might use. For all giants but cloud giants, these weapons do double the damage of the equivalent human weapon; cloud giant weapons do triple weapon damage. Thus, a frost giant battleaxe does  $2d8$  ( $1d8 \times 2$ ) and a cloud giant morningstar does  $6d4$  ( $2d4 \times 3$ ).

Unless otherwise stated, all giants who fight with weapons do their weapon damage plus the Strength bonus for their race, so a hill giant fighting with a weapon does an additional 7 points of damage. As an optional rule for this adventure, giants without weapons do the damage listed in the *Monstrous Manual* plus their Strength, so that hill giant can punch for  $1d6+7$ . Giants with nonstandard Strengths (whether weaker or stronger than normal) will have the appropriate Strength bonus listed.

### Giants and Healing

Although some giants can have upwards of 100 hit points, those that suffer injuries do not require a third of a year to heal to full strength, despite the standard AD&D rules for hp recovery! Assume that all giants who are injured heal hit points equal to their Hit Dice for each day that they rest ("rest" being defined as low activity, just as it is for characters). Thus, a hill giant (HD 12) will recover 12 hit points per day, a fire giant (HD 15) 15 hit points, and so on. This

will make the adventure more challenging for the player characters, as they won't be able to exploit the giants' "disadvantage" of being high hit point creatures with low recovery rates. This rule can also be used for any of the other monsters in this adventure at the DM's discretion.

### Female Giants

Although male giants tend to be brutish, crude, and physically repulsive (at least by human standards), female giants are often very comely. Indeed, legends tell of even some gods being swayed by the beauty of this or that young giantess. The exceptions to this rule are hill giants, most mountain giants, and all formorians, who tend to be ugly whatever their sex. Note that even if beautiful in youth, as a giantess approaches old age she is likely to become an angry old crone (no doubt due to the influence of her oafish husband of the past 200 years). Some giantesses, however, avoid this fate and appear in later years much as they did in their youth.

Although these differences in appearance between males and females do not create any difference in the rules, it does invite many roleplaying opportunities. An adventuring party that expects all giants to be hideous monsters will probably be surprised when they come across a beautiful giantess alone in a room. With some prodding from her, they might even be convinced that she is a princess from a rival clan being held for ransom and in need of rescue. Never forget, however, that even the most awe-inspiring giantess is usually evil to the core and not above turning upon her "rescuers," especially those that have invaded her home and killed her kith and kin.

### Cloud Giant Innate Abilities

As described in the *Monstrous Manual*, cloud giants who live on cloud-islands have the ability to *levitate* their own weight plus 2,000 pounds three times per day. The giant can activate this power at will, without interfering with anything else the giant is doing (levitation is as normal for them as walking is for a human). The lift from this ability applies only to the giant and whatever he or she carries; he or she cannot use it to levitate another creature at a range (as the *levitate* spell allows). The giant can, however, team up with other cloud giants to lift objects heavier than 2,000 pounds by using their abilities in concert on an object being held by all. For example, three or more cloud giants can grab onto a hill giant (4,500 pounds) and use the combined force of their levitation ability (6,000 pounds total) to lift this other giant into the air. They levitate at a rate of twenty yards per round, even during melee combat.

Cloud giants like to use their *fog cloud* ability to cover their entrances and exits. When approaching or leaving a number of human-sized or smaller creatures, a cloud giant is likely to create a fog bank ten feet high and seventy feet square; this allows the giant to move unseen. When near larger creatures (such as other giants), this cloud is normally formed at the level of their viewers' heads, allowing the giant to walk away or *levitate* if necessary. In extreme cases, a cloud giant may use this ability to create a pillar of fog twenty feet wide, twenty feet deep, and one hundred and twenty feet high; the





giant then uses his or her *levitate* power to ascend through the fog, clearing the top in a position to escape or attack with boulders. The *wall of fog* ability is used where there is no need for the greater area of effect of the *fog cloud* (such as inside one of their castles). Both of these magical powers require a normal combat action to activate, unlike the *levitate* ability.

## What Has Gone Before

Twenty-two years ago, a great conclave of cloud giants convened far to the west of the Flanaess, south of what is known to some as High Boros or Telchuria. Enchanted castle-bearing clouds drifted in from over a thousand miles in every direction, each bearing one or more families of cloud giants. While a majority of these giants were good, and had planned this meeting as a way to renew friendships and exchange news from other places, there were a significant number of younger cloud giants who had grown dissatisfied with the peaceful and benign lives of their parents and grandparents.

One of these in particular was a charismatic giantess named Goroda. With skin like a moonstone and hair like white silver, Goroda had an almost supernatural appearance, and used her looks and charm to sow dissent in the younger generation of cloud giants. "Why bargain with the grounded people when we can take what we want?" she asked. "We are the masters of the sky, greater than all other beings—why shouldn't we rule over those we tower above?" Her words found fertile soil in the young minds of her fellows, and a secret rebellion began. They schemed for several days and finally rose up and murdered or drove out many of the adult giants. Seizing control of a handful of the cloud islands, they broke free of the conclave and retreated to prepare for the inevitable conflict with their good-minded kin.

Shocked by this betrayal, the good giants spend a few days reeling in dismay. Then, after nursing the wounds of the injured and disposing of the bodies of their dead, they turned their islands toward pursuit of their corrupt children. Fierce battles of hurled stones and minor magic raged across the skies of central Oerik, giving rise to many stories of stones falling from the sky and angry thunder gods fighting over the power of storm. After five years of battles (aided by griffons, giant eagles, and a young adult silver dragon), the older giants succeeded in driving their offspring eastward, admonishing them never to return.

The defeated rebels took the name Sakhut (meaning "proud") for their extended new clan. With the seven linked cloud islands they still controlled, they traveled slowly along the mountain ranges, finding the human and demihuman population of the lowlands too numerous and well-organized to easily dominate. Sending forays landward to hunt for large game, they crept eastward, finally leaving the Tyurzi mountain range and entering the western edge of the Sulhaut Mountains. While the westernmost parts of the Dry Steppes were fertile, the giants had problems controlling the people there—the nomads were too few and too scattered, and the resources the giants needed were too sparse to be worth the effort. As they moved east, they began to find more and more of their land-bound cousins and distant kin. These grounded giants were often only able to eke out a poor existence on the mountains that separate the Dry Steppes and the Sea of Dust, but they

knew enough of the richer lands to the east and the giants who lived there to whet the appetite of Goroda and her followers.

In Fireseek of 583 CY, the cluster of cloud islands reached the southernmost tip of the Crystallists. Turning northward away from the stinking volcanoes of the Hellfurnaces, the Sakhut began encountering more prosperous and civilized groups of giants. Taking a brief detour over the lowlands of Geoff and Sterich, the Sakhut saw rich lands, lush forests, and clusters of weak humans and demihumans—lands that would be easy to conquer and pillage, especially with the help of brutish giantkin. Hurting for resources such as wood, stone, and plentiful food, the cloud giants were eager and ready to find a place where they could enjoy the spoils of war without working for it. Goroda began sending representatives to the fire, fomorian, frost, hill, mountain, and stone giants, using soft words and veiled threats as appropriate in order to bend them to her will. The goal: to encourage these giants to attack the human lands, bringing them under their control as fealty states to the Sakhut.

Some of the giants were fairly willing; hill and fomorian giants had a habit of raiding anyway, and needed little encouragement or reward to do so again in a concerted manner. Some were more hesitant but had a grudge to bear; several frost and fire giants clans had felt the sting of human attacks in response to their raids years before and were eager for revenge. Others preferred to remain neutral or isolated, lacking the drive to plunder or the desire to socialize; most mountain and stone giants refused the cloud giants' offer. Those who were more intractable were threatened openly, often by having stones dropped on their homes from great heights or having their hunting parties ambushed by angry cloud giants lurking behind magically conjured fog-banks. Stone giants and a few mountain giants were able to thwart these attacks, retreating into deep caverns which the Sakhut could not reach—in addition, stone giants are far more deadly with thrown boulders than any cloud giant could ever be. Still, in the end the followers of Goroda had a dozen full clans of fire, fomorian, frost, and hill giants under their thumb, as well as numerous ogres, trolls, and other associated humanoid allies with the lesser giants, plus a handful of oddities. The Sakhut had even made alliances with native cloud giants living in the mountains, although privately the newcomers considered these land-dwellers "poor cousins," lacking the magical powers of the skyborn.

Coordinating the alliance had taken several months, and devising the plan of attack would take several more (especially considering the dull minds of some of the lesser giants). Goroda was finally ready to strike in the middle of High Summer, sending messages to all of her subject tribes to attack when the large moon was new. Hordes of giants, giant-kin, and humanoids thundered into Geoff, Sterich, and the Yeomanry. Although the stout peasants of the Yeomanry were able to drive the invaders back into the mountains, the evil horde swept into the other two lands, destroying those that opposed them and scattering most of the population, sending the survivors fleeing into the forests and across the border into nearby countries.

Flushed from the amazing success of their attacks, the giants enslaved any survivors they could find and established themselves as the new rulers of Geoff and Sterich. They spent a month gorging themselves on crops and livestock, wearing the spoils of the defeated lands, and falling into petty disputes



before the Sakhut stepped in and reminded them who was in charge. In most cases a few boulders dropped from the cloud castle were enough to establish control. In others, entire buildings had to be destroyed by aerial debris to prove cloud giant superiority, and in several towns the inhabitants woke to find their rebellious "king" smashed to a pulp as if he had fallen from a great height. With these demonstrations, tribute began to flow into the mountains, being deposited at specially built forts in the lower reaches of the Crystalmists and Barrier Peaks before being collected at regular intervals by the cloud-dwelling giants.

The Sakhut used this tribute to improve their homes, which had deteriorated due to the unnatural overcrowding of so many cloud giants living together. Fine stone and wood were taken into the sky and used to rebuild and expand the giants' castles, while art items were used to decorate them. Fine cloth, precious metals, and gems were made into raiment and jewelry, and soon the Sakhut were all displaying splendid examples of cloud giant ostentation (especially given the tendency toward excess embraced by the young of most races). Certain tokens were reserved as awards for their representatives on the ground, and so it was not uncommon for a particularly brave or crafty fire or frost giant to sport an armband or necklace of cloud giant manufacture. Meanwhile, the land-based cloud giants in the Barrier Peaks were allowed to claim a comfortable portion of the spoils in return for their monitoring of the fort-waystations. This state of wealth and confidence lasted almost two years.

Then, in 585 CY, the giant-held cities and towns of Sterich began to suffer attacks by forces made up of displaced citizens of Sterich buttressed by mercenaries from Keoland, Gran March, and the Duchy of Ulek. Launched from the Keoish city of Flen, the vengeful army slowly drove the giants from Fitela and Istivin, removing the last holdout in Patchwall (autumn) 587. Using these two cities as staging grounds on the war's border, the armies were aided by a secondary invasion from Leigh, which pushed the giants and humanoids into the Stark Mounds, then turned southward to join with the forces holding Fitela and Istivin. These combined forces were able to march westward and oust the giants one village at a time, finally freeing the last human settlement in Coldeven (spring) 588.

Meanwhile, back in Geoff, the giants' control over that land was bruised in 586 when soldiers of Gran March and the Knights of the Watch succeeded in reclaiming the town of Hochoch on Geoff's extreme eastern border, which had been occupied by orcs, ogres, trolls, and a dozen hill giants. As things now stand (the current year being 591 CY), Hochoch has been "temporarily" annexed by Gran March and (along with parts of the Oytwood) is being used as a base for attacks on giants in Geoff as well as the smuggling of goods into and people out of the Lost Lands. Unfortunately, the allies of Geoff are weary from the fighting in Sterich and in no shape to mount a full offensive. Limited to harassing patrols of humanoids and lightning strikes by small teams of independents, the humans and giants are holding each other in check.

To counter the threat, the Sakhut have deployed more giants to the towns near the Oytwood and Hochoch in order to prevent more territory from being nibbled away. However, the giants still remain in firm control of Gorna and the towns west of it, and the Hornwood is more than adequate to provide all of the timber that the cloud giants need, should they have to fall back to their westernmost holdings. Ultimately, Goroda is not averse to using the cloud island as a means of

attack or besiegement, but she would prefer to avoid such drastic measures against invading humans for fear of reprisal from their wizards. Her strategy is to use the "lesser" giants (any grounded giants other than cloud giants) and humanoids to soak up whatever advances the allied armies might make, centering the last defenses on Pest's Crossing. Should that town fall, the absolute last bastion of ground defense is a huge frost giant lair within Mount Rungnrheim high in the Crystalmists; near that peak can be found the cloud islands of the Sakhut.

## Sample Plot Ideas

Player characters whose homes lay in the devastated land of Geoff before it was overrun by the giants will probably need no motivation to reclaim their homeland from its oppressors. For those without such obvious ties, the DM should either select from among the following suggested plot ideas or use them as a basis to create the adventure hook best suited to his or her own group.

## New Adventurers of Midwood

Midwood's status as a protected and safe site within the conquered land of Geoff makes it a perfect place to start a campaign with 1st-level characters. Its proximity to the Oytwood means the characters can whet their teeth on weaker encounters such as orcs or perhaps a couple of ogres, or explore the lair of a long-dead hermit or hedge wizard. When they have gained some experience, they might join up with the sylvan elves of that forest and attack stray giants from Preston, or strike out on their own and pick off single verbeeg from The Lea. From there the orcs of Oytmeet would make a good target (moving on to Gorna and then Pest's Crossing), while braver groups may seek out the giants of Pregmere (and then on to West Town). Either of these paths should give the players enough information to travel west into the Crystalmists to Mount Rungnrheim and the cloud islands.

## Resistance in Tika Town

The oppressed population of Tika Town could also be a start for low-level play. Under the guidance of Hochtritt, one or more characters could have been trained in sneaking and the use of the bow. These young adventurers would be short on equipment but strong in survival skills, hiding in the fields and weakening the resident giants a few bowshots at a time. Once that town is free, similar tactics would work against the verbeeg in The Lea, and so on as with the "New Adventurers of Midwood" scenario above. Alternately, the player characters could have been smuggled out of Tika Town when they were younger and are now returning to free their families.

## Allies From the South

A mid-level group of characters might make their way from Sterich through the Stark Mounds and meet up with the





gnomes in Talbaire, assisting in the surveillance raids into Gorna. Such groups might remain with the gnomes to plan attacks on Gorna or strike northward to oust the monsters from Oytmeet, The Lea, and West Town, turning back toward Pest's Crossing (possibly cleaning out Tika Town and Nurok Fort along the way) as they realize the source of the invasion. A party composed of gnomes and dwarves could be easily placed in the Stark Mounds, regardless of level.

## The Elves of the Hornwood

The sylvan elves of the Hornwood could use some help, either through pure physical might or a charismatic leader to unite them long enough to attack the fire giants. A party of mid-level elves and rangers (or a well-equipped high-level group) should have a fairly easy time sneaking their way across the Stark Mounds and into the Hornwood. Properly encouraged, the elves would make a good diversionary force, allowing the adventurers to infiltrate the town (Pest's Crossing) or even attack King Mogthrasir's castle. An undercover party could hook up with one or both of the other adventuring groups there and make plans to destroy the giants.

## A Strike From Gran March

Reclaimed in 586 CY, Hochoch has become the home of many of the soldiers, knights, and mercenaries that freed it. Packed with refugees from further west, it is a good place to hear first-hand accounts of the battles against the giants and rumors of what may lie to the west. Mid- and high-level parties can use this city as a springboard for their adventures, tackling the cities of Geoff one by one until they find out about the Sakhut. Beginner and low-level parties can use Hochoch as a base of operations, retreating to it when the going gets rough; such a campaign would progress very much like the "New Adventurers of Midwood" scenario.

## Retrievals Incorporated

Wars and invasions cause massive upheavals of people and property, and sometimes things of value simply disappear, perhaps never to be heard from again. While much of Geoff's valuables have been scattered to the four winds, some are known to be owned by the giants and even more have vanished without trace. A group of adventurers might be hired to locate and recover one of these items, such as Mogthrasir's *ring of djinni summoning* (originally owned by a Geoffite noble), the *longsword +1* owned by the council of orcs of Oytmeet (once given to a young hero of that city by Rohan VI, Grand Duke Owen's father), or a holy item of Bleredd formerly kept in a reliquary in Hornwood's temple. Perhaps Pelor's church hierarchy wishes to move the remains of a paladin in the abandoned cemetery in West Town to a more appropriate spot. A noble might wish to learn his daughter's fate, or the maedar husband of Gleep Wulp's medusa may seek aid in trying to find her, knowing only that she was last seen heading toward Geoff in the company of a wizard called "the Eyebiter." A famed adventurer who ventured into giant-held territory with

his or her equally famous staff or sword and was never heard from again might make a good subject for such a search. These sorts of adventures can involve characters of almost any levels and gives a good excuse to plant them in the middle of danger.

## With Your Shield or On It

If all else fails, the player characters can always be sent into Geoff as a punishment. Whether it's religious heresy, problems with the law, or part of a quest, having the characters face the giants under penalty of death is a bit heavy-handed but gives a real incentive to succeed. Note that many of the bandits encountered in Geoff might be other adventurers under a similar sentence, rather than displaced locals hardened by the disasters that have overtaken their homeland. This is an easy hook for high-level play on short notice, giving the characters an excuse to charge into the most heavily populated parts of the adventure, much like the original series of modules.

# PART ONE: Against the Giants

*Wherein our heroes must defeat a conspiracy of evil giants*

## Steading of the Hill Giant Chief

**Background:** Giants have been raiding the lands of men in large bands, with giants of different sorts in these marauding groups. Death and destruction have been laid heavily upon every place these monsters have visited. This has caused great anger in high places, for life and property loss means failure of the vows of noble rulers to protect the life and goods of each and every subject—and possible lean times for the rulers as well as the ruled. Therefore, a party of the bravest and most powerful adventurers has been assembled and given the charge to punish the miscreant giants. These adventurers must deliver a sharp check, deal a lesson to the clan of hill giants nearby, or else return and put their heads upon the block for the headsman's axe! Yet this charge is not as harsh as it may seem, for all have been fully equipped with all standard items needed for both wilderness and dungeon exploration; and each member of the party has likewise been given the finest horse available. Guides are available to help, and the leader has a splendid map showing exactly where the great timber fortress of the chief of the hill giants in the area is. This chief, one Nosnra, is a grossly fat and thoroughly despicable creature, sly and vicious, loving ambush and back-stabbing. Furthermore, the party has been cautioned to expect a secret force, some motivational power behind this unusual banding of different races of giants. More surprises might be in store. . . . Finally, the party has been instructed to keep any and all loot they chance upon, this being their reward for the perils



they are to face. They are to follow any clues discovered if such point towards the sinister hand suspected of guiding the uprising but are to return at once if they should determine exactly the reason or force behind the unholy alliance. Some relic of great evil might be at hand.

**Caution:** Only strong and experienced characters should adventure into these areas if the party is but three or four characters strong. The optimum mix for a group is nine characters of various classes, with an average experience level of at least 9th, and armed with two or three magical items each. For a small party the most important thing is experience and caution, and even a party of three or four well-played characters can expect a reasonable chance of survival if they use their knowledge and cunning to best advantage.

**Start:** It is assumed that the party has safely arrived at a spot near the giants' stronghold—a small cave, well hidden, where they can hide mounts and equipment. They come to the place of the giants just at dusk. No windows are visible, nor can giants or any other creatures be seen about the place, although occasional bursts of shouting and laughter can be heard faintly from within. The characters have been warned to expect guards at the great doors to the Steading, but none are visible (if the party returns to the Steading after an initial foray, there will be guards present on the second and subsequent visits). The time has come to see what is afoot!

If the party decides to retire between forays against the Steading, they may retreat to the relative safety at the hidden cave base camp to rest and regain spells—provided they take moderate precautions not to leave a plain trail or be followed to this sanctuary. Failure to take such basic precautions may lead to disaster! The characters are assumed to have brought sufficient supplies for several weeks' stay with them. Each time they return to this base camp they may receive experience points benefits, if any, accruing to them from their most recent exploit. It may likewise be assumed that magic-users have their spellbooks hidden here.

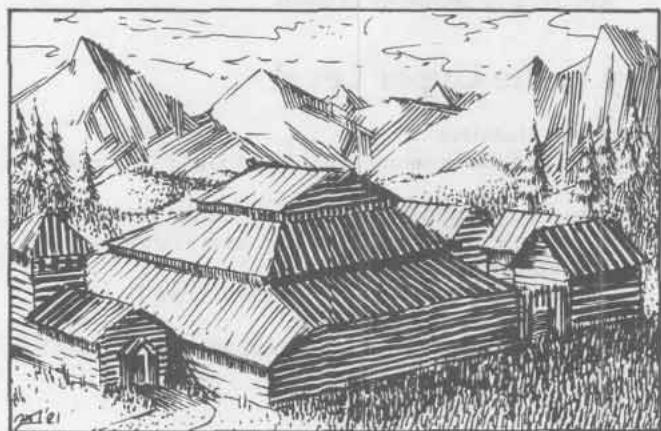
## Notes for the Dungeon Master

There is considerable information contained herein which is descriptive and informative with respect to what the players see as they explore the Steading, and what the inhabitants do if they become aware of the intruders. This does not mean that you, as Dungeon Master, must surrender your creativity and become a mere script reader. You will have to make up certain details for areas and items that characters thoroughly examine and explore. There will inevitably be player actions which the script has not anticipated, and you will have to judge their results. Finally, you can amend and alter monsters and treasures as you see fit, with an eye towards your home campaign and your particular players. Note that if time permits the giants will organize traps, ambushes, and last-ditch defenses against continuing forays into their stronghold. You must work up such plans according to existing circumstances, but assume the giants are receiving clever advice. Morale should not be a factor in most giant actions.

Keep track of the fate of important giants and their allies or captives. The former will generally flee to the next higher ranking stronghold (from the Steading to the Rift and from the Rift to Snurre's Hall); the latter may join forces with their rescuers (this is a good way to introduce replacement player characters). This assumes survival, of course, as well as opportunity. Some provision for movement of surviving giants is given in the latter scenarios, but you will have to modify or augment these according to the outcome of previous adventuring by your group. This principle will also hold true with regard to any additional scenarios which you use if they concern any of the creatures connected with this series. Such continuity of encounters makes the party's adventures more meaningful and exciting.

**Upper Works:** Map One shows the huge timber stronghold of the local clan of hill giants. All outer walls are of logs at least three feet in diameter. Inner walls dividing rooms are about two feet thick. Doors are great iron-bound log affairs of one-foot thickness—single doors being approximately seven feet wide and sixteen to eighteen feet high. All inside floors are of stone. Ceiling height varies from about sixteen feet at the edges to thirty-two feet at the center, the roof being held up by great smoke-blackened rafters. The Steading is in a nasty damp area, where hard rain is a daily occurrence and wet fogs a nightly event. As a result, all wood in the place is very damp. Thus normal fires have only a 2% chance per round of catching or setting the place afire, and even magical fires will have only an 8% chance. If the party should manage to set the upper level of the Steading aflame, they will be forced to wait at least a week before trying to discover a way into the lower (dungeon) level due to the residual heat from hot embers beneath the rain-soaked ruin. Note that all loot from the upper works will be lost in such a fire. In such an eventuality, all giants from area 11 of the Upper Level will escape to safety in the Lower Level, going to areas 26 & 27.

A normal Open Doors roll is required to open all doors in this place due to their great size and weight. Doors will stay open if left that way (unless closed by a passing giant). Fire-places are indicated on the map, but the locations of other light sources such as cressets and braziers are not. Note that area 22 is an open stockade yard, while rooms 23 to 25 are







located in an outbuilding, connected to the main lodge by a huge palisade of tree trunks three feet in diameter and thirty feet tall.

**Giant's Bag Contents:** Many opportunities will arise in the course of this adventure for the party to search bags and chests belonging to giants. The contents of these containers may be determined randomly by using the following table. The number of items in the bag or other container is determined by rolling three four-sided dice (3d4) to obtain a random number of items between 3 and 12. The following table includes typical examples of items that might be found in a giant's bag; either roll once for each item or create substitutions along the same lines. To avoid duplications, simply re-roll that item.

## Giant's Bag Contents Table

Dice Roll	Item in Bag
01-03	old axe blade for use as hand chopper
04-17	small boulders (1d4)
18-19	battered tin or pewter bowl and spoon
20-21	various and sundry bent brass items
22-23	large iron caltrops (1d6)
24-25	hard cheese, slightly moldy and stinky
26-30	shabby wool or hide cloak
31-32	bone comb and hairpins
33-40	iron cooking pot
41-43	drinking horn
44-47	skinning knife
48-53	various soiled and patched linens
54-60	haunch of meat
61-64	money, copper (100 to 400 pieces)
65-67	money, silver (20 to 80 pieces)
68-69	money, gold (10 to 40 pieces)
70-76	fur pelt, worthless and mangy
77-83	coil of very strong rope (10 feet to 120 feet)
84-85	salt (small bag or box)
86-90	old sandals
91-98	wineskin or waterskin (full)
99-00	animal teeth or tusks (1d8, no ivory value)

The DM should use this table for all giant bags found throughout this adventure, whether at the Steading, Rift, Hall, or elsewhere in Geoff.

## Key to the Upper Level

### Wandering Monsters:

**Long Hall and Cloakroom—areas 1 and 11a** (1-in-6 chance of encounter)

- Hot-headed hill giants (1d4) heading for the Weapons Room (area 13) from the Great Hall (area 11), intending to fight an impromptu duel.
- Solitary cloud giant from the Great Hall (area 11) heading for the Front Gate (area 1).
- Two stone giants from the Great Hall (area 11) heading for the Front Gate (area 1).

**Eastern Section—areas 2 through 10** (1-in-6 chance of encounter)

- The Chief's Wife coming from the Great Hall (area 11) to get her pet cave bear from her room (area 7).
- A hill giant with 1d4 dire wolves from the Yard (area 22) going to the barracks (area 4).
- The chief and two ogres going to get some trophies from the Chief's Hall (area 6) to show off in the Great Hall (area 11).
- Young giants (2d4) from the Dormitory (room 3) heading through the Yard (area 22) to raid the Pantry (area 18a).

**Western Section—areas 12 through 21** (1-in-6 chance of encounter)

- Orc slaves (4d3) rushing to get shields (from rooms 12 or 13) for platters.
- Two hill giants from the Great Hall (area 11) going to sleep off a drunk (in room 15 or 16).
- Three ogres from the Great Hall (area 11) going to get one of the guards from the Entry room (area 1).
- Single hill giant from the Great Hall (area 11) taking a stroll to clear his head (may also be encountered in areas 22-25).

**1. Entry, Front Gate, Cloak Room, & Watch Tower:** The place is bare, but various items of giant outerwear (cap, cloaks, etc.) and bags hang from the many pegs along the walls. Use the **Giant's Bag Contents Table** to randomly determine what's inside any bag the characters happen to open. Noise here could awake the sleeping giants at 1a and 1b (see below).

**1a. Guards at the Gate:** Two snoring hill giants, supposedly guarding the entrance (hp 59, 50), lie curled up blissfully asleep beside the Front Gate, a nearly empty keg of ale between them. If attacked, unless killed in a single round these guards will be able to alert the third guard (posted in the Watch Tower at area 1b). Even the best-planned scheme may miscarry, so there is at least a 1-in-20 chance that the characters' plan to slay them will fail; otherwise the intruders can continue their mission in silence.

**1b. Tower Guard:** Steps here lead up to the Watch Tower where another hill giant guard (hp 40) is dozing, a now-empty flagon smelling of mead still in his hand. An iron hoop and straight bar hang on ropes from a rafter above; striking them together will alert the place. The giant wears a belt with a gem-set gold buckle: the six gems are worth 100 gp each and the gold in the buckle another 100 gp. However, as a piece of jewelry the item has a value double that of its component parts, or 1,400 gp.

**2. Sub-Chief's Room:** This place contains a scattering of furnishings: hides on the floors, a bear skin on the wall, a chair, a stool, a huge chest, and a vast bed mounted with furs. On a shelf nine feet above the floor are a beaten silver comb set with four 50 gp gems (value 300 gp), a copper mirror (200 gp), and a large gold hair pin set with a 500 gp pearl (total value: 800 gp). Under the furs on the bed is a pregnant sleeping giantess (hp 42) who may awaken if someone enters (1-in-4 chance); any loud noise occurring in the room will certainly rouse her. The chest contains 980 cp, 320 sp, and 1,500 gp.



**3. Dormitory:** Here twelve young giants (hp 38, 36, 31×3, 25×3, 24×2, 21, 19) are rollicking; beefy smacks, shouts, laughter, etc. can easily be heard through the corridor outside. All these youngsters have weapons and will readily attack any intruders they spot, fighting as ogres. Note that noise from here, even shrieks and swords clashing, will be regarded as the "kids" having fun . . . There is no treasure, but by wearing the young giants' garb (with suitable padding) player characters might be able to pass as the youngsters if not seen closely (say from at least thirty feet away).

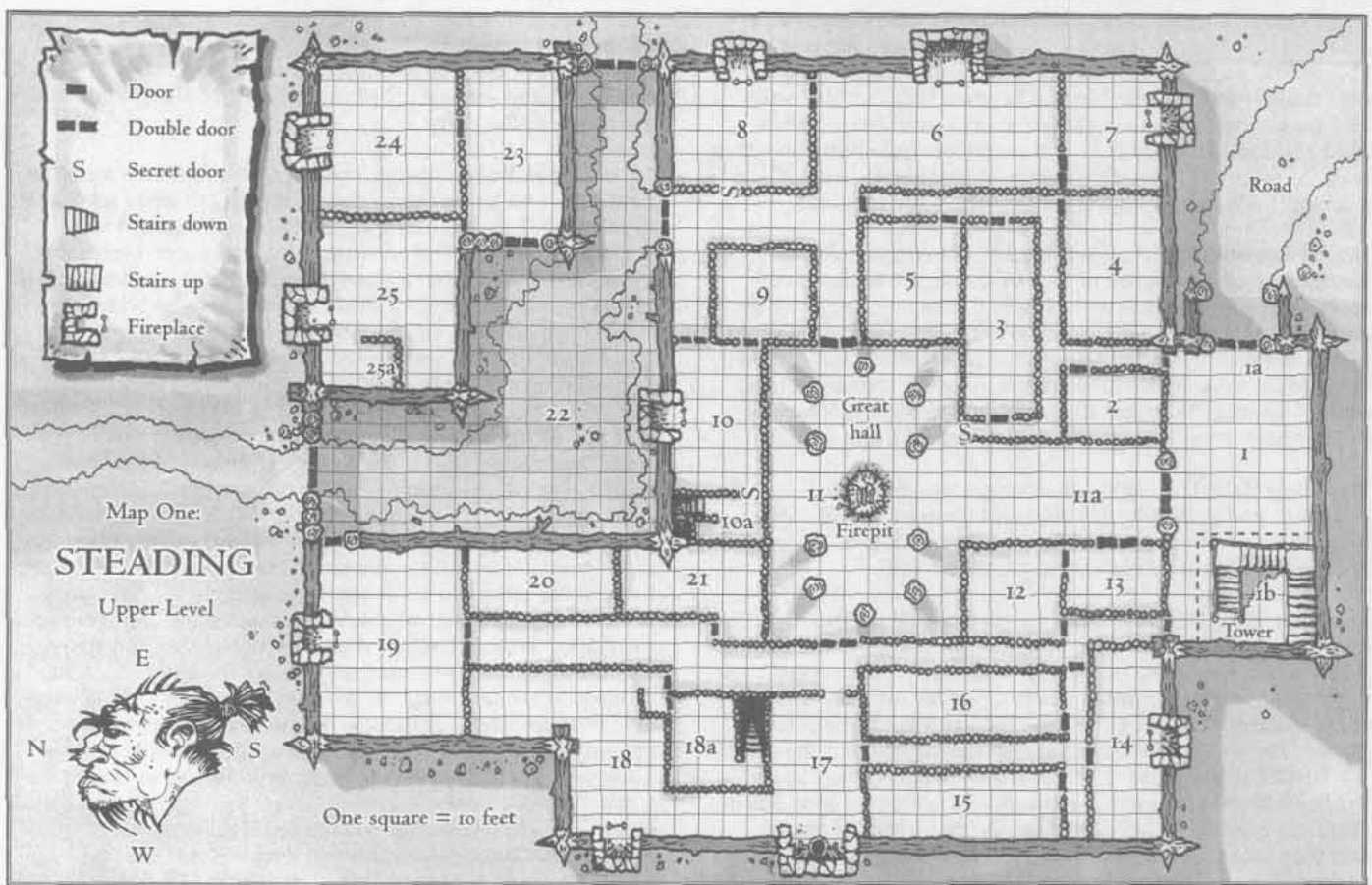
**4. Barracks:** Two soundly sleeping giants (hp 58, 56) can be heard snoring among the ten beds and ten chests in this room. Typical giantish items of clothing hang from walls and a couple of torches smolder in wall cressets. There is precious little treasure here, save a small pouch in the first chest searched, which contains 110 pp.

**5. Maids' Chamber:** Four giantesses are in this room (hp 50, 40, 36, 34), along with the usual furnishings. Only the nasty old matron (the strongest of the four) is inclined to fight, but she dominates the others. If the matron is slain, the three others cease hostilities and will even cooperate with the party by describing rooms 8, 9, and 10 (Chief Nosnra's sanctum) and telling how to get there safely if they are allowed to have the

matron's hoard of treasure. This is stashed in a locked iron chest under the matron's bed (the matron carries the key) and consists of 3,000 gp, three bracelets worth 2d4×1,000 gp each, and four potions (*extra-healing, hill giant control, healing, poison*). Note that the maids do not particularly want the potions.

**6. Hall of the Chief:** Numerous interesting things fill this place. There are two tables, five chairs, and two stools, as well as rugs, hides, and skins on the floors and walls. The tables have pottery flacons and platters on them; pots and kegs are all about the place. The walls display various trophies: heads (dwarven, human, animal, and monster), skulls, skins, and some arms and armor. Directly across from the fireplace are eight shields, one of which is a large magical *shield +3* (but only a *detect magic* spell will reveal it as such). A highly polished brass jar on the mantle of the fireplace may catch the characters' eye, but it has no value. A skull on the far side of the mantle is also valueless, but inside is a large gem worth 2,000 gp—one of the kids was playing with this bauble and stuffed it inside the skull, where it has lain forgotten ever since.

**7. Chamber of the Chief's Wife:** She is at least in the Great Hall (area 11), but the room has her pet cave bear (35 hp) which acts as a guard and will immediately attack any intruder, for it can smell the person at the door. The bear







makes no noise until it attacks. There is a bed, small table, chair, stool, two chests, and a coffer in the chamber, plus rugs, hides, and the like. The chests contain only clothing, as she is naturally wearing her jewelry at the banquet. However, hidden in the straw mattress is a leather pouch with twenty-nine gems in it: one of 5,000 gp value, three 1,000 gp, four 500 gp, eight 100 gp, five 50 gp, and eight 10 gp value.

**8. Chief's Chamber:** This room is hung with rugs and skins, and there are hides on the floor. There is a bed, two chairs, a small table with a tun of cheap wine on it, an old shield and some of the chief's weapons in the corner, a chest with his clothing, and other clothing hanging on pegs. A thick chain (for his cave bear) is set into one wall. Nothing of value is in the place.

**9. Arms Room:** This is the location of the better trophies and personal armor, shields, and weapons of the chief. There are also four huge fur capes. Although there is no real value to most of the items herein, there are five *javelins of lightning* wrapped in an old rag which is stuffed under a cloak thrown into a far corner and shielded from sight by three spears and a club leaned against the wall in front of it. Of the other dozen or so items in the place, only one of the capes—a giant otter fur worth 2,000 gp—has any value to the party.

**10. Small Dining Room:** This room is used for meals and also the council meetings of the chief. It contains a long table, a great chair, a lesser chair, and six stools. Several shelves, a smaller table and chair, and some miscellaneous items (a mug, some paper scraps, an old knife, a rock paperweight, etc.) round out the furnishings. There are hides on the walls and floor. The access to the secret stairs (area 10a) is merely a hidden door concealed behind a manticore hide hung on the wall. A rough skin map of the area, showing past and planned raids, hangs on the wall opposite the fireplace.

**10a. Secret Stairs:** Several scroll tubes are concealed in this small room under a stack of logs in the alcove to the northwest. Only one tube has anything in it, this one being sealed and marked with a triangle containing a "Y." Inside is a set of instructions on the next raid, written in Giantish, and signed "Eclavdra." Also in the tube are the plans for the upper level of the Steading. Note that the steps lead to the secret area of the dungeon level (Dungeon Level rooms 29 through 33).

**11a. Long Hall:** This eighty-foot-long passageway is dim, shadowy, and generally deserted and ignored, for all of the feasting and fun lies beyond, in the Great Hall itself. A few torches burn smokily high up along either wall.

**11. Great Hall:** This vast room contains trestle tables, benches, stools, and the like. To the north of the central fire pit (where a whole ox, two sheep, and four pigs roast on huge spits) is a higher table where Chief Nosnra, his wife, the cloud giant ambassador, the sub-chief, and the three stone giant visitors are seated. On the wall directly behind the chief is a small ballista which he uses as a crossbow (range thirty yards, fires once per round, damage 3d6 points vs. Man-sized creatures or 4d6 vs. Large). It fires spears instead of arrows, and there are six ready to hand. Here and there stand barrels and kegs of ale, beer, and mead. All of the tables are crowded

with various sorts of meat, cheese, bread, and drinking containers (horns, mugs, cups, etc.). There is singing, talking, laughing, shouting, arguing, wrestling, joking, and the like going on, so the place is a veritable din of noise.

The following creatures are in the hall:

- Chief Nosnra: hp 96 (he fights as a frost giant, AC 2)
- His Wife: hp 61 (fights as well as a male hill giant)
- Sub-chief: hp 73
- Cloud giant: hp 83
- Stone giants (3): hp 78, 73, 66
- Hill giants (22): hp 65, 59×3, 58, 56×5, 55×5, 53×3, 49, 44, 40×2
- Ogres (8): hp 31, 29, 28×3, 27, 26, 20
- Cave bear: hp 43

Each giant wears one to four pieces of jewelry worth 2d6×100 gp each. Ogres wear but half that amount (one or two pieces) worth 2d4×100 gp each. The sub-chief, decked out for the occasion, has four pieces. The chief and his wife also wear four pieces of jewelry each, worth 1d8×1,000 gp per item. The chief's pet bear (currently licking up spills under the table) has a jewel-studded collar with six rubies, worth a total of 1,000 gp.

Note that various servants and orc slaves will be entering and exiting the Great Hall from the west, bringing food and drink from the kitchen (areas 17–18).

**12. Arsenal Room:** Thirty helmets, twenty-six shields, twenty-two spears, nine clubs, and three great axes are stored here, scattered around the place. All are giant-size and none are of use to the party.

**13. Weapons Room:** Spears, shields, clubs, and axes are abundant here—no fewer than a dozen of each (all sized for giants, of course). There are four great swords (two-handed with respect to human-sized creatures), two huge iron maces (Str 19 required to lift), and a sheaf of six-foot-long spears that the giants use for javelins. All shields are against the walls, and behind the seventh one checked will be found a magic *warhammer* +2. Another hammer is out of sight in a corner and only seen on close inspection of the room. This weapon radiates magic very strongly due to a *magic mouth* spell placed on it. If picked up by a dwarf it barks out: "Here's a kiss for you, runt!" and causes the holder to smack himself in the head with it. The cursed weapon has no other special power.

**14. Main Guest Chamber:** The cloud giant and the three stone giants (currently in the Great Hall, room 11) are lodged here. In all, the room holds six beds, four chairs, four stools, seven chests, and two tables. Various skins and hides cover the floors. Several hang on the walls alongside giant garments on pegs. All are worthless, as are the contents of all chests and the four bags tucked under the beds. Still, a valuable treasure waits for those who can find it. One torch burns smokily at the west end of the room in a wall sconce; at the other end is what appears to be an unlit torch but is actually a *sword of giant slaying* +2, +4 vs. giants belonging to the cloud giant. The special illusion is dispelled if touched.

Note that the sword is unique, with a Neutral Good alignment, Intelligence 14, and Ego 12. It speaks Hill Giant, Stone



Giant, and Frost Giant in addition to the Common Tongue and the native language of any Neutral Good wielder. Its only primary ability is to *detect enemies*, which functions whenever the holder concentrates on it.

If this adventure is being used as part of the "liberation of Geoff" plotline, then the cloud giant is a member of the Sakhut; otherwise, he belongs to one of the three landbound clans (see page 44). Even if this is the case, he still pretends to have come to hear Nosnra's overtures rather than admitting to have brought the hill giants their latest set of instructions.

**15. Common Room:** The place has ten cots, ten boxes, four stools, a table, two benches, and various odds and ends—all of absolutely no value.

**16. Common Room:** This place is almost identical to the matching room across the hall (room 15), with the addition of a few cloaks plus some hides on the floors and walls. A small chest on a stool in the northeast corner of the room contains some dwarven and elven ears, and one of them has an earring still attached with a 100 gp gem in it.

**17. Kitchen:** This is a typical giant kitchen with counters along the walls, several tables, benches, a stool or two, and various items for cooking and baking (pots, kettles, bowls, knives, forks, spoons, ladles, spits, and so forth). There are twenty-nine orc slaves about the place who will run away from any strong-looking party. The five giantess serving maids and eleven young ogre servants will also squeak and run, but they will call loudly for help as they flee. All creatures herein have absolutely average hit points aside from the ogre striplings, who have only 12 hp each due to their age. There is nothing of value here unless the characters are thinking of going into catering in a big way.

**18. Kitchen Workroom:** This ready storage area doubles as an eating place for servants. There are three tables, a long counter, stools, benches, and kitchen gear about. Numerous sacks, boxes, and barrels here contain flour, dried meat, dried fruit, honey, etc. Various cheeses, smoked meats, and sausages hang from the rafters. Several casks and tuns hold a wide variety of potables—ale, beer, mead, and wine—all of giant-strength. Loaves of bread, still warm from the ovens, are stacked on one table.

**18a. Pantry:** This storage room contains more provisions of the same types found in the kitchen workroom (room 18), as well as the stairs leading to the lower level.

**19. Servants' Quarters:** This large common room has various sizes of cots, tables, chairs, stools, and the like. It is cluttered with old clothing and junk. Currently it holds six giantess maids, who are flirting with a handsome giant warrior (handsome for a giant, anyway). The object of their attentions immediately does battle in order to show off for his admirers, who *oh* and *ah* at his prowess. He will not raise a cry for help unless injured for half or more of his hit point total (hp 64). On the round this happens, he begins to shout, with a 60% chance each round of being heard. The maids are non-combatants; the most they will do is perhaps wallop an inattentive PC with a giant pillow (knocking him or her to the

ground on a successful hit). If their hero calls for help, they add giant-sized screams to his effort.

Note that this giant warrior is the Wolf-keeper from area 22. His whip is hanging beside the door to the east; this whip need only be shown to the wolves to make them whimper, cower, and fall back.

**20. Orc Slave Quarters:** This hall is a messy and smelly place filled with pallets and junk. All but two of the slaves are working elsewhere, helping with the feast. The two currently in this place are too injured (since giant kicks break bones) to labor. They will happily aid a party which spares their lives and sets them free. These orcs know about the rebellion in the dungeons, and they will tell the party that any orcs they see there should be hailed as friends. Otherwise, they know only the kitchen area and the Great Hall.

**21. Ogre Quarters:** The hill giants employ ogres for scouts, messengers, servants, and the like, for the ogres are trusty flunkies as well as hard workers and fighters. In addition to those in the Great Hall and the youngsters at work in the kitchen area, there are five more ogres here (hp 26, 23, 18, 16, 15) playing at knucklebones and drinking small beer. Amidst the heaps of skins on which they sleep is hidden a leather sack containing a *potion of storm giant strength* and a *invisibility* potion (actually a *potion of delusion*). There are twenty-two such heaps, and the sack is hidden in the fifteenth one. Locked in a great iron chest with the key held by the strongest ogre (currently busy celebrating in the Great Hall, room 11) are 955 sp, 705 gp, and 79 pp. The ogre with 26 hp wears a gem worth 1,000 gp on a thong around his neck. The creatures have 381 cp as the stakes for which they are playing. Ogres are a rowdy lot; hence noise from this place will attract no attention whatsoever.

**22. Open Compound:** Fourteen dire wolves run free here (hp 33, 31, 29, 27×2, 25, 24×3, 23×2, 20, 17, 16), and they will immediately attack any non-giant or non-ogre entering their area. However, if they see the whip currently hanging in room 19 they cower and whimper quietly, allowing the intruders to pass unchallenged.

**23. Guard Room:** A huge horn rests upon the small table in the center of the room; winding it calls the dire wolves. Eight stools and two benches line the walls, and a sheaf of eighteen spears is by the door. A line of seven giant-sized shields and four clubs stands along the south wall. All the guards have gone to the celebration in the Great Hall, so the room is currently empty.

**24. Barracks Room:** This room contains ten beds, ten chests, ten stools, two tables, a bench, and miscellaneous junk. A few hides decorate the floors and walls, and several broken weapons and dented helmets are strewn about. The place is deserted.

**25. Barracks Room:** This room's contents are identical with those in room 24 (see above).

**25a. Sergeant's Nook:** This alcove off the barracks belongs to the sergeant of the guards, who is now away feasting. There are three chests in her area, all filled with clothing and





equipment for the troops and herself. A sack on the wall holds giant-sized boots, one of which near the bottom of the sack holds 1,300 gp and eight 100 gp value gems stuffed inside. Another sack under her cot has nothing but old (human-sized) helmets in it, mementos from foes she has slain.

## Key to the Dungeon Level

**Note Regarding the Dungeon:** It will be evident from merely descending the stairs and observing the walls that the masonry work down here is quite good, certainly superior to orcish work, except in a few places. The observant party will note that most of the stonework is old, in places patched with new mortar or shored up with newly hewn stone. Passage-way ceilings are arched and buttressed every ten feet, with the peak of the arch about seventeen feet overhead. Ceiling height in most smallish rooms in the dungeon is twenty feet or so, again arched and buttressed. In the large rooms and chambers the ceilings are thirty feet high. The overhead in the natural caverns to the southeast (areas 19–21 on **Map Two**) is of varying height, the passages about fifteen feet high (so that giants have to duck) and the large areas some twenty feet or more. The roof of the carrion crawlers' cavern

(area 22) is about forty feet high. All natural cave areas have stalagmites but for ease of passage the giants have removed stalactites from the central areas of caves 19–21.

### Wandering Monsters:

#### Excavated rooms & passages—area 1–18 & 23–33

(1-in-12 chance of encounter)

- Four ogres (hp 23, 22, 20, 27) seeking some orcs.
- The Keeper (see room 2 below) and his pet, out inspecting.
- Twelve rebel orcs (hp 9, 8, 7, 6, 5, 4) out raiding for food; two are armed with heavy crossbows and have a poisoned bolt each.

#### Caverns—areas 19–22 (1-in-20 chance of encounter)

- Subterranean lizards (1d4) from area 21.
- Carrion crawlers (1d3) coming from area 22 via the sink holes.

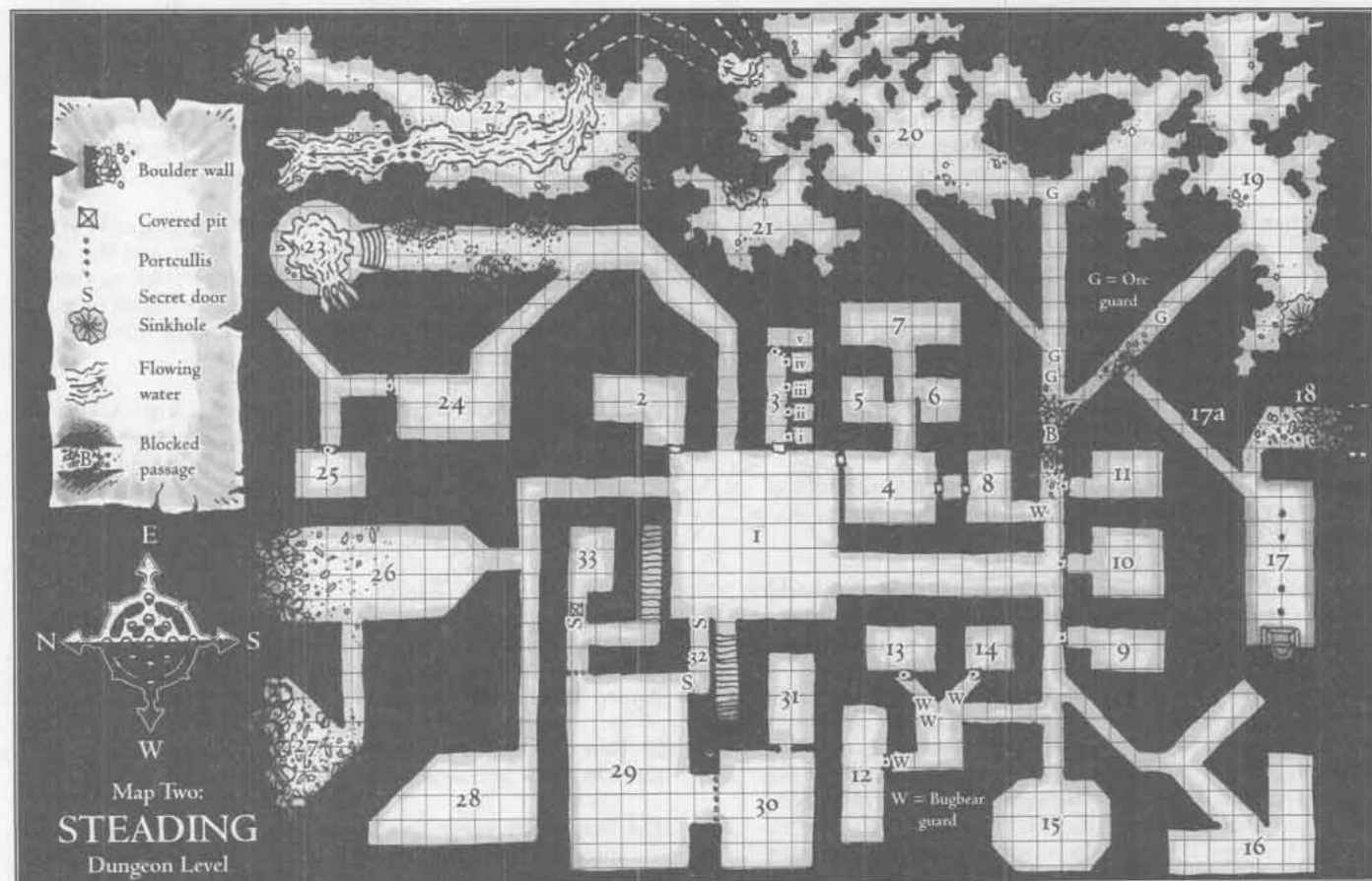
### Rooms and Areas

"B": Boulder wall, orcish strong point (see area 19).

"G": Guardposts for rebel orcs.

"W": Watch points for bugbear guards.

**1. Marshalling Area:** This room is primarily meant as the place where slaves are rounded up and sent about their tasks





under guard. It is also used for the revels of the off-duty dungeon crew. A few smoky torches burn along the walls. The benches and tables are pushed out of the way against the walls, revealing a floor of black stone, much worn by the tread of countless feet.

**2. Chamber of the Keeper:** The Keeper is a ghastly hill giant, hunchbacked, twisted, and with but one good eye. He is thoroughly wicked and evil, strong (hp 73), and remorseless. He is never without one of his two pet carnivorous apes (hp 29, 26)—both when in his lair: one guarding to the north of the door, the other on a platform built above it! The Keeper has a chainmail shirt which makes him AC 3, and he fights with a *battleaxe* +3. His room has many skins on the floor, a bed, table, chair, two wooden boxes, several crates and barrels, a chest, and odds and ends of armor, weapons, furniture, tableware, and so forth. None has any value. A loose stone in the floor hides his treasure: 5,400 gp, five 500 gp gems, four 100 gp gems, and a large earthenware jug which holds four *potions of water breathing*.

**3. Cell Block:** In the outer guard room are two bugbear guards (hp 17, 14) armed with morningstars. If not engaged immediately, they will raise an alarm by striking a large brass gong near the door. If they are prevented from doing this and are faced by an obviously superior enemy, they feign surrender and direct the opponents to cell iv. When the party is occupied fighting the monsters that await within (see below), the bugbears will smite the alarm and flee. In addition to the gong the guard room contains a table, two stools, torches, and keys to cells i, ii, iii, and v. The cells hold the following:

- i. a human prisoner, a merchant, now quite insane.
- ii. a human prisoner, an engineer, kept alive to help with the excavation of new areas of the dungeon. He cannot aid his rescuers, but he will take service.
- iii. An elven Fighter/Mage (F5/M8) chained to the wall. He has no remaining spells memorized and is wounded from torture (currently down to 14 hit points out of a total of 31). His stats are Strength 17, Intelligence 17, Wisdom 14, Dexterity 16, Constitution 15, and Charisma 11. He will gladly take up arms to aid his rescuers and moreover will serve with any character of Good alignment for one year without pay in gratitude for his freedom.

iv. TRAP! Three skeletons sprawl on the floor, each wearing a shiny ring (brass) with a large gemstone (glass). The bugbear guards will claim that they have been instructed to keep these skeletons safe, as there is something magical about them. To back up their tale, they can point out quite truthfully that they have no key to this cell. The lock can be forced with ease, but as soon as the cell is entered the three skeletons spring to attack with swords previously covered from view by dust and dirt. Each skeleton has 8 hp.

v. Large cell with five captured orc rebels. Three others of their number have already been tortured to death and eaten, so they will be very willing to help any creature promising them escape from the toils of the giants. These orcs can lead the party to the rebel hideout (cavern 19) and will see them safely past the guards behind the barricade ("B") if the characters can handle the bugbear at the watch post ("W") to the west of that place.

**Bugbear Quarters Complex (rooms 4 to 8):** Each of these areas has a few torches and braziers burning. A few hides and skins decorate walls and floors, while mounds of straw and similar litter serve for bedding. Rounding out the furnishings are a few stools and small crates, boxes, and the like, a scattering of (worthless) personal belongings, and tables with scraps of food and odds and ends of eating utensils upon them.

**4. Bugbear Outpost:** This room holds twelve bugbears, alert and ready for trouble (hp 20, 18, 15×4, 14×6). Each has a spear for hurling and morningstar for close-quarters. They carry 2d4 gp each.

**5. Bugbear Barracks:** This small barracks holds twelve sleeping bugbears. These monsters are identical in all respects to those described in room 4.

**6. Bugbear Barracks:** This small barracks is identical to room 5 (see above) and, like it, holds twelve sleeping off-duty bugbears.

**7. Chamber of the Bugbear Captain:** Currently, five bugbears—the captain (hp 24) and four lieutenants (hp 19×4)—are sitting around a crude table drinking ale and discussing a plan to wipe out the rebel orcs in area 19. The captain attacks as an ogre (AC 4, +1 to attack, +2 damage). All these bugbears have bastard swords. The lieutenants have 2d4×10 gp each. The captain has that plus thirty-one 10 gp gems, the latter hidden in a pouch under his armor.

**8. Bugbear Outpost:** Six bugbear guards watch this point. These alert fellows are readying for an attack on the rebel orcs. One bugbear ("W") is always at the south exit watching the barricade ("B") to the east. They are armed with handaxes and morningstars (hp 21, 17×3, 16, 13).

**Slaves' Quarters—Good Behavior Area (rooms 9 to 11):** These areas have a few smoky torches on the walls and moldy straw strewn on the floor. Some crude benches are built into the walls. Each door is barred from the outside with a heavy iron rod.

**9. Slave Barracks:** This room holds twenty-four unarmed orc slaves with very poor morale.

**10. Slave Barracks:** This room holds thirty unarmed orc slaves with very poor morale.

**11. Slave Barracks:** This room holds twenty-four unarmed orc slaves with very poor morale.

**Slaves' Quarters—Unruly (rooms 12 to 14):** Note that positions marked "W" on the map each have a bugbear guard (hp 16), armed with handaxe and morningstar, constantly alert and watching for trouble. Each area is secured by a barred gate through which the bugbears can see. Each set of bars is secured by lock and chain as well as bolt. Inside the chambers are unlit, have only scanty straw, and are quite noisome with unwashed orc.





**12. Slave Barracks:** This chamber holds forty-eight unarmed orc laborers with fair morale.

**13. Slave Barracks:** This chamber holds twenty-four unarmed orc laborers with fair morale.

**14. Slave Barracks:** This chamber holds sixteen unarmed orc laborers with good morale, highly anxious to attack their captors. They know of a haven for orc runaways "somewhere to the south" but not the exact location of the rebel headquarters.

**15. Torture Chamber:** This large area contains various implements for torturing prisoners large and small—an iron maiden, two racks, thumbscrews, iron boots, chains, whips, branding irons, strappadoes, and so forth. A firepit in the center of the room gives it all a hellish light. Out of sight behind the large rack to the north, two hill giants doze (hp 58, 53), one wearing with a gold chain set with a fire opal in the manner of a watch fob (2,000 gp value as jewelry, 1,300 if damaged).

**16. Armory and Smithy:** Stacks of giant arms and armor, either newly made or in need of repair, clutter this place. The alcove near the entrance is filled with nineteen pike-sized spears, forty-one six-foot-long spears, sixteen battleaxes, nine two-handed swords, and other weapons and armor usable only by giants. A bit further on in the passageway are some helmets balanced on shields, each propped up by six warhammers and maces. If touched these collapse with a clatter that warns the Armorer and Smith to expect trouble. These two are fire giants (hp 76, 67) who will immediately raise a shout and come out fighting. If characters successfully sneak in without raising the alarm, the two giants are by the forges and bellows in the eastern section of the main room. Also there are seven dwarves chained to the forge and forced to labor making weapons. Six of the latter are useless to the party, being intent only on immediate escape, but the seventh is an 8th-level Fighter (Strength 18/29, Intelligence 8, Wisdom 11, Dexterity 10, Constitution 17, Charisma 6; 70 hit points) who will serve with the party as long as he gets a fair share of treasure (equal to that of a player character) and a chance to fight giants. The Armorer and Smith each have a giant sack filled with 4,000 gp.

**17a. Blocked Passage:** The rebel orcs have piled finished and rough stones before this door to keep it closed. The wooden door itself is bound with moldering bands of bronze, and a heavy bronze bolt secures it. The corridor beyond is disused, dusty, and reeks disgustingly.

**17. Weird Abandoned Temple:** This room is lined with faintly glowing purplish-green stone, carved with disturbing shapes and signs which seem to stare out from the walls and columns or shift position when the watcher's back is turned. Touching the walls sends a chill up the character's spine, and contact with a pillar causes him or her to become nauseous. At the far west end of the temple is an altar of pale, yellow-gray translucent stone. It feels greasy to the touch but has no obvious effect upon those who touch it. Behind this altar is a flight of low, uneven stairs which lead to an alcove with a concave

back wall of purplish-black glassy-appearing substance. If any character or creature stands before this wall and gazes upon it for one round, he or she sees a writhing amorphous form of sickly mauves and violets stretching its formless members to embrace the viewer. This sight causes the character seeing it to have a 50% chance of becoming insane. If he or she does not go mad, a touch upon the wall causes a *scarab of insanity* to appear upon the altar. A second character undergoing the ordeal is rewarded with a 5,000 gp gem on the altar. Any subsequent viewer in the same month is dragged through the wall by amorphous tentacles and forever lost.

**18. Buried Vestry:** The visible walls of this place bear faint traces of disgusting murals and bas-relief depictions of nasty things. A flight of ridged, step-like stones—more a ramp than a staircase—slants steeply downwards toward the south, but the way is completely blocked by tons of stone blocks and rubble.

**19. Natural Cavern:** This place is part of the large area of natural caves and caverns upon which the ancient builders of the dungeon stumbled in their excavations. It is now inhabited by seventy-eight escaped orc slaves, rebels against the hill giants, for whom the place is a sanctuary. The orcs are armed with clubs, axes, daggers, and various cast-off weapons, as well as seven highly prized crossbows. There are three leader-types (hp 11, 10, 9) who fight as gnolls and inflict +1 damage, twelve guards of unusual bulk with 8 hit points each, and sixty-three ordinary orcs with 5 hit points each. They obtain food from raids, supplemented by fungus found in a subterranean cave entered through the sinkhole in the southwest of the cavern. The rebel orcs have an uneasy truce with the troglodytes (see area 20) and trade food to these creatures in exchange for water. The total of the orcs' scavenged treasure is 119 cp, 23 sp, and 45 gp. If approached in a non-hostile manner they will become agreeable immediately if fighting against bugbears and/or giants is mentioned.

**20. Troglodyte Cavern:** A small tribe of troglodytes are forced to dwell there. There are twenty males (hp 15, 14×2, 13×2, 12, 10×6, 9, 8×5, 7, 6), thirteen females (13, 11×3, 10, 9, 8, 7×2, 6, 5×2, 4), and seven young (all 2 hit points each). Being trapped between the orcs in area 19 and the lizards at area 21, they are trying to make do until they can escape. The leader has four 500 gp gems, the other males a total of nine gems: seven worth 100 gp each and two 50 gp ones. These are regarded as holy things by the troglodytes, and any other creature touching them will be savagely attacked.

**21. Lizards' Lair:** A mated pair of exceptionally old and large subterranean lizards (hp 47, 40) have chosen this spot to raise their four young (hp 25, 22, 20, 19). These reptiles occasionally dart forth on forays to hunt and devour troglodytes or orcs, but their main hunting ground is the series of caves beneath their own, the entrance to which is through the sinkhole at the eastern edge of their lair. Those unmapped lower caverns wander off into the darkness, being barren of treasure or anything of interest aside from many, many different types of fungus. The lizards feed upon the fungus and the fungus eaters when orc, troglodyte, or adventurer is unavailable.



**22. Cavern of the Carrion Crawlers:** All carrion crawlers in the whole complex of caves and caverns come to this area from time to time to breed. Over the years a litter of bones has built up from the prey these creatures have dragged here to devour at leisure. All sorts of bones, human and otherwise, are heaped and piled here and there. Seldom does any other sort of creature venture into the place, for any that do usually end up by adding their bones to the litter. There are two crawlers (hp 19, 16) in the northeast finger of the cavern when the player characters first enter. Every turn there is a 30% chance that 1d3 more of these monsters will appear from the north or south along the stream or up one of the sink-holes. Considerable treasure has accumulated in the place over the centuries, but it will take three persons one full turn to search a ten-foot-square area. Each area thus thoroughly checked might reveal some treasure, but each such area may be searched but once. Use the following table to determine what is found.

Die Roll	Result
01-25	no treasure
26-35	1d100 cp
36-45	1d100 sp
46-55	1d100 ep
56-65	1d100 gp
66-70	1d20 pp
71-75	1d8 gems
76-82	1 piece of jewelry
83-87	1 potion
88-91	1 scroll
92	1 ring
93	1 wand (or rod or staff)
94	1 miscellaneous magic item
95-97	1 armor and/or shield
98-00	1 sword or misc. weapon

**23. Partially Cleared Passage to Cistern:** The well-like chamber at the end of the broad passage is filled with a deep pool of water. This dark liquid is cool and wholesome to drink, and nothing monstrous dwells in it (merely a few albino tadpoles). It is an emergency water supply fed from several spouting springs which come through holes in the wall to the west. The pool is fourteen feet deep, and at the bottom is a small outlet (large enough for an unarmored man to pass through) of finished stone, obviously man-made if anyone is there to see it. This outlet gives a slanting, upwards access to the same stream which flows through cavern 22. Assuming he or she does not drown (magical aid will be required to prevent this), anyone going downstream will come out about three miles below the Steading in a small pond.

**24. Storage Room:** The chamber is filled with scattered tools for digging and stone masonry. There are shovels, pickaxes, hammers, drills, chisels, baskets, and so forth, many sized for giants but others for smaller creatures. The door to the north is locked with a huge padlock.

Note that in case of a conflagration that burns down the upper level of the Steading, this area will house any surviving ogres.

**25. Wine Cellar:** The door to this room is also padlocked. In addition to several large casks, eleven big barrels, and various kegs, thirteen tuns (five gallons each) of exceptional wine are stored here. Each has a bung seal with a blob of black wax impressed with a death's head. The wine is of such excellence that it is difficult to stop drinking it once started: it is 75% probable that even a taste leads the taster to continue quaffing until in a drunken stupor. One quart will make a giant reel, while a gill (a quarter-pint) will make a human tipsy. This wine is a gift to Chief Nosnra for his good services from the creatures masterminding the attacks by the giants, although at best the characters can only guess at this fact. The wine is black, has a slightly earthy smell, and tastes like no other drink they have ever tasted. Due to its potency and quality, it has a market value of from 2d4 x 100 gp per quart if characters can transport it safely out of the dungeon and back to civilization.

**26. Gallery Under Clearance:** The north face of this area is being cleared, and a few tools are scattered about. The place is otherwise unremarkable and empty.

Note that any hill giants surviving a burning of the upper level of the Steading will relocate to this room.

**27. Chamber Under Clearance:** Another unlit and unremarkable place with a few tools left laying around.

Note that in case the upper level of the Steading is burned to the ground, any surviving leader-types will claim this chamber as their refuge.

**28. Quarters for Stone Giant Miners:** Three stone giants (hp 72, 67, 60), subordinates of the leader currently in the Great Hall, make this room their abode. The chamber holds piles of skins, five cots, several stools, two tables, and several chests and sacks containing personal gear (including several huge thin books on mining techniques written in Stone Giant, with many illustrations). These monsters are the master miners and engineers for all work in the dungeon. The third chest opened contains their accumulated pay: 14,230 gp. Note that the stone giants are not being paid to fight and die for the hill giants and politely decline combat with intruders unless attacked.

**29. Empty Chamber:** At first glance the whole place appears to be unused, but a faint glint of light from the far western wall will catch any intruder's attention. Was that the gleam of light reflected from a gem? Entering to see what the glitter was will reveal a pile of coffers, one tipped so as to spill its contents of (phony) gems and jewelry. Once any character touches one of the gems or coffers, thick iron bars drop from above the entrance to trap intruders. These bars are so thick that all Bend Bars/Lift Gates rolls directed against them have only half the normal chance to succeed. At the same time, the bars imprisoning the manticores in the adjacent room (area 30) lift into the ceiling, allowing these monsters to emerge and attack. The unopened coffers hold only rocks.

**30. Prison:** This area holds four maddened manticores (hp 51, 48, 45, 40), caged here by Nosnra to guard his treasure. Fed kitchen garbage dumped down a chute from above, these monsters are wild with rage at their captivity and attack any creature if the opportunity presents itself. Note that the





manticores can fire their tail spikes through the gaps but cannot force a paw through.

**31. Minor Treasure Room:** This place is the storage area for the chief's excess coinage. There are seven chests and some empty boxes. The chests contain the following:

- First Chest: bags of coins (13,000 cp).
- Second Chest: bags of coins (27,300 sp) and a scything blade trap which inflicts 2d6 hp damage to anyone opening the chest, chopping off a member on a natural 20.
- Third Chest: loose coins (7,140 ep) and an unlabeled potion (actually *poison*, type J).
- Fourth Chest: twenty-seven copper ingots each worth 400 cp.
- Fifth Chest: empty.
- Sixth Chest: eleven ivory tusks worth 1,000 gp each.
- Seventh Chest: loose gems (980) of 1 gp value each. The lock holds a poison needle trap (Type E), with another in (empty) false bottom.

**32. Secret Room:** This hidey-hole is provided with spy-holes for the chief so he can look out upon areas 1 or 29 (there are also smaller spy-holes at about five feet off the ground which the hill giant has never noticed). The two levers set in the west wall of the room control the thick portcullises that can block off the entry to room 29 or release the manticores in room 30.

**33. The Chief's Secret Treasure Room:** Just within the secret door to this room waits a hidden pit with a trapdoor cover that snaps shut once someone has fallen through it. It covers a thirty-foot-deep pit with four iron spikes set into the floor, each poisoned (type D). The room has various items which will immediately draw any adventurer's attention:

- Large Chest: 23,840 gp.
- Iron Box (locked): 4,139 pp.
- Small Coffers: forty-one 100 gp gems, thirteen 500 gp gems, and eight 1,000 gp gems.
- Small Coffers: seventeen pieces of jewelry (worth 500 gp each).

In addition, there are three empty and broken boxes, and what appears to be a broken barrel in the southeast corner. The latter is an illusion, for it is actually a well-made watertight cask which contains a map showing the location of the Frost Giants' Glacial Rift and an obsidian box. Inside this latter is a chain of weird black metal and instructions written in large giantish characters on a sheet of human skin. The instructions show that the chain is a magical device meant to be looped into a figure-8. Thus shaped, it will transport up to one giant or six human-sized persons in each circle of the figure-8 to the Glacial Rift if one of their number holds the map. Naturally, Nosnra will use this to escape if in desperate straits. Finally, a large growth of yellow mold seems to cover the southwest corner of the room. This is another illusion hiding the following items hung upon the wall: a quiver of eleven *sheath arrows* +2, a *spear* +3, and two *flaming swords*:

- alignment Chaotic Good or Chaotic Neutral, Intelligence 10, Ego 12, *detects gems* (including kind and number), communicates by empathy.
- alignment Neutral Good or Lawful Neutral, Intelligence 6.

THIS ENDS THE EXPEDITION TO THE STEADING

## The Glacial Rift of the Frost Giant Jarl

**Background:** Some dozens of leagues to the north and west of the Steading of the Hill Giant Chief, amidst the tallest mountain peaks, is the stronghold of Grugnur, Lord of Frost Giants. As frost giants have been among those who have been in the reaving bands, the party is to deal with them as they did the hill giants: death and destruction are to be meted out to the frost giants in the same measure they gave these things to the peoples below. Those members of the party who have participated in the raid upon the Steading should know by now that their most important mission is to garner intelligence as to what or who is behind the unholy alliance of hill, stone, frost, and possibly other types of giants as well. Any such information gained is to be delivered by the fastest means to the nobles sponsoring the expedition, while the party is to follow up clues in order to prosecute offenders. Any treasure taken is to be kept by the party; this is their reward for the perils they must face—and they are bound to face many in the weird ice caves and rocky caverns of the Jarl. The evil root is deeply grown here, far worse than among the hill giants.

**Start:** It is assumed that the party has either followed a map obtained at the Steading or used the magical chain found there to arrive in the neighborhood of the Glacial Rift. If they spend a few hours searching the area, they will discover a hidden cave in which they can safely hide themselves, their mounts, equipment, and even treasure if they take minimum precautions with respect to keeping their hiding place secret (do not lead pursuers to the spot, allow a light to show, make undue noise there, etc.). In any event, the same search will also reveal the Rift. The thick arrow at the top of **Map Three** indicates the beaten path which the giants follow to enter the place. There are two icy ledges, one along either face of the Rift. Both slope slightly downward, with occasional giant-sized steps which combine to bring the paths from a height of two hundred and fifty feet above the bottom of the Rift at their beginnings to about one hundred and fifty feet at their far ends to the south. The two paths are indicated by slender arrows. The dark outline is the Rift itself, and the openings along it are the entrances to the caves and tunnels in its face. Caves and caverns will have ceilings from twenty-five to forty-five feet high, while tunnels and passages will be from twenty to thirty feet high.

The party may, of course, travel on the surface of the glacier-mountain (over the caves shown) to circumvent the whole Rift if they so desire. Ropes can be lowered to gain the ledges below—a distance of some fifty to one hundred and fifty feet depending on position. As the rim and the ledges are covered by ice and snow, each turn that the party is moving along these slick surfaces the DM should roll 1d6; a result of "1" indicates a member of the party has slipped and fallen. There is then a 3-in-6 chance that the character falling will continue to slide right over the edge. If the party is roped together, when one person slips over the edge, the



next has a 2-in-6 chance of following. If more than half of the party goes over the edge, they all fall. Falling to the bottom of the Rift inflicts 1d6 damage for every ten feet fallen, up to a maximum of 10d6 (due to the cushioning effects of snow drifts).

The whole place is windy and very cold. Visibility atop the Rift is about one hundred and fifty feet. The wind at the bottom of the Rift is worse still, and visibility there is only thirty feet. The floor of the Rift is a maze of snow and ice hillocks and mounds, with peaks of ice and rock thrusting up here and there like fangs. Movement through this howling maze of cold is reduced to 50% of normal. Due to wind force and eddying currents, *levitation* or *flying* there will cause movement in a random direction equal to one-half the distance traveled (use a d8 to determine direction, 1=north, 2=northeast, 3=east, etc.).

The map the party has shows only the entrance to the Rift, and they have no idea as to which path they should follow or what they will encounter (other than, presumably, frost giants). Other than a few traces of giant footprints, the ice and wind-driven snow hide all traces of who or what use the ledges to gain access to the caves. The party must learn for themselves what lies in store.

If the party decides to retire between forays into the Rift, they may use their hidden cave as a base if they have seen to its provisioning. Of course, magic-users must have their spell books in order to regain spells used. When the party does retire to rest and recuperate, experience points should be awarded for treasure taken out and monsters slain.

## Notes for the Dungeon Master

As with the first part of the adventure, the DM should feel free to make substitutions as he or she sees fit. Note that if they have learned of the fate that befell the hill giants, or if survivors from the Steading reached them, the giants here will be on the alert. Furthermore, the frost giants will organize traps, ambushes, and last-ditch defenses against continuing forays into their stronghold, taking full advantage of the treacherous terrain (ice slides, rigging tunnels to collapse on the party, etc.). They will also make active efforts to locate the party's base (winter wolves make good trackers) and, if successful, attack it at the most inopportune time. Finally, make sure to keep track of the fate of important giants and their allies or captives; those who survive may play roles later in the adventure.

**Upper Areas (Caves and Rift Floor):** The northern section of caves and caverns is basically formed from ice, with a few areas of rock outcropping here and there. In these areas a faint greenish light penetrates from above, making torches or similar lights unnecessary. Fireballs used in such areas will make the footing within the area of effect very slippery (2-in-6 chance to slip and fall per every ten feet of movement). For 1d4+1 turns after such magical fire is used, the area will also be filled with a thick fog which reduces visibility to a mere five feet. If the party is on the floor of the Rift and fleeing from pursuing monsters, any change in direction by the characters entitles them to a die roll to determine if they escape due to the blizzard-like conditions in this area. Roll 1d6; a

result of 1-2 indicates that pursuit continues, while 3-6 meaning that they have successfully eluded the monsters. Finally, several cave mouths are blocked by huge boulders (these are marked "b" on **Map Three**). Moving these out of the way requires three characters of normal strength, with a character whose Strength score is 18 to 18/00% counting as two characters for purposes of this maneuver. Any being with Strength equivalent to a giant (Str 19+) can move these boulders by himself or herself.

## Key to the Upper Area

**Wandering Monsters** (1-in-12 chance of encounter, check each turn)

- Yeti (1d4+1).
- Frost giants (1d3).
- Ogres (4d4).
- Winter wolves (2d4).

Note: Wandering monsters are assumed to be in addition to creatures noted in room descriptions. Their appearance is simply chance, although they can reinforce existing monsters in an area if circumstances favor this action on their part.

**1. Guardroom Ice Cavern:** Four frost giants (hp 68, 65, 63, 61) lair in this place at all times to prevent any unauthorized use of the south passage. If any combat is going against them, one of their number will flee down this passage to give the warning of intruders to the guards at areas 9 and 10. In addition to the giants, the room contains four piles of hides, four giant sacks, and a pile of rocks and ice chunks for hurling. The guards will certainly hurl missiles if they are not immediately forced into melee. Their treasure is at area 6. Note that the giants in area 2 will hear sounds of combat here and rush to aid their comrades (and vice versa).

**2. Guardroom Ice Cave:** Three frost giants (hp 69, 58, 57) wait here on standby guard. If they hear noise from area 1 they will rush there to help; conversely, if they are attacked they will raise a cry to bring the guards from area 1 to aid them. There are three piles of sleeping skins and two bags in the cave. Under the third pile of skins is a silver belt worth 1,600 gp. One giant wears a jeweled chain on his wrist (a 3,000 gp necklace), and one sack holds 4,128 gp. There is an ample supply of boulders and ice blocks at hand for hurling at opponents.

**3. Empty Ice Cave:** If loud noise is made herein, the ceiling of ice and icicles will collapse, inflicting 3d10 points of damage on anyone unlucky enough to be in the cave at the time.

**4. Small Ice Cave:** This place is the den of five winter wolves—a male, female, and three half-grown pups (hp 36, 31, 19, 18, 16). If the young are molested, the parents will fight as if their Hit Dice had been doubled for the duration of the combat. They have no treasure, although bones and the like litter the place.

**5. Ice Caverns:** The giants have frozen eight corpses of mutilated victims, standing them upright in blocks of transparent





ice. Evidently these are meant to frighten off any trespassers. The bodies are obviously hacked and very dead, not merely frozen whole. Each of these corpses has some valuable item with it in the ice:

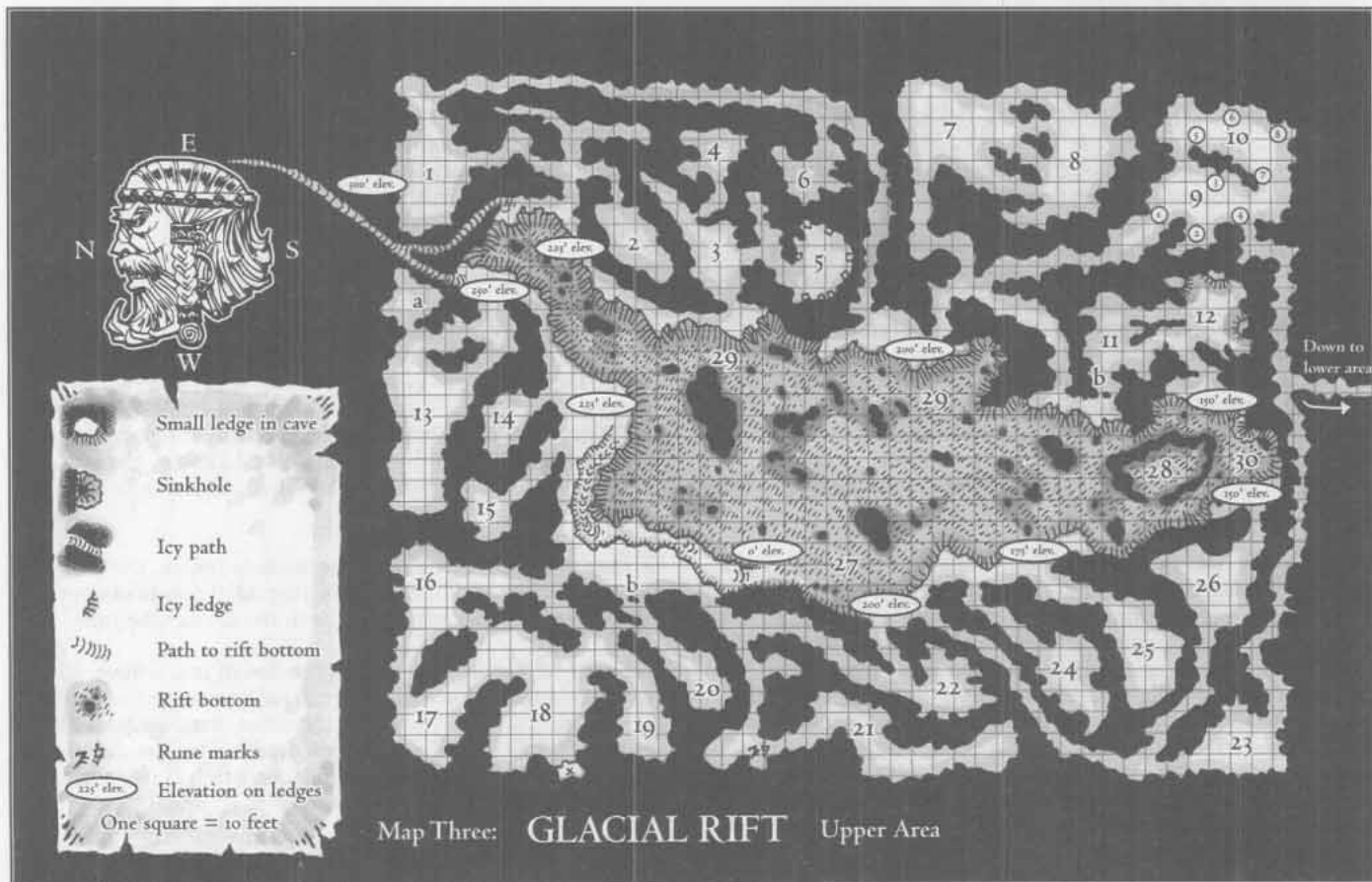
- #1, dwarven, *battleaxe* +1
- #2, elven, with a long case at its feet (*wand of frost* with 16 charges)
- #3, human, wears a jeweled belt (worth 7,000 gp)
- #4, human, has a tube in its hand (a *scroll of protection from elementals*)
- #5, dwarven, has a spilled pouch of gems at its feet (thirty-seven in all, worth 10 gp each)
- #6, human, wears a *ring of fire resistance*
- #7, half-elven, grasps a sack with a burst seam showing silvery coins (471 sp)
- #8, human, in gleaming armor (*magic armor of vulnerability* -2 but appears as +2 until actually struck in combat).

If a *fireball* or similar flashy magic is used to melt the ice blocks, all magic and jewelry will be destroyed. Lesser fires or chipping will cause melting or vibrations which have a 10% cumulative chance per block of causing the ceiling of ice and icicles to collapse, inflicting 6d10 points of damage on each creature beneath. Note that all these unlucky adventurers are far beyond revival with a *raise dead* spell, should the party dig them out—a *resurrection*, *wish*, or the

like would be required. The DM should decide which are male and which female, if this becomes important, and the personalities and abilities of any brought back from their icy graves.

**6. Ice Provision Cave:** Various pieces of frozen meat, some bales of cloth, piles of hides, and a few odd boxes and barrels of foodstuffs are stashed here. The third barrel moved will reveal a hole filled with 3,000 gp, four gems worth 1,000 gp each, and a silver tube (worth 300 gp) holding a cleric spell scroll with *cure serious wounds* on it.

**7. Cavern:** This natural rock cavern is covered with ice formations, so unless the party pays particular attention only the lack of the light will tip them off that they are no longer surrounded by solid ice. There are four big heaps of furry hides near the southeastern end of the place (more, if ogres from the Steading survived and relocated here). They cover four ogres (hp 24, 22, 21, 19) who await audience with the Jarl. Any noise will awaken them, and they will give the alarm to their fellows in area 8 as well as attempting to give the party the slip and warn the giants too. Each ogre has from 1d4 × 100 gp and 1d4 gems worth 100 gp each.





**8. South Cavern:** Ogre mercenaries serving Jarl Grugnur dwell here. There are currently twelve ogres (hp 30, 28, 27, 26×2, 24, 23×3, 22×2, 20) here. All fight fiercely. Also in the place are five chests, twelve sacks, and three barrels, as well as many piles of the usual skins and hides used for beds. The second chest contains an ear collection, and the fourth holds 1,300 cp, 2,111 sp, 792 ep, and 5,300 gp. Sack #9 contains six pieces of silver jewelry (1d6×100 gp value each) and eight pieces of gold jewelry (2d4×100 gp value each). The first barrel contains skulls. Hidden under the tenth pile of skins are two *potions of healing* and a gold armband with an inset ivory and amber bear (jewelry value 2,000 gp—700 gp if damaged). The latter is a pass to the Jarl.

**9–10. Cavern Guard Complex:** Giants here are always alert. The position of each guard when the characters first enter is shown by a circled number on **Map Three**. These guards will co-operate and attempt to set up ambushes by having those in area 9 retreat eastwards into area 10 via the north passage, fighting all the way, while those in area 10 move clockwise into area 9 to come up into the rear of attacking forces.

**9. Northwest Chamber:** Four frost giants (hp 76, 72, 63, 61) keep a sharp lookout here. Each has his regular weapon plus a boulder ready at hand, with plenty of additional boulders piled near the west entrances (guard positions one and four). These giants carry no treasure, having stashed it in the adjoining room (area 10).

**10. Southeast Chamber:** Four more frost giants (hp 81, 69, 62, 55) wait here. Each wears an armband just like the one described under the entry for area 8. Eight bags are piled into the southeast corner (near guard position eight), each holding 2d6×100 gp. There is also a rock ledge about nine feet off the ground which has a stone box on it; inside this box are six more armbands and a pouch of twenty-one gems (base value: 100 gp each). The stone box cannot be seen by a human-sized creature standing on the floor; he or she will have to climb, fly, levitate, or otherwise get far enough off the ground in order to see it at the back of the stone shelf.

**11. Cave of Bones:** This place is the disposal area for unwanted bodies and similar refuse tossed into the place by the various giants in the upper area. Although it certainly appears that there might be some treasure scattered amongst all the bones, in truth there are only a few coins—1d6 each of copper, silver, and gold—and some broken weapons, pottery shards, and the like. It takes a full turn to search a ten-foot-square area, and the toads from the adjacent area (cave 12) will come into the place to look for expected food when they hear noise. Roll 1d6 each turn to see if the toads arrive, with a 1-in-6 chance so their so doing (plus a cumulative +1 each subsequent turn).

**12. Lower Bone Cave:** This place has many bones and skulls littering it and serves as the lair of five ice toads (hp 37, 31, 26, 22, 19). These creatures feed on the leavings in area 11. They have but one treasure, a naturally shaped piece of red-

dish-purple amethyst (worth 5,000 gp) which resembles a toad. They have it on a protuberance in the middle of their cave, worshipping it as a god. The toads rest on small ledges from eight to twelve feet above the cave floor, and they will hop down and savagely attack anything that touches it.

**13. Ice Cavern:** This place is the home of a band of yeti who act as scouts for the frost giants. The six yeti here (hp 26, 25, 24×2, 23, 20) have no treasure. The yeti leader (hp 31) at location "A," however, has a Neutral magic sword (*longsword* +3, *frostbrand*) with no special intelligence (much like its wielder). He fights with this weapon, carving great chunks out of those held fast by his icy gaze. The yeti leader also has a hoard of eleven ivory tusks (400 gp weight, 800 gp value each) under a mound of snow.

**14. Misty Ice Cave:** Escaping hot air from somewhere beneath filters into this place, making it full of damp, cold fog. The stuff cuts visibility to three feet, and the floor is very slippery (2-in-6 chance of falling). Check to see if the fall causes the fumbling and dropping of whatever the character has in hand at the time. Dropped items have a 1-in-4 chance of falling into a crack in the floor and dropping somewhere into the bowels of the earth, to be forever lost.

**15. Ice Cave:** This is the den of two snow leopards (hp 24, 19), which serve as the "hunting dogs" and pets of the yeti in area 13. These creatures lair on a ledge above the floor of the cave, and they will always attack intruders by surprise (1–5) or complete surprise (6–10). They have no treasure.

**16–19. Barracks Cavern Complex:** This area houses the band of frost giants currently readying for a raid into the lands of humankind and its allied races. Each of the sub-areas has piles of hides for sleeping, a table and stools, and a few extra giant-sized weapons around, but there is no treasure except as indicated. Each giant warrior here has a club, a spear, and four boulders to hurl.

**16. Outer Sleeping Area:** Four frost giants (hp 68, 63, 59, 54).

**17. Upper Sleeping Area:** Four more frost giants (hp 66, 65, 58, 55).

**18. Middle Sleeping Area:** Six frost giants (hp 76, 72, 69, 33×3). At the back of this cave is a clear spring of water about two and a half feet deep, at the bottom of which are two hundred and seventy-eight clear rock crystals worth 10 gp each.

**19. Lower Sleeping Area:** Four frost giants (hp 70, 66, 61, 57).

**20. Ice Storage Cave:** This place is full of large and small pieces of frozen meat, some of the chunks resembling parts of human and demihuman bodies.

**21. Ice Cavern:** A rune of warning carved into the icy floor clearly shows that this place is to be shunned. Any party member able to speak the language of frost giants will immediately understand this as a dire warning (*comprehend*





languages or the like could also garner this information). Only ten feet beyond the west bend of the cavern, the walls appear to be crusted with rough old ivory—in fact, an infestation of brown mold. The floor is dotted with mounds of what look like old snow with the ends of bones sticking out of them. These are the bony remains of various creatures, covered by the growth. There is no treasure.

**22. Guard Ice Cave:** Two frost giants (hp 68, 65) are stationed here; one watches at the cave mouth while the other naps on a pile of hides. Each is armed, and eight throwing boulders are within reach in the cave. Both giants have a sack, but neither has any other treasure.

**23. Guard Cave:** Four frost giants (hp 66, 63, 61, 58) rest here. One giant watches down each passage while the other two sleep on heaps of skins. Each has his weapon and four boulders to hurl. There are four sacks in the cave but no other treasure.

**24. Visitors' Cave:** Five hill giants (hp 59, 56, 55, 52, 50) are camped here awaiting a summons from the Jarl. The cave has five heaps of hides and five giant-sized bags. Bag #4 has a gold-inlaid skull with a report from Chief Nosnra to Jarl Grugnur inside. This is a pass to the Hall of King Snurre as well, and the biggest hill giant knows that they are bound south to the realm of the fire giants after seeing the Jarl so as to take a message to the Fire Giant King. Each hill giant wears a fur cloak worth  $1d6 \times 1,000$  gp.

**25. Visitors' Cave:** Five stone giants (hp 84, 80, 60, 70, 64) of very large size have come here to pay their respects to the Jarl and to see how well the frost giants are doing in their war on humankind. They will report their observations to other stone giants if they get the opportunity. They fight only if attacked. Each has a great stone club and three rocks handy. Hidden amongst the five piles of skins in the cave is a jeweled crown worth 15,000 gp (made up of nine gems worth 1,000 gp each plus 2,000 gp worth of platinum) which they intend to give to the Jarl as a gift if he appears to be doing well.

**26. Special Visitors' Cave:** This location is warmed somewhat by volcanic activity and lit by dim reddish light. In it are three fire giant messengers (hp 80, 78, 74) who have delivered their message and are about to depart for their own land. There are three huge piles of furs and skins in the place, a rude table, a bench, three stools, a large brazier, and three sacks, each with 3,000 gp plus the usual contents. The strongest fire giant carries a token of the Jarl's fealty to King Snurre: a solid silver statue of a bear, rampant, with topaz eyes (worth 500 gp each) and ruby fangs (eight gems worth 500 gp each), worth 6,000 gp altogether (silver value: 100 gp). The statue is carried in a padded bag at his belt.

**27. Winter Wolf Pack:** This wild pack of seven animals (hp 39, 33, 30, 29, 28, 26, 25) is encouraged to roam the place by the frost giants. They have no treasure.

**28. Snow Covered Dome of Ice:** This formation has been caused by the creature which lairs inside, a remorhaz thirty

feet long (hp 58) that has recently moved into the Rift. A number of skeletons are around its icy den, one of a human with a ring of three wishes on its bony finger and a bastard sword (*giant slayer* +2, no special Intelligence, alignment Lawful Good unless the DM rules otherwise) still clutched in its left hand. If the monster is destroyed by heat (*fireball*, *lightning*, *wall of fire*, a summoned *fire elemental*, etc.), the treasures are lost—destroyed or sunk into the ice and unrecoverable.

**29. White Pudding:** There are two of these monsters, one at each spot indicated on **Map Three**. The northernmost one has 77 hit points, the other 66 hp.

**30. Sinkhole:** An ice-coated sinkhole at this point, around twelve feet in diameter and a hundred feet deep, gives access to the white dragons' lair (Lower Level, area 2).

## Key to the Lower Area

**DM's Notes:** This area has basically natural formations, with some rough-hewn connecting passages and enlargements made here and there. Passages are about twenty-five feet high. Roofs of small caverns are thirty to forty feet high, those of the large caves forty-five to sixty feet tall. Light in this area comes from torches and from cressets which are actually cages for fire beetles (the latter mostly in the part inhabited by the Jarl). Survivors of attacks on the level above will most likely make a stand in the Grand Entry cavern (area 1) if still in relatively good shape, or attempt to hide in the Abandoned Storeroom (area 3) if injured or hotly pursued. Places marked with a "b" on **Map Four** indicate passageways blocked with boulders (see page 22).

**Wandering Monsters** (1-in-10 chance, checked each turn.)

- Four frost giant guards making the rounds.
- Ogres (3d4) on an errand for the Jarl.
- Three frost giantesses and three ogre servants out for a walk.
- Single frost giant and  $1d4+1$  winter wolves searching for possible intruders.\*  
\*(this encounter only occurs if the giants know the party is around)

**1. Grand Entry Cavern:** This place is obviously meant to be impressive, as its walls bear carvings of battle and hunting scenes in bas-relief. These carved scenes show giants slaying enemies, hunting dragons and other fearsome monsters, and so on. Torches burn at intervals along its length. Note: the boulder closing the passage to the west is well-concealed and looks much like the normal cavern walls, so treat it as a hidden door.

**2. Vaulted Cavern:** The noise of moving the boulder which closes the place off from the rest of the complex will awaken the mated pair of white dragons kept herein. The Mature Adult male (14 HD, 100 hit points) rests atop a heap of treasure: 72,000 sp, 17,320 ep, 2,966 pp, eight silver boxes filled with ivory (weight 3,000 gp each, value 4,500 gp for the ivory plus 1,500 gp each for the boxes themselves), an alabaster statue of



a winged woman (an aasimon, worth 4,000 gp), seven white marble statues of no great worth, a scattering of 1,900 gems worth a single gp each, eleven pewter serving pieces of small worth, twenty-four various weapons (a *dagger* +2 amongst them), nine shields, eight suits of armor (including a silvered set of *black chainmail* +3), twenty-seven urns of small value, and sixty-one bottles and flasks which have no value except for one which holds poison, another which is a *potion of fire resistance*, and two more holding potions of *diminution* and *polymorph self* respectively. The male dragon, small for his age (only about thirty-two feet long sans tail, which he keeps coiled behind him), hides behind the section of the rock that divides the passageway near the entrance, gaining a +2 bonus to surprise intruders (5-in-10 chance). His mate waits out of sight at area 2a.

**2a. Dragon's Ledge:** This location is a ledge about thirty feet above the floor of the cavern with a cavelike recess at the back. On the ledge a female dragon (Adult, HD 13, hp 92) hides and watches to see who enters the place. Like her mate she is small for her age, being only about twenty-eight feet long sans tail. Frost giants bearing treasure to dump on the pile are the only acceptable intruders, for all feeding is done personally by the Jarl and his Lady (who



bring tender morsels and the occasional prisoner to their pets). The female dragon will fly silently to the aid of her mate, having double the normal chance of surprising her opponents (6-in-10 chance). She has hidden twelve gems worth 1,000 gp each (eight opals and four diamonds) behind her on the ledge.

**3. Abandoned Storage Cave:** The place contains some remnants of carcasses, a few broken boxes with spoil provisions, some split sacks containing moldering grain, casks of wine turned to vinegar, and ale barrels that have been stove in.

**4. Deserted Cavern:** Broken items of giant-sized furniture litter this place—tables, benches, stools, chairs. Sooty wall cressets hold burned-out torches. Three skeletons of frost giants are plainly visible near the center of the cavern. Some 4,000 gp are scattered around these bones, spilled from a rotted sack; a human-sized *shield* +1 also lies nearby. Note that the monsters at area 4b will attack any creatures poking around in these bones.

**4a. Stone Rubble:** Another frost giant skeleton rests here, half-buried under stone rubble. Clearly, the giant was attempting to flee north from the cave-in of a passage to the south (behind the rubble) but failed to make it and was killed by falling rock. One of the giant skeletal hands clutches an iron tube with a map which shows areas 1, 2, 3, and 4 of this level. Area 1 is labeled (in Common) as "Grand Entry," area 2 as "Storage Place," area 3 as "Provisions," and area 4 as "Great Hall of the Jarl." The map also shows a passage leading south from this chamber (now blocked by the rubble) which after some sixty feet reaches a complex of ten caves and caverns: various barracks room, the Jarl's private chamber, and a treasure room. Of course, this map is a fake, a ruse cleverly laid by those who motivate the giants . . .

**4b. Hungry and Hopping:** Six ice toads (hp 35, 31, 25, 22, 17, 16). They are very hungry and seek to kill and devour any creatures entering the cavern, forcing themselves to wait only long enough for intruders to be distracted by the glint of gold and lure of bone in the center of the main cavern.

**5. Entrance Cavern:** Hidden by a camouflaged boulder from prying eyes, this is the actual entrance to the Jarl's complex. It is always guarded by two large frost giants (hp 86, 83) with weapons and throwing stones. One attacks any unauthorized intruders while the other sounds a great iron horn hung on iron chains from above. The horn requires a full round to reach, and another round to wind. Aside from the giants' bags, there is no treasure here.

**6. Emissaries' Cavern:** Five ogre-magi (hp 34, 29×2, 27, 26) are staying here, recently arrived from the Lord of their kind. They have had audience with the Jarl, and after a special wassail to be held on the morrow they will depart for home with a treaty scroll. This scroll is signed (a special mark) by the Jarl and offers the Lord of Ogre-Magi 100,000 gp worth of gems, plus whatever loot his minions garner, if they will join the war upon mankind. Each monster bears a pouch with ten 500 gp gems (tokens from the Jarl). A small iron casket holds a gift to the Lord of Ogre-Magi—a trick box with eighteen





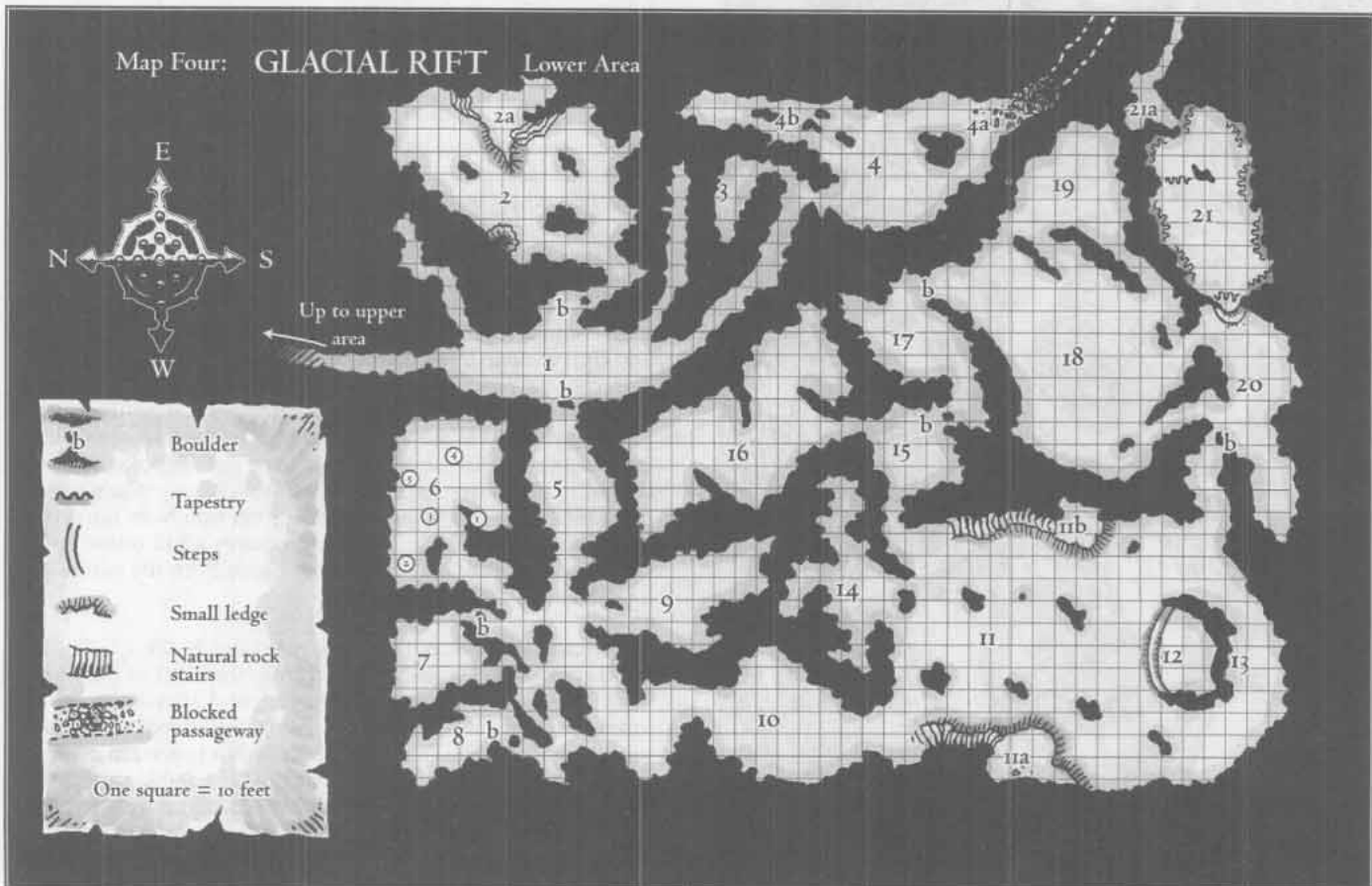
plates of platinum (100 gp value each), eighteen plates of electrum (10 gp value each), and eighteen plates of silver (2 gp value each). They slide in secret combination to open a small magical *box of holding* (although the container is but ten inches long by six inches wide and four inches deep, it will hold three cubic feet of material or 3,000 gp weight, whichever is the lesser). The box opens by sliding plates on the left, then the top, then the right—the correct sequence is platinum-electrum-silver on each end, silver-electrum-platinum on the top. If any plate which slides is moved out of order, a tiny poisoned pin will punch through the member holding the box (hits any Armor Class on a roll of 12 or better, easily punching through mailed gloves and the like, -4 penalty on poison saving throw). The box contains 2,000 gp and two potions (*frost giant control* and *cloud giant strength*). The leader of the group wears a *necklace of missiles* (five missiles: HD 7, HD 5×2, and HD 3×2 respectively), and he will not hesitate to use them. The positions of the ogre-magi are indicated by circled numbers on **Map Four**.

**7. Guest Cavern:** A torch-lit place adorned with tapestries, this comfortable chamber has skins and hides covering the floor and a bed heaped with soft pelts. Furnishings include a chest, a bag, a table, two chairs, and a small cabinet here. The cloud giant (hp 92) who is the current guest has just agreed

to join the Jarl as his chief henchman. He is a member of Clan Tageer, not one of the Sakhut (see page 44). The chest holds 11,000 gp, and the giant wears a silver belt set with ivory and gems (one 1,000, two 500, four 100, and twelve 50 gp gems).

**8. Prison Cavern:** Several torches light the place dimly. A storm giantess (hp 118), comely to those of her ilk (and strong as any male of her kind), is chained on the north wall with huge manacles at wrists and ankles. A fur rug in the middle of the place bears a table and two chairs. Upon the table are heaps of food on six golden platters (worth 500 pp each) and in three silver bowls (worth 100 gp each). Two huge flagons of ivory set with gems (six gems apiece, worth 100 gp each) have been filled with fine wine; the scent from the food and wine fills the chamber. These have been set to tantalize her into submitting to the Jarl's will and becoming his leman. This durance vile makes her a friend to any who rescue her, although she despises evil and the presence of evil characters in the party will cause her to fulfill her obligation as quickly as possible and depart. By contrast, she might strike up a long-term friendship with a party of good-alignment characters.

A DM running this adventure for players who have played through this scenario before with other characters may wish to throw them a curve at this point by substituting Hrymner, King Mogthrasir's spymaster (see page 73), for the





captive storm giantess. Should this be the case, she is using her special *hat of disguise* to assume storm giant form and responds to the party as described above, adventuring with them for a time to learn their plans and abilities. If challenged to display any innate storm giant abilities (*lightning bolt*, *control winds*, etc.), she will claim to have been stripped of these powers by some vile potion forced upon her by the Jarl. Eventually she will depart, purportedly to return to her people and find a cure for her condition, with much protestation of good will on all sides. If somehow exposed she will turn invisible, change shape, and escape if possible. If not, she will bargain for her life but will never reveal information that could harm Mogthrasir, instead doing everything possible to deflect the player characters into believing some force from the Underdark is behind the conspiracy.

**9. Servants' Quarters Cavern:** Sixteen ogres (hp 30, 28, 27, 25×2, 24, 21×2, 19×3, 18, 17×2, 16, 14) dwell here at the present time. They each have their own pile of hides and rags for sleeping, a wooden box for their goods, a peg for their outer garments, and a sack. Each ogre has 1d100 each of silver, electrum, and gold coinage in his box or bag. They serve the Jarl willingly and fight fiercely.

**10. Antecavern:** Four frost giant guards (hp 70, 66, 61, 59) are alert here at all times. Each has a club, spear, and throwing boulder at hand. They will shout to alert the guards to the south if intruders enter their area. They have no treasure other than their bags.

**11. Great Cavern of the Jarl:** This is where all the special functions and feasts hosted by the Jarl take place. Various tables and benches now line the east and west walls, pushed out of the way until a time of need. Caged fire beetles dimly illuminate the place, which appears to be completely deserted—for the guard posts (11a and 11b) are more than thirty feet above the floor and hidden in dark shadow.

**11a. & 11b. Guard Ledge:** Each of these ledges holds a watchful frost giant (hp 73, 75) armed with a ballista (3d6 hp damage vs. Medium targets, 5d6 vs. Large) which he can fire once per round. Each has four spear-missiles for his ballista, two boulders, and his club. Neither has any treasure.

**12. Audience Alcove and Throne Dais:** A huge ivory and bone throne, decorated with skulls, silver, and gems, rests at the back of this vast chamber. The throne weighs the equivalent of 6,000 silver pieces; the gems are valued as follows: forty 10 gp, twenty 50 gp, ten 100 gp, five 500 gp, three 1,000 gp and one 5,000 gp gem. Behind it, spread-eagle on the wall, is a white dragon hide; before it on the floor is the skin of a huge polar bear. An alabaster table and three ivory stools are to the forefront of the throne, the seats of the Jarl's lieutenants. The area is currently unlit and empty.

**13. Guard Area:** Two frost giant guards (hp 77, 72) look east and west at all times. They have clubs and two boulders each. If an intruder is seen, they will sound a large gong on the north wall (possibly with a thrown club or boulder). They have no treasure.

**14. Kitchen Cave Complex:** Three fire giantesses (hp 61, 56, 54) and four female ogres (hp 25, 22, 20, 17) labor away in the west spur, roasting a horse over the natural firepit and otherwise readying the Jarl's food. Various food and furniture and utensils are scattered about the main room and the east arm. Amidst heaped foodstuffs to the north are four human captives in a cage, being saved for a feast. They are not adventurers or otherwise useful additions to the group, nor will they bring any ransom, but they will be *very* grateful and can warn the party of what lies in the areas 15, 16, and 17.

**15. Weapons Cave:** Herein are stored sixty-two throwing rocks, sixteen shields, twenty-nine spears, ten clubs, and nine helmets, all of frost giant size. There are also nine battleaxes which the giants can hurl and a well-made chainmail shirt of giant size.

**16. Common Quarters Caverns:** Currently one adult male frost giant (hp 68) is visiting the twelve giantesses (hp 55, 39, 54×4, 48×4, 47, 44) and nine giantlings (hp 33, 29, 28, 26×3, 25, 22, 19) who call this place home. In addition to the giants, the room holds bedpiles of skins and hides, a few stools, eleven large boxes, five chests, and many pegs (currently with fourteen capes and nine bags hanging from them). Under the ninth box is a hole with 19,560 gp in it. If the warrior is killed, the others weepily surrender, not fighting thereafter unless they attacked.

**17. Kennel Cave:** The Jarl's hunting pack—four huge polar bears—lair here. There are two males (hp 41, 39) and two females (hp 36, 33). The males have jeweled collars with eight gems (100 gp value each), the females' collars having six such gems each. Treat these huge animals as cave bears for attack purposes. They are very quiet, with double the normal chances of surprise (6-in-10 chance), and will attack any non-giant immediately.

**18–19. Caverns of the Carls:** These large caverns provide quarters for the frost giant gentry. There is a cot, chest, chair or stool, and several hides and skins for each inhabitant. The whole area is lit by torches and a few fire beetles, with many pegs holding cloaks, capes, and bags along the walls. Four huge lockers, three hampers, and six wardrobes make up the rest of the furnishings. Each male giant in the place has 2d4×1,000 gp plus his armband (gold with amber and ivory inlays, identical to the one described in the entry for area 8 of the upper level). Each giantess has 1d4×1,000 gp. The young have no treasure.

**18. West Chamber:** This large cave holds nine male frost giants (hp 58, 55×2, 53, 50, 49×2, 48, 46) and eleven females (hp 59, 55×2, 54, 52×5, 50, 46) with eight young (hp 33, 29×2, 28×3, 25, 21).

**19. East Chamber:** This slightly smaller area holds three male frost giants (hp 84, 79, 72) and four females (hp 55, 51, 47, 44) with five young (35, 30, 23, 19).

**20. Jarl's Antecavern and Trophy Hall:** The eastern half of the cavern is a private audience hall, with pelts and skins on





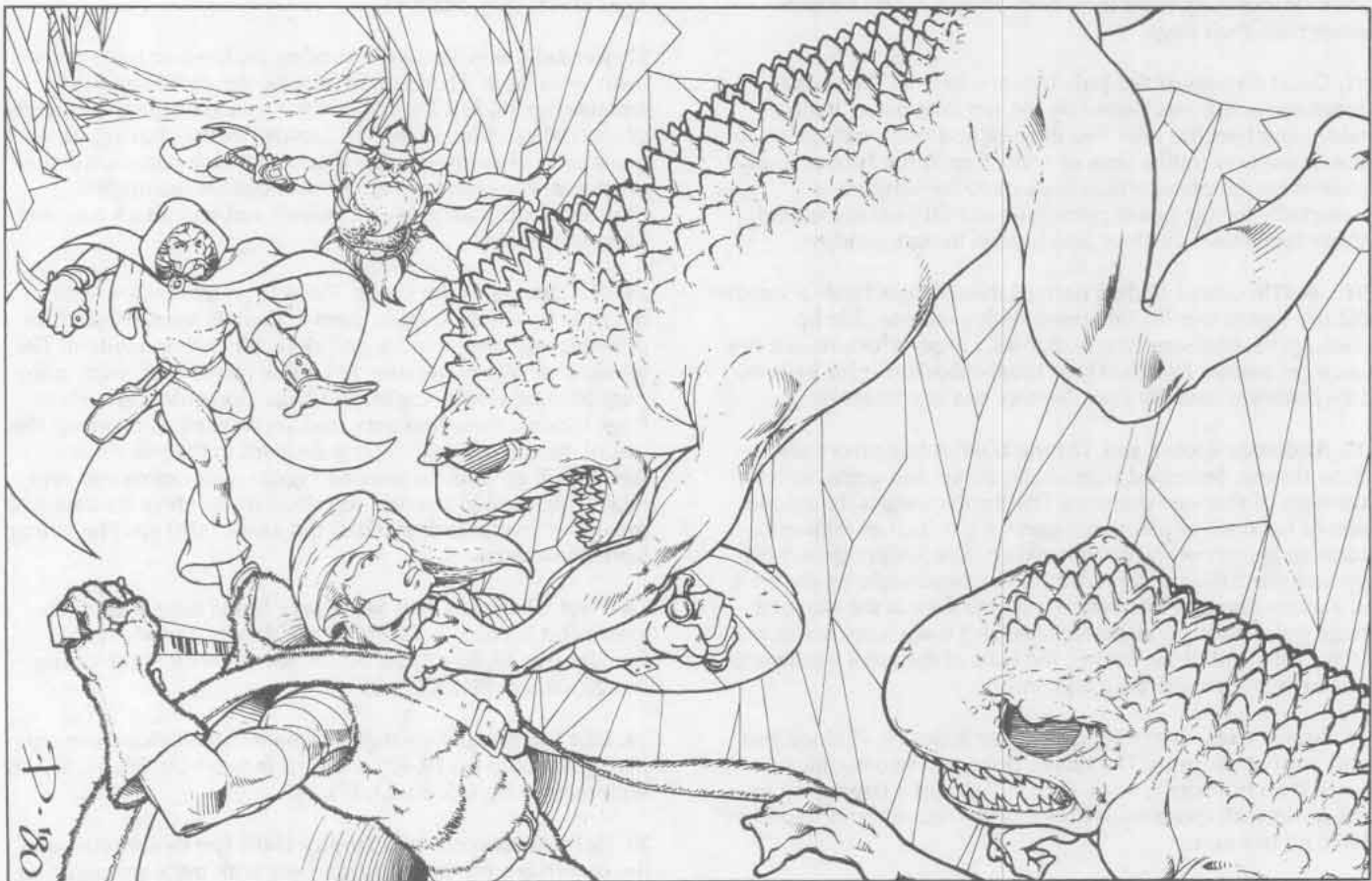
the walls and floor, a table, and four chairs. Some worthless scrolls are on the table, and on the walls of this area hang two normal shields, a heavy *crossbow of speed*, two normal two-handed swords, and a pair of huge ivory tusks of no value. Some worthless furs and tapestries hang on the short sections of wall to the north. Both halves of the hall are illuminated by caged fire beetles. To the east well-worn steps, each about three feet high, lead up to an exit screened by thick leathery hides.

The western spur forms the Jarl's trophy hall. Three chairs and two tables provide a comfortable spot for the Jarl to sit and ruminate over past glories and future plans; the floor in this area has actual rugs. The walls of the alcove are adorned with a cave bear pelt of enormous size, a su-monster hide, a wyvern skin, the rack from a giant stag, the teeth and claws of an umber hulk, giant scorpion claws, the horn of a woolly rhino, a pair of mammoth tusks, a pair of mastodon tusks, a bow and a quiver with sixteen arrows (all normal), a giant boar head, a griffon skin, two shields (the second is +2), a dwarven skull with an iron crown (no value), two crossed spears and a flail (all normal), a tapestry (worth 1,875 gp), a case of crossbow bolts (eleven *bolts* +2 and fourteen normal bolts), the wings of a giant eagle, a greataxe (normal), a human-sized suit of platemail (normal), two walrus tusks (one is actually an ivory-covered iron *horn of Valhalla*), a shield (normal), a suit of dwarven splintmail (normal), a tap-

estry (worthless), a shedu head, a huge iron mace (normal), a giant lynx pelt, the jaws from a subterranean lizard, a suit of elven *platemail* (+2), another shield (normal), a light crossbow (normal), and a tapestry (500 gp value).

**Note:** If the magic shield is taken down, it releases a spear trap which fires straight ahead. Roll 1d20; the spear hits anyone in its path on a roll of 5 or better, causing 3d6 points of damage. If the walrus tusks are touched, the shedu skull will scream "ALARM! ROBBERS!" in Frost Giant until smashed to pieces, which continue to quietly whimper for some time thereafter.

**21. Jarl Grugnur's Private Cavern:** The westernmost part of this chamber is filled with a huge table, four chairs, three wardrobes, five chests, five trunks, and seven coffers. The walls are hung with heavy tapestries and various pelts and skins, all of no particular worth. The Jarl (hp 110) sits at the table in his chain jack with a huge *shield* +1, +4 vs. *missiles* nearby (AC -2 with his shield, AC 0 without)—his two-handed *sword* +4 at his hip and a platinum drinking horn set with eight gems (1,000 gp value each, jewelry value 9,000 gp) in his hand. Across the table is his Lady (hp 97), a fierce beauty with a cloak of saber-tooth tiger hide about her (AC 1) and an iron *mace* +3 at her hip, toasting him from a gold flagon set with eight gems (500 gp value each, jewelry value 6,000 gp). Grugnur fights as a cloud giant with





respect to damage (3d10+11, with an additional +4 for the sword); his Lady, a veritable valkyrie, fights as a fire giant in all respects (2d6+12, with an additional +3 for the mace). There are two huge winter wolves (hp 40, 37) crouching under the table, and these pets will note even invisible intruders due to their keen sight, hearing, and sense of smell. All the various containers in the room contain clothing and useless items except as follows: the second chest holds 3,800 pp; the fifth chest has 15,570 gp; the fourth trunk has a covering of old socks but underneath them are eight potions (*speed, extra-healing, delusion, storm giant strength, poison, oil of slipperiness, healing, human control*); the second coffer has nine pieces of jewelry (1d10×1,000 gp value each); the sixth coffer has a contact poison on it and holds a hundred and ninety-eight gems (one hundred and four 50 gp, fifty-one 100 gp, thirty-six 500 gp, six 1,000 gp, and one 5,000 gp value).

The eastern portion of the cavern is partially screened off by hangings. This cozy nook holds a rumpled bed, a small table, a chair, two stools, a chest, a trunk, and various odds and ends of clothing, armor, and weapons here and there. The walls are hung with pelts and rugs of no particular value. The lid of the trunk has a secret drawer in it which contains six parchment scrolls in tubes: #1 is worthless, #2 is a *cursed* scroll, #3 is a map marking the location of the Hall of the Fire Giant King, #4 is a *protection from magic* scroll, #5 is a scroll of gibberish with *explosive runes* on it, and #6 is a scroll with two 9th-level spells: *crystalbrittle* and *energy drain*. These tubes will be taken by the Jarl if he is forced to flee and has time to get them.

**21a. Exit, Stage Right:** Behind the wall hangings in the northeast corner is a hidden escape tunnel, a natural passage about a mile long which turns south and exits at the base of the glacier, out of sight of any near the Rift. The alcove to the northwest just inside the tunnel appears empty, but if it is examined with care there is a 1-in-6 chance per person examining the area that they will note a thick iron bar protruding from the wall at about ten feet off the ground. The bar moves downward and transports whatever or whoever is standing on the floor of the alcove to a spot some fifty feet distant from the entrance to Snurre's Hall (the Hall of the Fire Giant King). An apparently empty ledge high in the southwest wall is the resting place of an iron box, totally invisible and strongly locked. Unless special magic (*true seeing, gem of seeing, etc.*) is available to the party, they have only a 1-in-6 chance to detect this (roll once for the entire party, not once per character!), for the magic on the chest is strong and the chest does not radiate any magic or clue. The box contains poison gas which will form a cloud thirty feet per side—any within it must save versus poison at a -3 penalty or die. The box's contents are to be taken to the fire giants' stronghold and given as gifts to the powers behind the uprising. In the iron box are a *hammer of thunderbolts*, a *pearl of wisdom*, a set of eight small jars of pigments (*Nolzur's marvelous pigments*), a *ring of invisibility*, and a *wand of paralyzation*.

THIS ENDS THE EXPEDITION  
TO THE GLACIAL RIFT OF THE JARL

## Hall of the Fire Giant King

**Background:** Just as the trail led from the Steading of the Hill Giant Chief to the frozen wastes wherein was found the Glacial Rift of the Frost Giant Jarl, so the adventure in the latter place has led (or transported) the intrepid party to what they hope will be their last challenge. They are about to venture into the hot and smoking barrens which are in effect Muspelheim, the home of fire giants. In the vast rocky halls of the fire giants' doughty liege lord, the dread King Snurre Iron Belly, they hope to find not only great treasure but the answer to the riddle of what or who is behind the strange alliance of many different types of giants. Surely here in the stronghold of the fire giants will be encountered the evil genius or geniuses controlling the uprising and planning the well-executed attacks, for Snurre is said to be far stronger than smart. It is a sad fact that the characters can expect all encounters here to be worse than those the party has faced elsewhere, for fire giants are ferocious opponents and their associates and helpers will undoubtedly be proportionately stronger and more fearsome than those of the lesser hill and frost giants—a sobering thought indeed! However, surely the rewards for success cannot fail to be greater, for the fire giants—and their masters perhaps?—will have more loot for the taking. If the party (or at least one or more members thereof) has actually been to the other two places, they will know that there is a charge upon them to report definite information to the rulers who have sent them forth to inflict punishment on the rapacious giant raiders. Their mission: to slay fire giants and all who associate with them. Failure means death, no longer from the nobles, but from the monsters the party must face. Success means the right to keep all the loot they find, plus the possibility of reward from the rulers of the lands ravaged by the giant bands. And now the brave adventurers stand before the black and smoking slag hill which holds the Hall of the Fire Giant King. They have penetrated near the heart of the matter—into a fell realm where even the strongest need beware!

**Start:** The party might have arrived before the huge obsidian valves which bar entrance to the Hall by means of the transporter found in the lair of the Frost Giant Jarl. In this case, they will have to search to find a place of safety to rest and recover their strength between forays into the Hall. If the group journeyed hence by some other form—horseback, afoot, mounted on hippogriffs, etc.—they will have noted such a place about two miles distant from Snurre's sooty palace. This hidden refuge should initially prove to be safe from detection as long as the party leaves no plain trail to it and as long as they are not followed to it. However, there is a limit to how far they can push their luck. Each time they venture forth from the cave to raid the Fire Giant Hall, there will be a 10% cumulative chance that the hidey hole will be found by the giants (i.e., a 10% chance after the first raid, 20% following the second, and so forth). A nearby ravine leads directly from their safe cave to the spiny, broken heap of slag indicated on their map as the site of the Hall. For the less subtle, a wide, well-trod path winds its way across the barren land up to two great slabs of black stone—the obsidian portals which give access to Snurre's Hall. Each valve is twenty-nine feet tall, ten feet wide, and no less than three feet thick.





Normal human strength cannot even budge them; to open them a party member must have Strength and mass equal to or greater than a fire giant, or a *chime of opening*, or access to a *knock* spell. On the second and any successive raids upon the place, there is a 50% likelihood that the gates will be ajar, and some guard will be watching for the attackers in order to alert the Hall.

The plain about is most evil and drab in appearance. The sky is gray and filled with sooty clouds. A distant volcano can be seen, and far to the south a glowing river of molten lava moves sluggishly down a slope and out of sight. The air is hot and smells of heated rock and metal. The ground is covered with cinders and sharp rocks that make walking cross-country difficult (and noisy). The place is lit by night with dim red light from flaming gases shooting forth from the bowels of the earth and from molten rock.

## Notes for the Dungeon Master

The pile of lava, slag, and jutting black rock which houses the Hall of Snurre is a steeply rising hill about three hundred feet high at its summit. It is difficult to scale, but the characters may do so if they desire. Smoking vents are everywhere, and some of these holes spurt out jets of flame from time to time. The party will never locate any entrance into the place other than by the main gate, and there is a 2-in-6 chance that any member investigating a vent hole will be struck by flaming gases for 2d6 damage.

The upper two levels of Snurre's Hall are lit by torches, braziers, natural gas jets, and even molten lava. Most of these lights will be extinguished if the place is heavily attacked. The lower level is unlighted except where the room descriptions indicate otherwise. Passageways in the Hall are vaulted and some thirty feet high. Halls, chambers, and rooms are forty to sixty feet high. The floors, walls, and ceilings in the place are of black, reddish-black, dark gray, and dull brown rock. In some places it has been hewn, but in others it appears to have been fused by heat. All doors are made of iron plates. Opening them requires giant strength (Str 19+). Pillars in passageways and elsewhere are of black stone.

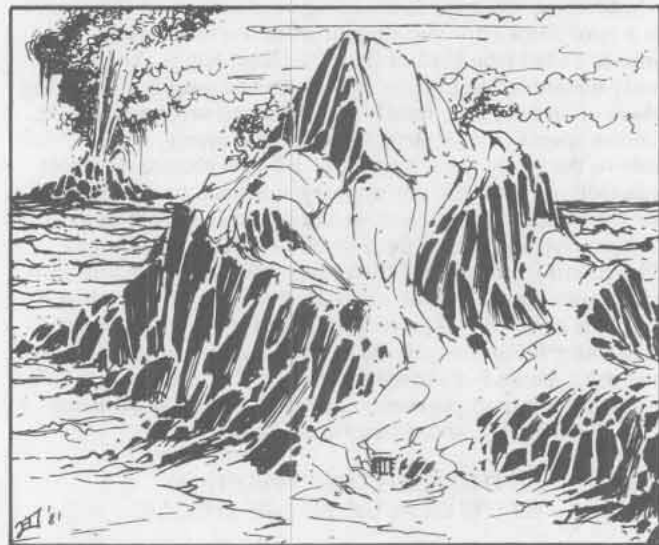
The lowest level is mostly natural. When the party reaches this level, do not be too precise in calling directions or distance. The twists, turns, and irregularities would be nearly impossible to accurately map under the circumstances (with the locals trying to kill you every so often), and general directions and descriptions will both suffice for the mapper and make the whole more realistic in any case.

As with the previous adventures in this series, it is up to you to add to the considerable detail given herein, filling in any needed information to color the whole and bring it to life. You, as Dungeon Master, must continue to improvise and create, for your players will certainly desire more specifics, seek to do things not provided for herein, and generally defy expectation. The script is here, but you will direct the whole, rewrite parts, and sit in final judgment on characters' actions. If you have already taken your players through the first two adventures, be particularly mindful of how their behavior there will have altered what is described here. Use the parameters given to design your own epic. Be disinterested, and be just. This is a very difficult scenario, and the players

might rue thoughtless actions, but do not allow this to temper what you have before you. Likewise, do not set about to entrap the party in a hopeless situation—allow their actions to dictate their fate. In any event, never reveal too much information to players. For example, this adventure marked the first-ever appearance of the drow; do your best to simulate the mystery originally evoked by characters' (and players') first glimpse of the Dark Elves. Note that the drow/Sakhut connection, if one exists, should be very difficult to uncover. Should player characters actively try to discover a motive behind the drow's involvement with giants, determine the percentage probability of a particular bit of knowledge being known by whatever means is being employed (*sagecraft*, *commune*, *legend lore*, *contact other plane*, or whatever) and roll the percentile dice for each scrap. Base your communication to the party upon this, but always judge for yourself if the information thus imparted is too much or too little to keep things interesting.

Remember also that these giants are not only the toughest so far encountered but also have the best advice immediately available to them. As soon as the party strikes and then retires, the attack will be assessed and counter-measures taken. Some notes to this effect will be found in the room descriptions for each level, but you as DM will have to design some reactions personally. Even when the party first enters the hall you will have to gauge the reaction of the giants if and when they learn that intruders are within. How will they react? From whence will they call in guards? Where will Snurre go? Most assuredly, he will not remain seated upon his throne when an attack is in progress! You have not ceased being a Dungeon Master by using this prepared scenario; you have simply had some details handled for you so that you can better script the more important material.

When the party retires from the Hall, the fire giants will lay whatever traps and ambushes they are able to under the circumstances. Lights will be smothered, sentries posted, and so forth. In the original playtest, the giants who survived the first foray by the (exceptionally strong and well-played) party set several ambushes, each surprise being timed to allow them to retire quickly behind a turn





in a passage or through doors, gradually falling back on the corridor to the lower level. Even the giantesses and young fought, as the King had so ordered; assume that their fear of him (and the drow) is greater than their fear of the party—or at least equal. As the characters offered no quarter and slew every giant or other creature encountered with absolute ruthlessness, their opponents fought with hopeless abandon and self-sacrifice. How you manage must be based upon knowledge only you, as judge and referee, can have. Regardless of what your players do, morale checks for the giants and their associates should seldom, if ever, be made. What hope have they? The rationale of this whole series of adventures is a fight to the finish. Only the leaders and those they take with them will normally seek to move to a place of safety; the rest will stand fast and battle to the end.

Drow have many unusual special abilities, and a wise DM will familiarize himself or herself with the entry in the *Monstrous Manual* as a necessary preliminary. Finally, note that drow weapons and armor do not radiate magic and that they are adversely affected by exposure to surface conditions, especially sunlight. Characters who discard their trust old +1 *longsword* for +2 drow weaponry will be sadly disappointed a few days or weeks later when their new acquisitions have corroded into uselessness—in the words of one seasoned adventurer, “let the plunderer beware.”

## Key to the Entry Level

**Wandering Monsters** (1-in-12 chance of encounter, check each turn)

- Two fire giant guards.
- Two fire giantesses with twelve gnoll workers.
- Four young fire giants with 1d4 young hell hounds.
- Tourists: one cloud giant, one frost giant, and one stone giant visitor looking around.

Note that all wandering monsters are assumed to be creatures not accounted for in the room descriptions. Their appearance is mere chance, although they can reinforce existing monsters in the area if circumstances favor this action on their part.

**1. Entry Passage:** The floor here is polished obsidian, and great wall hangings can be seen by the party as soon as they enter. The tapestries between the torches are done in bloody colors and show victorious fire giants. The door guard is hidden in the alcove (area 1a).

**1a. Alcove:** The tapestry hanging before this guardpost is of loose weave, allowing the fire giant guard (hp 75) in the dark recess to clearly see whoever enters. If intruders are spotted, he will wind his great bronze horn to warn the Hall (see description for room 2). The fire giant has a club as well as four boulders for throwing.

If the party severely defeats the giants in the Hall, a ballista (from the arsenal at 10a) will be set up at the far end of the hallway in anticipation of a second raid. This weapon will be triggered by a nearly invisible tripwire set thirty feet inside the entrance; the characters only have a chance to detect the tripwire if they are using lights (and even then

only a 1-in-6 chance—roll once for the whole party, not once per character). The ballista will fire six spear-missiles. Each missile has a THAC0 of 2 (no adjustments for Dexterity) and causes 2d8 points of damage when it hits.

**2. Grand Hall:** Two ettins (hp 49, 44) are always here, using their four heads to watch all directions. Each is armed with a huge morningstar of black metal (treat as +1 for both hit probability and damage) and a spear. If they throw the latter weapon, they will then arm their right hand with the morningstar and the left with a mace. If the guard at the gate sounds the alarm, these monsters will move to hold the mouth of the entryway until help arrives from areas 3, 18, and/or 21–25. The floor of the Grand Hall is of reddish-black, highly polished stone. The pillars are carved into the shapes of dwarves, each straining to hold up the figure atop them. Light flickers weirdly from burning gases spurting from the walls. One of the tapestries on the south wall screens the entrance to the Royal Apartment.

**3. Throne Room and Audience Chamber:** Two steps of white-veined black marble lead up to this area. The floor is a deep-red polished stone, the huge stone pillars of polished obsidian. Between them sits a massive throne of jet and black-and-white-banded onyx, the whole inlaid with sard (twelve pieces of 1,000 gp value each) and set with twelve fire opals (1,000 gp each) and twelve rubies (5,000 gp each). The walls are inlaid with colored stone to show various scenes of victory by King Snurre over his foes. Behind the throne the wall shows the flaming skull which is Snurre's own device, flanked by depictions of fire giants with clubs over their shoulders. Huge torches burn in bronze cressets. One of these inlaid giants is actually a secret door hidden in the north wall; a cresset to the left of it, when pulled down, causes it to swing inward.

Four fire giants (hp 84, 82, 79, 78) in chain shirts (AC 0) guard the King at all times; their positions are shown by the circled numbers on **Map Five**. Each has a huge throwing hammer (2d4+12 damage) and an axe (2d10+10). Crouching beside either arm of the throne are two large hell hounds (7 HD; hp 49, 46), the King's constant companions.

King Snurre himself (hp 123) is seated upon the black seat of the throne. Over nineteen feet tall, he is hugely muscled and extraordinarily ugly—very broad, with bandy legs. His teeth are tusk-like and protruding, his side whiskers and beard bright orange and full. While on the throne he wears his crown of iron set with six rubies (value 1,000 gp each), six diamonds (1,000 gp each), and a huge jacinth (worth 10,000 gp). Otherwise the crown is in his bag and his bald pate covered by an iron helmet. Snurre is clad in his black iron armor (AC -2), and holds a huge two-handed sword which has flames running along its blade when swung (+4 to hit, +6 damage). The King fights as a storm giant (hit probability and 3d10+18 damage) when armed with his sword; otherwise, he fights as a cloud giant (6d4+11). Snurre wears a necklace of coral skulls (15,000 gp value as jewelry) and has a broad girdle set with sixty-six (100 gp) garnets. Note that he is clad in a cloak of white dragon hide which gives him a +3 bonus on saving throws against cold-based attacks and reduces any cold damage sustained by 50%.

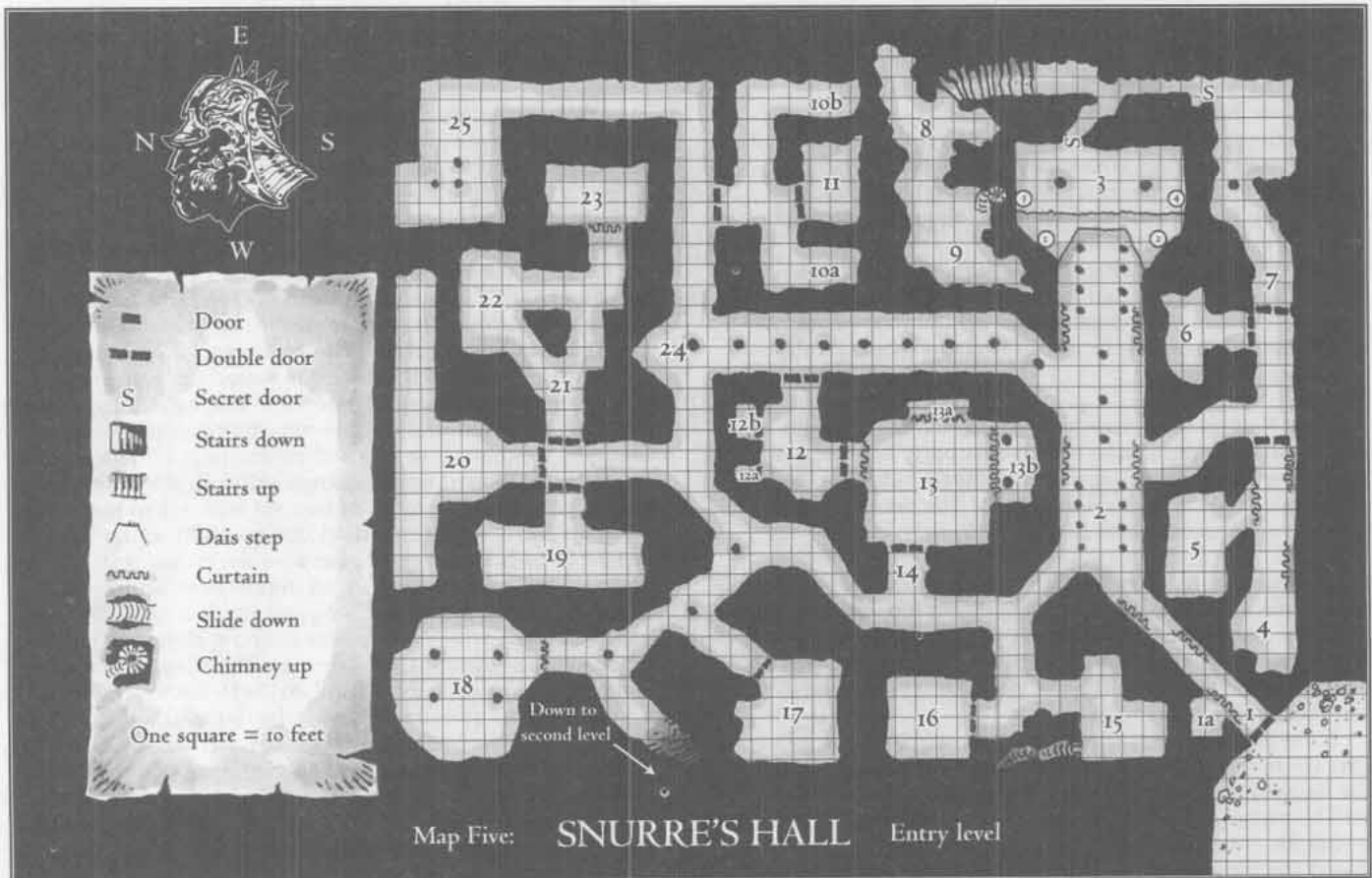


**4. Chamber of the Queen's Serving Maids:** The length of the hall and chamber proper are covered with hide rugs and arras (wall hangings), one of which screens the entrance to the Queen's private chamber. There are torches on the walls, and six chairs and three small tables along the hallway. At the hall's end are four beds, eight chests, two wardrobes, and four stools. There are always four fire giantesses (hp 59, 56, 54, 52) waiting in the hallway near the doorway (i.e., outside the Queen's chamber), and four more giantesses (hp 60, 54, 51, 47) in the end chamber. Each fights fiercely to protect her Queen, with those at the end chamber rushing to aid the others. They have swords and fight as frost giants with respect to hit probability and damage. Each wears  $1d4+1$  pieces of jewelry worth  $1d4 \times 1,000$  gp each. Amidst the eighty-one hides, pelts, skins, and furs in the end chamber are several of value—the seventeenth, twenty-fourth, fortieth, fifty-ninth, and seventy-seventh are worth  $1d4 \times 1,000$  gp each. There is no other treasure.

**5. Queen Frupy's Chamber:** The floors and walls here are covered with rich rugs and tapestries (of no great value). The place is well lit by torches and a large brazier, and this makes it very hot indeed (just right for fire giants!). The Queen (hp 99) is a veritable harridan, a sly and cunning horror. She is, if anything, uglier than Snurre. Topped by a huge mass of yellow-orange

hair which looks like a fright wig, Queen Frupy's face is a mass of jowls and wrinkles set in the middle of a very large head that seems to grow directly out of her shoulders without the benefit of any neck. Her body is lumpy and gross, her skin covered with bristles the color of her hair. Her little pig eyes, however, are bright with intelligence unusual in a giant. She wears garments of black dragon hide set with iron studs, giving her an effective Armor Class of 2. She fights as a male fire giant but with a bonus of +2 to score a hit and +4 on damage per blow. She wears eight pieces of gem-set jewelry ( $1d4+1 \times 1,000$  gp value each). She wields an iron scepter as a weapon. Out of sight are her two pets, a pair of giant weasels (hp 24, 19) which she dotes upon and which obey her every command.

Any intruders entering the place will be commanded by Queen Frupy to kneel in her August Presence and state their business, so that she may fairly dispose of their humble requests. Any so foolish as to do so will be sorry, as Frupy will call forth her pets and herself strike at the most powerful appearing of the intruders. She gains a +4 bonus to damage due to the position, plus another +8 points of damage ( $2d10+10+4+8$ , or 24 to 42 points per strike!); a score of a natural 20 on the die indicates she has decapitated the victim of her attack, whose head goes bouncing down the hall. She will then bellow for her serving maids to come to her aid.







Her chamber contains a huge bed covered with furs (twelve total, of only  $1d6 \times 100$  gp value each), a small table and two chairs, a stool and dressing table with a huge silver mirror (value 1,000 gp—it shows invisible or magically changed creatures in their real form), an ebony and mother-of-pearl wardrobe (filled with her clothing), an iron chest, two bronze caskets, a huge chest of twelve drawers, and two small coffer of copper on each table. Each bronze casket has an asp inside—in addition the first holds 4,000 cp and the second a like number of platinum pieces covered by a spell so that they will appear as coppers until they are taken out of her chamber. The iron chest has a trick panel in the side which allows a person to get at its contents (a jade box worth 5,000 gp with a hidden compartment which can only be detected by means of a *ring of X-ray vision* or *true seeing* spell—the compartment having a scroll with two random 7th-level spells: cleric, druid, or magic-user according to which character first examines it). If the lid of the chest is opened, a cloud of fire will englobe all within ten feet of the chest, doing  $6d6$  damage (no saving throw). All but one of the copper coffers contain unguents and the like: the third coffer contains six pieces of very fine, gem-set gold jewelry worth 7,000 to 10,000 ( $1d4+6 \times 1,000$ ) gp each, and a jeweled pendant with a stone which has flashes of color appearing from its inky depths (a *wizard eye* device fashioned by the drow that allows them to see through it). The drawers in the chest contain worthless personal articles, except for the fifth drawer from the bottom where under some underthings Queen Frupy has concealed three potions—*fire giant control* (to be used by her on the King of course), *delusion* (appears to be a *potion of fire resistance*), and *mammal control*.

**6. Chamber of the King's Guards:** Four fire giants (hp 84, 82, 79, 78) rest upon four cots before assuming active duty with Snurre—but all sleep lightly. They wear chain shirts (AC 0). Under each cot are two lockers, each containing clothing and  $1d3 \times 1,000$  gp. Each guard carries twelve gems worth 100 gp each in a belt pouch, and each is armed with throwing hammer (cf. area 3 above) and sword. A table with four stools in the center of the room has several platters and flagons on it—all worthless—along with a small tun of wine and a cheese covered with mold (inside the cheese there are forty-eight 100 gp gems; this is the repository for the wealth of "on-duty" guards). Twelve boulders are carefully lined up ready for use in the entry hall, six along either wall.

**7. King Snurre's Private Quarters:** The great iron doors to this place bear the blazon of the flaming skull. Six hell hounds (two of 6 Hit Dice, two of 5 HD, and two of 4 HD; hp 33, 30, 25, 22, 18, 17) roam the outer hall. The walls here are set with torched cressets and draped with crude tapestries. There are six chairs and two benches along the walls, among which are interspersed three tables—each with a keg of ale, beer, or mead and drinking vessels of horn or leather at hand. Eight normal shields and eight normal swords decorate bare patches on the walls. A step up just at the pillar of reddish stone ends the forehall and marks the entry to the chamber proper.

The bedchamber of the King contains a huge bed, a table, a small throne of ebony and three lesser chairs, a tall cabinet, four trunks, an iron chest at the foot of the bed, and a bench near the entry. The floor is covered with pelts and the walls hung with tapestries (worthless) and trophies: two shields, an axe, four swords, a flail (used to subdue the pyrohydra at area 8), and a hammer. All these items are sized for giants but otherwise quite normal. A ledge on the south wall nine feet above the floor holds thirty-nine skulls (human, dwarven, elven, giant, and other various and sundry monsters and creatures), eight helmets and helms, and five sets of armor (two human, one dwarven, and two elven; these can be of chainmail, splintmail, or platemail as desired by the DM) of no particular worth. The eight fur pelts on the bed are worth from  $1d4 \times 1,000$  gp each. The containers in the room hold nothing but the personal gear (clothing, footwear, and bits of armor) of King Snurre. On the table are bits of carved ivory, some animal teeth, bits of wood, and some stones (one is an uncarved block of carnelian worth 1,000 gp). Together these items serve the king as a divination device—quite worthless, of course. Flaming jets of gas and a huge iron brazier full of glowing coals light the whole place in an eerie manner. The secret door to the north is very well concealed and can only be located (1-in-10 chance) by magical means, never by normal methods. The same is true of the door to area 8, except that magical means have a 1-in-4 chance of locating it, as it is not quite as well concealed and only one-foot thick. A projecting stone to the left of the secret door, twelve feet above the floor, is pushed in to cause the portal to pivot, forming an opening four feet wide and ten feet high.

**8. Cave:** A ten-headed pyrohydra lurks to either the north (1-3) or south (4-6) of the opening if it hears any creature coming up the steps to its lair. It attacks by surprise (+2 bonus, or 5-in-10 chance). It is very vicious, as the King beats it and torments it for fun, and it hopes to take revenge on virtually any other living thing. It attacks by biting ( $1d10$  hp per head) on the first attack. Thereafter each head either bites or breathes fire (also  $1d10$  points per head) each round.

**9. King Snurre's Treasure Cave:** The cave is filled with stuff—a pile of 28,000 cp, three mounds of  $4d4$  worthless tapestries and furs, several dozen bales of valueless cloth, scores of various vessels and containers, and urns and vases of pewter and brass and bronze (plus twelve of silver and six of gold worth  $2d6 \times 100$  gp each). There are also eight iron trunks, six chests, and five large coffer. The trunks are about seven feet by five feet by four feet, the chests are about five feet by three feet by two feet, and the coffer are about two feet by one foot by one foot.

#### Trunk #1

Trap: None, but locked.  
Contents: 72,000 sp.

#### Trunk #2

Trap: None, but locked.  
Contents: Empty.



#### Trunk #3

Trap: None.  
 Contents: 60,000 cp hiding a sack at the bottom with eleven pieces of jewelry (1d10 × 1,000 gp value each).

#### Trunk #4

Trap: Blade in lid chops down (same chance to hit as a fire giant) for 3d8 hp damage—it will ruin two cubic feet of the silk if it misses the players.  
 Contents: Three cubic feet of silk worth 3,000 gp per cubic foot.

#### Trunk #5

Trap: None, but locked.  
 Contents: Eight pieces of rare wood inlaid with mother-of-pearl (each is mace-sized and worth 1,000 gp apiece).

#### Trunk #6

Trap: None.  
 Contents: 13,000 ep.

#### Trunk #7

Trap: None, but locked.  
 Contents: Twelve fine ivory tusks each weighing 2,000 gp and worth 1,500 gp.

#### Trunk #8

Trap: Holds nine large asps (6 hp each, +2 penalty to saving throws vs. their poison, save or die); *invisibility* hides all contents, including asps.  
 Contents: Six pieces of jewelry (1d4 × 1,000 gp value each).

#### Chest #1

Trap: Contains *weakness* gas (forms ten-foot-radius cloud, all within who fail their saves have their Strength scores halved for 1d4 hours).  
 Contents: Empty.

#### Chest #2

Trap: None, but locked.  
 Contents: Rocks.

#### Chest #3

Trap: Squirts acid in a fountain-like pattern when opened, splattering anyone within twelve feet of the chest in any direction. Those touched by the acid take 3d4 damage each; armor or other gear must make items saving throws or be destroyed.  
 Contents: Twelve potions and eight scrolls, roll randomly for type (no *poison*, *delusion*, or cursed items).

#### Chest #4

Trap: Four spikes fire forward, four backwards, and four to each side—fifteen-foot range, same chance to hit as a fire giant, 2d6 damage each.  
 Contents: 17,300 gp.

#### Chest #5

Trap: None, but locked.  
 Contents: Empty.

#### Chest #6

Trap: Lock and handles have giant-strength contact poison on them; all who touch them must save vs. poison at a -6 penalty or die.  
 Contents: One *black cloak* and a pair of *black boots* (sized for a small human). These items give their wearer a 75% chance to be Hide in Shadows or Move Silently in dungeons, respectively.

#### Coffer #1

Trap: Four poisoned needles shoot inwards from the inner sides when treasure is lifted, having a 25% chance of hitting any limb reaching into the coffer.  
 Contents: Seventy-two gold rings worth 20 gp each. Five of the rings are magical: #4 is a *ring of protection* +3, #8 is a *ring of contrariness*, #21 a *ring of elemental command (water)*, #26 a *ring of delusion* with contact poison inside (no saving throw), and #56 is a *ring of three wishes*.

#### Coffer #2

Trap: None, but locked.  
 Contents: 1,325 pp under a layer of coppers.

#### Coffer #3

Trap: None, but locked.  
 Contents: Packets of leaves and seeds and husks—hot spices worth 9,000 gp for the lot.

#### Coffer #4

Trap: See the treasure.  
 Contents: Seven highly crafted, carved statues of unknown mineral and workmanship. Each strange idol brings a curse to its possessor when it is carried, a cumulative +1/-1 penalty to all rolls (attacks, damage, saves, checks, etc.)—if the character needs to roll low, the penalty manifests as a plus; if he or she needs to roll high, it manifests as a negative. All radiate a dim evil force.

#### Coffer #5

Trap: None, but locked.  
 Contents: Thirty-nine gems (worth 1,000 gp each) underneath a layer of two hundred and sixty-six gems worth 10 gp each, topped by five hundred 1-gp gems of good size and fine appearance.

Note that these locks cannot be picked by thieves of less than fire giant strength (Str 22) and must be opened by Bend Bars rolls or *knock* spells. Note also that there is a chimney up in the southeastern wall.

**10. Arsenal Complex:** Two fire giant guards (hp 80, 76) are always at the ready here. If summoned or attacked, they fetch the chimera from area 11 if they can. Each has a spear, sword, and three throwing rocks at hand. Torches provide them with light and a bench a place to sit down.



**10a. West Arsenal:** This wing contains thirty huge swords, two ballista, forty-four spears, eighteen throwing hammers, six maces, nine greataxes, and a quantity of giant-sized throwing boulders. Hidden in the far southwestern corner under the spears is a *longbow* +1 and quiver of 20 *arrows* +1.

**10b. East Arsenal:** This wing contains another supply of stones for use as missiles, eleven massive clubs, seventeen fire giant helmets, three chain shirts, and seventeen studded leather jacks—all giant-size, of course. There are also seventeen giant-sized shields here; one is a *shield of missile attraction* -2. Eight big barrels of oil are stored at the southern end of the place.

**11. Chimera Pen:** The fire giants keep a large (hp 55) chimera here. This creature will attack intruders on sight, as it hates everyone except fire giants. It has no treasure.

**12. Advisors' Quarters:** Eight gnoll servants/bodyguards (hp 15, 14, 13, 12×2, 11×2, 10) are lounging here, for they obey only the commands of the Advisor, the King, or the Queen. The chamber contains a mixture of small, medium, and large furniture. In small size are a small table, a plush chair with a footstool, and a couch. Of more or less human-sized furniture, there is a long table, two benches, two chairs, and twelve chests. Finally, there are four huge chairs, a table, and a footstool sized for giants. Rugs on the floor, tapestries on the walls, and bronze cressets with flaming torches complete the decor. The chests contain the bedrolls, personal gear, and 2d4×100 gp treasure of each gnoll—the third, eighth, tenth, and twelfth chests are locked, as they contain bottles of wine and spirits.

The Advisor is a grossly fat but very strong and quite fast renegade mountain dwarf, one Obmi. He is in his Spartan study, room 12a.

**12a. Obmi's Study:** At first sight, this chamber appears to be a cell rather than a study. Obmi (F9/T11; hp 79; Strength 18/94%, Intelligence 18, Wisdom 18, Dexterity 16, Constitution 17, Charisma 16 [18 to fellow dwarves]) is herein at work on the problems besetting his King. He has been Snurre's advisor for twenty-five years, spending five years as a slave before that. Armed only with a dagger hidden in his boot, he is hard at work on several scrolls on the plain wooden desk. A case against the north wall contains various maps, scrolls, etc., all written in Fire Giant or Dwarven. He uses a plain wooden box as a footstool. It seemingly holds only old clothes of his, but in a false bottom are hidden gems: two worth 5,000 gp each, eight worth 1,000 gp each, twenty-three worth 500 gp each, forty-one worth 100 gp each, and eighteen worth 50 gp each. Also in this "cell" is a rude wooden pallet he uses to rest on.

**Note:** The door to this study appears to be locked from the outside (Obmi is very clever). He has a peep hole, and if he sees intruders who are fighting the gnolls and winning he will yell for them to help him. The dwarf will claim the giants have held him—a prince of his people—captive for ten years, trying to trick information out of him or to subvert his loyalty to dwarfdom when torture failed. He will further claim that several humans in black robes aid the giants in their questioning. Finally, he will ask to be allowed his armor and weapons in order to gain sweet revenge upon Snurre, for he knows exactly where the King will be! If worst comes to worst, Obmi will bolt for room 12b and bar the door.

**12b. Obmi's Chamber:** Here the renegade dwarf has a soft bed, a small stand, a table and chair, a cabinet, two iron chests, an arming rack, and stores of food and ale. His *dwarven plate* +2 and *shield* +2 are laid out on a rack near the door, and his *axe* +1 and *hammer* +3 hang on the wall above. Underneath the armor are his *gauntlets of ogre power* (+3 to hit, +6 damage). His *ring of invisibility* is on the small stand near his bed. The first chest contains 8,493 gp. The second chest holds 904 pp and a silver ewer and silver bowl, each set with twelve gems (nine worth 100 gp and three worth 500 gp) and worth 3,000 gp if intact. Upon entering the room Obmi will palm the ring, don the armor, put on the gauntlets, thong the axe to his belt, heft the hammer, and hold the shield. At the first good opportunity he will attack the party and raise a hue and cry for help, but remember that Obmi is clever and will only do so when he knows help will be able to come. He knows a bit about the drow, and he will bargain that, or anything else, to save his life. If faced with no quarter, he will fight to the very end.

**13. Council Room:** The King and his council meet here, but the place is now empty. There is a long table and five great chairs around it. Against one wall is a stepped platform with a small chair beside it. Hides cover parts of the polished black floor, and rude tapestries adorn the walls. There are several torches in the room, but none are lit.

**13a. Alcove:** Within the alcove is a table with a flat chest upon it. If the chest is lifted or moved, six poisoned arrows shoot from the north wall, striking at the same hit probability as a fire giant and inflicting 2d4 points of damage each. The arrows strike the south wall and shatter if they miss interposing creatures. The chest is locked and full of stones.

Also in the alcove, a map of the area hangs on the wall. Finally, large chests have been set against both the north and south walls—the northern one filled with 8,438 sp, the southern one with 4,188 gp and six bone batons with fire giant runes upon them. Each is a pass saying: "OFFICIAL BUSINESS ON BEHALF OF KING SNURRE THE FEARSOME." Both chests are locked, of course.

**13b. Alcove:** Four extra chairs are stored here, and a huge cabinet holds eighty-three scrolls and three hundred and sixty-seven pieces of paper or parchment. Most are worthless, but the sixty-eighth scroll tube contains a set of instructions for the King, telling him to gather forces of hill, stone, frost, and fire giants, along with whatever strength he can raise in ogres, ogre-magi, cloud giants, and any other creatures for an all-out attack on the provinces to the east and northeast. The scroll promises powerful help from "Drow." It is signed "Eclavdra." The papers are copies of messages to and replies from various types of giants and giant-kin. One, in Dwarven, says: "The fire giant of stone left and left elbow."

**14. Door Guard:** Two fire giants with swords stand guard here at all times. Each has 78 hit points.

**15. Kitchen:** The place is typically filled with busy workers: a fire giant matron (hp 80, fights as a male) who is huge and fat, four relatively trim fire giantess servants (hp 59, 54, 52, 50), and twelve gnoll thralls (hp 14, 12, 11×3, 10×2, 9×4, 8). There are benches, counters, a table, several stools, three





cupboards, various bins and barrels, and miscellaneous kitchen gear around the place. The area to the east is a natural firepit, where flaming gases are used to roast whole creatures. The chute to the northwest goes down to the lava pool on the Second Level (room 6). Six feet in diameter, it is slippery and greasy from garbage and empties two feet above the lava. The servants and gnolls fight only under the direction of the matron, fleeing or surrendering if she falls.

**16. Storage Chamber:** This place is jammed full of barrels of ale and mead, boxes, sacks, hampers, and wheels of cheese, while overhead hang smoked sides of meat, smoked fish, strings of sausages, etc. There are smaller boxes of salt, and a screw-top copper container filled with spices (wonderfully hot peppers). Tuns of wine and casks of beer are kept handy near the door. The most common item, heaps of hard bread, is everywhere.

**17. Guest Chamber:** The doors to this room are closed on the outside by a great bar, as King Snurre does not fully trust his visitors, the three rakshasas (hp 40, 39, 36) who are "guests" therein. Naturally, most adventurers will assume the three creatures thus imprisoned should become trusted friends and associates—an attitude the rakshasa will encourage by taking some benign form (kidnapped elf-maidens, fellow adventurers deprived of spellbooks and equipment, etc.). Inside are four beds, two tables, two chairs, two stools, two wardrobes, three chests, a single footstool (in reality a chest with an illusion cast upon it), rugs, tapestries, and flaming torches in sconces on the walls. There is no apparent treasure in the place, but each rakshasa carries 1d4 × 100 gp and 2d6 gems (worth 100 gp each). The disguised chest holds a jeweled scepter worth 10,000 gp, four potions (*extra-healing*, *undead control*, *ESP*, and *invulnerability*), and a scroll of five cleric spells (*detect lie*, *true seeing*, *continual darkness*, *cure critical wounds*, and *symbol—persuasion*).

**18. Barracks:** Currently only six fire giants (hp 83, 79, 76, 72, 71, 67) are housed here. They typically lounge around sharpening weapons and telling lies about their amatory prowess. There are eight cots, eight stools, and eight hampers in the place. Each cot is heaped with skins. The hampers contain the giants' personal gear. Pegs on the walls hold their bags and cloaks. There are five clubs, three axes, six spears, and eight shields scattered about ready to hand. The place is lit by flaming gas jets. There is no treasure around, but one of the clubs is hollowed out to hold the "boys" party fund: 149 pp, 271 gp, 160 ep, 233 sp, 184 cp, and thirty-one 100 gp gems.

**19. Giantesses' Quarters:** This room currently holds eight fire giantesses (hp 60, 58, 55 × 3, 54 × 2, 51), the other four who live here being currently at work in the kitchen (area 15). This torch-lit chamber has twelve cots, eight stools, eight boxes, a table, a bench, and pegs with various garments and the like. Each giantess wears 1d3 pieces of silver jewelry worth 1d4 × 100 gp each (reduce value by 90% if damaged by spells or combat).

**20. Communal Quarters:** Five giantesses (hp 67, 63, 58, 55, 52) care for fifteen young giantlings here, both male and female (hp 44, 42, 40 × 2, 38, 36, 35 × 2, 34 × 2, 29, 28, 25, 23, 21). All have weapons (kids' toys for the youngsters) and will fight with childlike enthusiasm. There are six cots and twelve

bunks along the walls. In each wing is a bench, three chairs, six stools, a long table, and various boxes, hampers, and cupboards. The only treasure in the place is the giantesses' gold jewelry: each wears 1d3 pieces worth 2d4 × 100 gp each (reduce value by 90% if damaged).

**21. Entry Hall to the Kennels:** Six young hell hounds (HD 5, hp 30, 27, 26, 24, 22, 21) scuffle and play hereabouts. They are part of the pack at area 22 and will flee thereto by the safest route if threatened.

**22. Kennel Chamber:** Four large (HD 7, hp 47, 45, 42, 40), and two medium (HD 6, hp 37, 34) hell hounds are here. If the young at area 21 are attacked and yelp, these six beasts will split into two groups, half circling southwest, the other half circling south and then west. They love their handler at area 23 and spring to his rescue if he whistles. No treasure, other than the hounds' prize bones (of interest only to another hell hound).

**23. Kennel Keeper's Quarters:** Herein dwell the Keeper and his wife (hp 91, 79). These fire giants will rush to the aid of their charges if they hear a commotion outside. Each has a sword and club. The Keeper's wife is trained as a warrior and thus fights as a male fire giant; her husband fights with a +1 attack bonus and +3 damage bonus. Their chamber contains a large bed, a table, two chairs, a bench, a chest, a cabinet, three barrels (beer, mead, and ale), two buckets (his and hers), and a crate (dried meat for the hounds). Burning torches light the place. Pegs on the walls hold wearing apparel and two bags. The second bucket has a false bottom which holds 199 pp and sixty-eight gems (worth 50 gp each). A shield, axe, and four *javelins of lightning* lean against the wall to the north. Hides and pelts decorate the floor and walls, and a number of skins and furs are heaped on the bed and bench. One of the six on the bench is a magical *hell hound hide* which allows the wearer to appear to all observers as a hell hound. If worn for three full turns, it grants the wearer all the abilities of a 7-HD hell hound. If worn for eight consecutive hours, the wearer *becomes* a hell hound in truth, and remains one forever after. This magical pelt is used to wrap a *cursed sword* -2. There are three other hell hound hides in the chamber (tokens of beloved departed pets), all quite normal.

**24. Guardpost:** Two fire giants are on duty here at all times. Each has 79 hit points, is armed with sword and spear, and has four boulders nearby. An iron cylinder hanging near the north wall is struck to sound the alarm if intruders are seen.

**25. Barracks:** Eight fire giants (hp 98, 87, 78, 75, 74 × 2, 72, 68) are loafing and gaming among the ten cots, ten chests, table, two benches, four stools, and large wardrobe that fill this place. There are several pegs here and there, and they hold cloaks, capes, shields, and five bags. There are only worthless giant items in the chests and other containers. The guards here have swords and spears, except for the largest who fights with a *battleaxe* +3 (human-sized) after throwing his spear. There are also twenty-one boulders, which the giants will use if the opportunity offers. The easternmost of the three pillars has a secret door and contains 7,842 gp and three pieces of gem-studded jewelry worth 1d8 × 1,000 gp each.



## Key to the Second Level

**Wandering Monsters** (1-in-10 chance of encounter, check each turn)

- Two fire giants and two fire giantesses.
- Two trolls escorting three hill, two stone, or two frost giants.
- Four trolls with 4d4 gnolls (armed).
- Drow fighter/magic-user (F7/M7) with 2d4 wererats.

**1. Hall of Dead Kings:** This dark hall contains twenty huge sarcophagi (lettered A–T on **Map Six**) standing upright along the walls, and four even larger ones (letter U–X) laying upon the floor. Those upon the floor are of stone, and U and V have stone likenesses of fire giants carved upon their lids, while W and X are blank. Those that line the walls are stone (A, B, C, F, G, H, J, O, P, Q), iron (D, E), bronze (I, K, L, M, N, R), and brass (S, T). All of them bear likenesses of fire giant kings and queens (thirteen and eleven, respectively). Examination will reveal that these burial vaults contain only the remains of the king or queen, moldering garments, a few corroded weapons, and similar things (wererat grave robbers have taken anything of value long ago). The secret tunnel in the southeast corner is about two feet in diameter. It twists and turns so that any person using it will lose all sense of direction before exiting down at area 2 on the bottommost level (Level 3).

**2. Ettin Guards' Chamber:** Four ettins (hp 53, 49, 48, 46) live here when not on duty near the main entrance to Snurre's hall (Level 1, area 2). Two are asleep, the other two quite alert. Each is armed with *morningstar* +1 and spear; those sleeping set their weapons to the side within easy reach. The chamber has a rude table, a bench, two stools, and four cots (those going off-duty simply take one vacated by those going on-duty). Torches light up the place. There are nine pegs holding clothing and six bags. In the far corner is a hamper with six sacks of coppers, each sack holding 5,100 to 5,800 cp (5,000 cp +1d8×100), this being the ettins' accumulated pay.

**3. Visitors' Chamber:** This room houses four stone giants (hp 72, 69, 67, 61) who have been working for King Snurre as engineers. Each has a club, and there are also eleven boulders in the place. The room is torch-lit and contains four cots, four stools, four lockers, a table, a big barrel of beer, and pegs holding clothing and four sacks. A haunch of meat is on the table along with various mugs and platters of tin. Each giant has 1d4×1,000 gp and 3d4 gems (worth 100 gp each).

**4. Storage Room:** This area has been cleaned out to serve as quarters for either five hill giants (hp 68, 59, 56, 55, 53) armed with clubs, or the hill giant Chief (hp 96, AC 2; fights as a frost giant), his wife (hp 61; fights as a male hill giant), and one or two cave bears (hp 43 for the Chief's bear, 35 for his wife's) if they survived events at the Steading. If only normal giants are here, the room will have five heaps of skins for bedding, a table, two benches, and two chests. If Chief Nosnra is present, the place will have two cots, two trunks, a chain, two stools, a table, and a coffer. Rank-and-file hill

giants will have only 2d6×100 gp each. The Chief will have brought along whatever he could salvage and carry here. In any case, the room is illuminated by four torches set in wall cressets.

**5. Community Quarters:** In this large area are housed the following fire giants: a "sergeant" (hp 88), three other males (hp 80, 78, 74), six females (hp 71, 67, 63, 59, 55, 54) and eight young (hp 67, 64, 59, 51, 46, 42, 36, 31). There are two large beds, five cots, seven bunks, two large cabinets, two tables, four chairs, four stools, three buckets, four chests, six hampers, a crate, and three small boxes here and there. There are torches on the walls as well as pegs holding clothing and seven bags. Miscellaneous gear, eating utensils, and odds and ends are scattered about the place too. Each male has 1d3+1×100 gp in his bag, and the females have 1d3×100 gp each hidden in their personal areas. All are armed with various weapons, even the young, and there are twenty throwing rocks in the chamber.

**6. Smithy:** As the party approach, they hear an intermittent hammering, obviously of metal, coming from this area. The hall outside this place is tinged a bloody red with the light from the lava bed and gas jets in the smithy. A knotty-limbed, burly fire giant (hp 94) is working here—King Snurre's weaponsmith. His exceptional strength gives him a +2 bonus to hit and +4 to damage. He uses the molten lava to heat the items he works. With him are two smarter-than-average trolls (hp 40, 38) who serve as his assistants. Currently in his forge in various stages of completion are three giant swords, some pieces of armor, and several axe and spear heads. He is fashioning a special mace (1d12 damage/1d8 vs. Large opponents) made of some strange black metal—actually a +4 magical weapon he is merely doing a bit of repair work on. If he is attacked and the encounter is going against him, there is a 2-in-6 chance per melee round that he will toss the mace into the lava bed and destroy it rather than let it fall into the hands of his enemies.

**7. Torture Chamber:** The steps lead down to this cluttered room with a fifty-foot ceiling (which enables even very tall victims to be hung in chains well above the floor). The stairway and torture chamber are lit by torches but vision range is only fifteen feet due to steam and murk (this similarly limits infravision). Looming out of the gloom, the chamber contains a large (giant-sized) rack, a smaller (human-sized) one, and five other pieces of appropriate equipment, in addition to the iron maiden and well. Various chains, bats, irons, whips, ropes, wires, and the like are festooned about the place. A table, two chairs, a stool, and a large barrel of ale complete the picture.

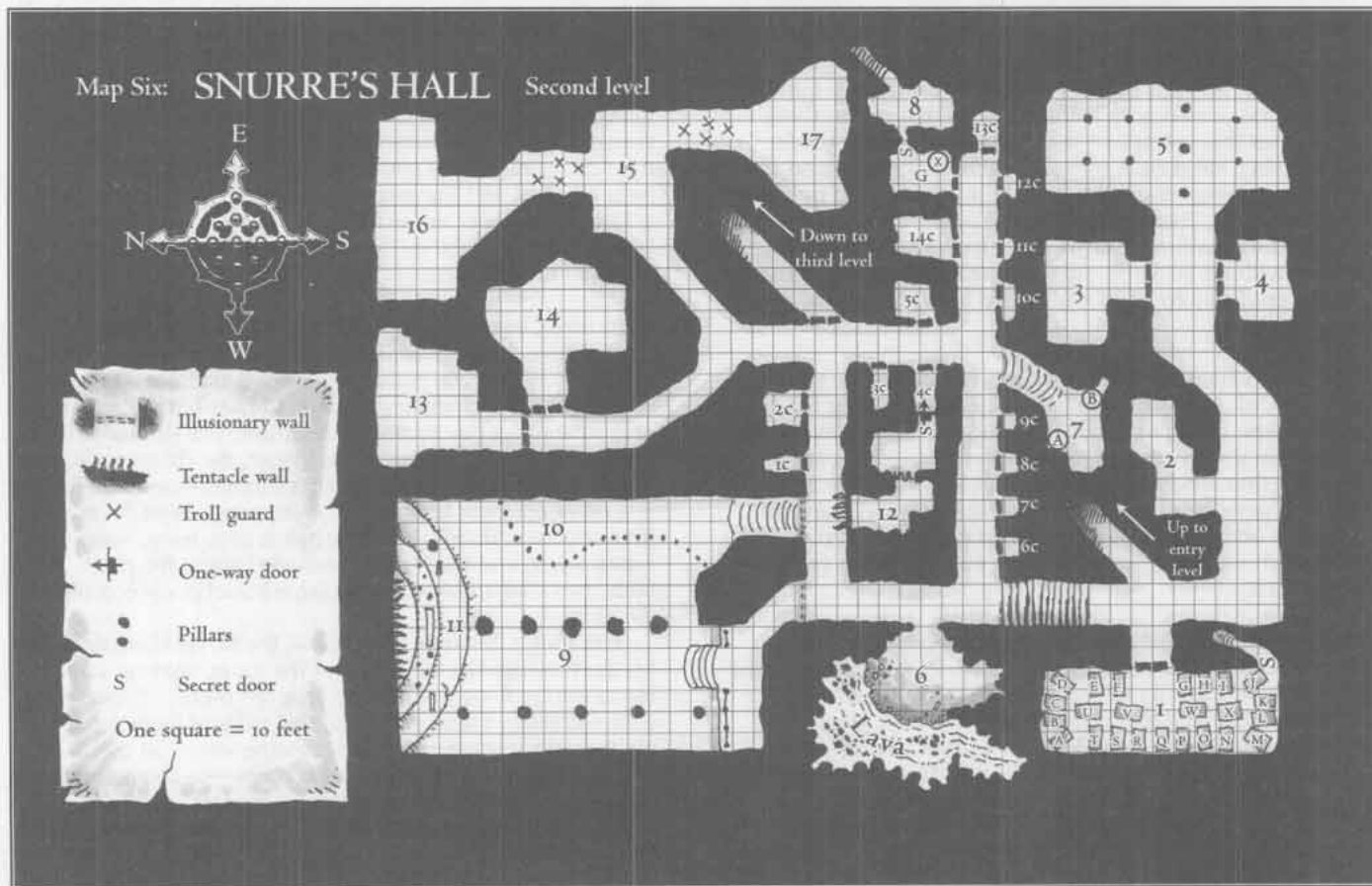
The King's Torturer (hp 79) and the Royal Headsman (hp 84) are crouched in the center of the room, playing knucklebones on the floor with stakes of seven pieces of jewelry (1d4×1,000 gp value each) and two piles of gems (sixty-eight worth 10 gp each and thirty-nine worth 50 gp). The Headsman has his gigantic axe at hand—a +2 weapon that can only be employed by a creature at least as strong and massive as he is (i.e., fire giant mass, Str 22+). Damage from this weapon is 3d12+13 (16–49) points. If he rolls a "natural 20" on his attack, roll 1d6 to see what body part of his



victim he has just severed: an arm (1-2), leg (3), or head (4-6). His friend the Torturer has a sword nearby (2d10+10 damage per strike). If both are meleed, they react as follows: The Torturer will grab his opponent and attempt to throw him or her into the iron maiden (position shown by the circled "A" on Map Six) and slam it shut, causing 10d10 points of damage to the unlucky victim and trapping him or her therein until released. The Torturer must roll a successful hit to grab his target and hurl him or her into the iron maiden, then another successful attack (this time at a +4 bonus) to slam the device shut. If the Headsman is closely pressed, he will grab his opponent and toss him or her down the well (position shown by a circled "B" on the map). Anyone flung in the well takes 9d6 damage—however, modify this total by discarding all "6"s rolled (the water ninety feet below breaks the fall, so actual damage will range from 0 to 45 points). Perhaps worse, the victim will be trapped upside down and underwater, quite possibly drowning unless rescued. The Headsman requires only success on a normal attack roll to do this. After the first attack, the Torturer will likewise follow this course of attacking, tossing as many victims as possible down the well until the room is cleared of opponents. The Headsman, by contrast, will generally use his axe after the first toss.

**Cells:** All cells in this area are indicated by a "c" following the cell number (1c, 2c, 3c, etc.). The guardroom for the cell complex is marked "G." Cells have thick wooden doors set with a high barred window (about seven feet up, too high for the average human to peek thorough without some climbing). Inside each has rings set in the walls, chains, buckets, heaps of straw, and precious little else.

- 1c. Elven female for sacrifice in the Temple. She is of highly noble birth and if rescued will send her rescuers 10,000 gp, twenty arrows +1, an arrow of giant slaying, and a set of cloak and boots of elvenkind. The reward will come a month or two after she leaves to return home.
- 2c. Eight male elves meant for sacrifice in the Temple. They are normal elves only who promise to sing their rescuers' praises.
- 3c. Merchant being held for ransom. He is a normal human whose goods have all been seized by the giants and can only pay his rescuers with eternal gratitude.
- 4c. Empty cell. There is a one-way secret door at the back of this cell (can only be found by deliberate search, 1-in-6 chance even for elves) which opens only with a key held by the drow at area 12.







5c. Two noble centaurs (hp 30, 27) imprisoned and bound for torture and execution. They will offer at least minimal help to any who free them.

6c. Empty cell.

7c. Three gnolls being punished for insubordination. One is already dead from after-effects of torture; the other two will loyally serve any rescuer who can tolerate their gnollish habits.

8c. Empty cell.

9c. Troll (hp 36) being used for torture practice, as it was disliked and caused trouble. It is mindless and enraged, so it will attack instantly if given a chance (+1 bonus both to attack and on damage). Otherwise, it sits motionless.

10c. Seven gnolls (hp 14, 13×2, 12, 11×2, 9) caught stealing gold. They will not help any creature and if freed they will simply run away as fast as possible.

11c. Two human skeletons twined in each other's arms.

12c. Human female (T11; hp 61; Strength 15, Intelligence 15, Wisdom 8, Dexterity 18, Constitution 16, Charisma 17) chained to the wall. She will cheerfully admit to being a thief caught trying to find the King's treasure room ("Know where it is?") and volunteers to aid the party faithfully in exchange for a chance to escape. Thereafter if opportunity presents itself, she will heist as much in gems and magic as she can and then slip away, but until then she will actually help the party to the best of her ability (both to better her own chances of staying alive in this awful place and to win their trust). Of course, during this time she will be casing each character to learn what he or she carries . . .

13c. Fire giant (hp 110) hanging in chains as punishment for failing to be properly deferential to Snurre. He is Boldo, the King's chief lieutenant, and he will do anything to get back into Snurre's favor. Thus he will happily lie to the party and tell them he is here because he tried to prevent Snurre from taking his current hostile course. If freed, he says, he can get several other fire giants to aid them in overthrowing the King and restoring the peace. Alas, Boldo will betray them at his earliest opportunity. He is quite bright, and he will not be rash.

14c. Titan: This unfortunate is chained and drugged. He has 20 Hit Dice (126 hit points), is AC -1, and strikes for 7d6 points of damage per attack. He is able to employ clerical spells up to 6th-level. If he were awakened, he would certainly help any party to destroy the inhabitants of this place, although he would not mind seeing evil characters in any party die also. Only a *neutralize poison* spell will remove the drug from his system before twelve hours' time (when it will be naturally eliminated).

G. Guard Room: One fire giant (hp 78) and three wererats (hp 22, 19, 18) in human form (appearing as women in tattered clothing) are conversing here. The giant has his sword,

a spear, and two boulders nearby. Each wererat has a *short-sword* +1 (no alignment or special abilities; these are black metal drow-made weapons which are simply very hard and very sharp) and dagger. The room is torch-lit, and in it are a table, chair, stool, bench, and several kegs. On the walls are pegs holding a bag, a cape, a shield, keys to the cells, and a shirt. Keg #1 holds small beer, #2 holds water, and #3 holds mead. A smaller keg on the table holds excellent wine (and also the drug which stupefies the titan—drinking a mere quart or so will knock out the toughest character for twenty-four hours). A loose stone in the floor to the east of the door hides a cache of 321 ep, 608 gp, and 212 pp. The guard wears a brooch on his cloak which is set with six gems worth 50 gp each around one of 500 gp value. He knows nothing of the secret tunnel to area 8. If captured, the women pretend to be captives forced to labor for the giants as scullions. If attacked, the wererats will turn into rats and escape down the drain (marked with an "X" on the map), thus alerting the drow of intruders. If this happens, the drow will never be surprised by the party thereafter. The secret door to the east opens into a passage about one-foot wide and a foot and a half high. It is rough, and a man in armor could not hope to pass along its length; even a halfling would have to worm his or her way down it.

8. Secret Room: This place is pitch dark: the lair of seven wererats (hp 24, 21, 19, 18, 16, 15, 14), three males and four females, armed in the same manner as those in the guard-room above (see previous entry). The strongest has poison on his dagger, and the other two males (the ones with 19 and 14 hp) use it on their swords. The wererats will always attack by surprise. If the encounter is going badly, survivors will flee down the stairway to area 15 of level #3 and warn the drow, who thereafter cannot be surprised by the party.

Aside from stolen cloaks piled here and there like nests, the chief feature in this secret room are three very heavy iron chests. All are locked, and each has a poisoned needle in the latch which hits on a roll of 12 or better on a d20. The first chest holds seven pieces of jewelry worth 1d4×1,000 gp, nine pieces worth 1d10×1,000 gp, and thirty-two large pouches stuffed with 100 gp each. The second chest contains a *poison* potion, 8,000 gp (loose), and a cursed *scroll of protection from lycanthropes* which infects the reader with lycanthropy. The third and final chest fires two poisoned darts upwards when the lid is opened, the darts hitting AC 10 on a 6 or better (-1 penalty to saving throws vs. the poison). The chest is empty, but an inscription covered by *invisibility* is written inside the lid, and it shows where a stone in the stairs down can be removed to reveal a *ring of shooting stars*, a *rod of cancellation*, a scroll of seven cleric spells (determine at random), and a metal case holding six potions (*healing*, *diminution*, plus four more randomly determined). A very well-hidden secret compartment in the lid of the box holding the potions holds *pipes of the sewers*.

9-11. Temple of the Eye: Note the illusionary walls which screen this area. Beyond them, the whole place is illuminated by a strange swirling light which seems to be part of the very air. Eddies of luminosity drift and swirl here and there, causing the whole scene to be strange and uncertain. Distances and dimensions are tricky to determine in the shifting light of



rusty purple motes and lavender rays. Globes of mauve and violet seem to seep and slide around. The ceiling of the Temple is out of visual range, fifty feet high at its lowest point and well over sixty-five feet where it vaults upwards.

**9. Giants' Worship Area:** Each pillar radiates a sense of unease and insecurity in a five-foot radius (simulate this by making players uneasy in whatever way you find best!). The wall to the west is a mural showing giants bowing to a cairn of black—offering sacrifices, giving gifts, etc. The floor on this side of the columns is of porphyry, the pillars of serpentine. Their well-polished surfaces clash with each other and the strange light as well. The scenes on the west wall grow more horrific as the viewer proceeds north, showing human and giant sacrifice near the altar end.

**10. Servants' & Thralls' Worship Area:** The polished floor of red and black hornblende seems to flow between the obsidian pillars which close off this area. Each of these pillars radiates an aura of mild fear in a two-foot radius and if one is touched the creature who comes into contact with it must actually save versus *fear* or run away in absolute panic. Passing between two pillars causes a character to receive 2d4 points of electrical damage, double that if wearing metal armor. The wall to the east shows a scene of various creatures crawling, then creeping, up to huge, vaguely squid-like creatures with ten hairy tentacles. In the forefront of this mass self-sacrifice are elves and men, but there are also dwarves, gnolls, orcs, trolls, halflings, ogres, goblins, etc. among the crowd. Those near the front of the line are being torn apart and the bloody goblets eaten as dainty morsels. There are three of these ghastly things, mottled in various shades and tints of purple and violet.

**11. Priests' Area:** The north wall of cloudy purple stone shows an amber-like inlay of a huge inverted triangle with a "Y" shape enclosed in it and touching the triangle's sides. Beneath this, hanging on chains from the ceiling, is a black metal triangle and cylinder. The first tier of the area is of black stone shot through with veins of violet. The second tier is of dark gray stone, with specks of lilac and orange and purple. The third tier is dull black stone with whorls of plum and lavender and splotches of red. There is a great drum of blackened skin and chitinous material on the western third of the first tier. On the eastern third of this tier stands a rack from which depend nine silver cylinders (these chime tubes are hollow and are worth 1,000 gp each).

On the second tier is a huge stone altar block of dull, porous-looking, somewhat rusty black mineral. To either side of it are ranked large bronze braziers whose corroded green coloration is particularly nauseating in this setting. To the left and right of these braziers, set in triangular form with the point to the south, are two sets of three candelabra, each candelabrum having three branches. These are made of bronze green with age, and each branch holds a fat black candle which burns with a flame of leaping lavender and deep glowing purple but never grows smaller.

Nothing save the metal triangle stands upon the third tier. If the altar stone is touched by living flesh or hit by a weapon (or indeed any object), it begins to fade in color, and in three rounds becomes a translucent amethyst color with a black, amorphous center. Any further touch when the altar is thus

transformed will paralyze a creature touching it for 5d4 turns. If the drum is beaten, the chimes rung, and the triangle struck while the altar is in this state, a glowing golden eye will swim into view from the stone's writhing center. All creatures seeing the eye must roll 1d12 and consult the table below to learn their fate:

1d12	fate
1	death
2	insanity*
3	rage (attack own party*)
4	fright and weakness (50% strength loss)*
5	age 1d20 years
6+	no effect (looked away in time)

\*these effects can be cured by a *remove curse* spell

If the three tentacle rods from area 12 are present when the eye appears, and the braziers are lit, then the altar becomes transparent heliotrope in color, the black mass at the center grows larger and shows swollen veins of purple, and the eye is a fiery red-orange. A tentacle will come OUT of the altar and grab the nearest living creature, draw it INTO the stone, and whatever it was will be totally gone, destroyed. The altar will return to its dead state, and atop of it will be the thing most wished for by the party—or something which will enable them to attain the end or state they most desire. If a second summoning of this Elder Elemental God is made within the same day, it will act as follows (roll 1d12):

1d12	result
1	seize and devour 1d4 more creatures and then not grant any desires.
2	strike everyone present totally blind and then not grant any desires.
3	raise the ability score of each character present by 1 point in each category and take no sacrifice.
4+	ignore the whole thing.

The large pillar to the east on the first tier is of malachite and is covered with graven signs and sigils. If the correct pair of pictoglyphs are touched, the creature touching them will be transported to area 18 of the bottommost level (the drow guardroom). The DM should devise the twenty-four glyphs upon this pillar and select which two are the trigger mechanism.

**12. Drow Clerics' Area:** The entrance is protected by a powerful magic spell, a *Wall of Tentacles*. It appears as rough brown-purple stone. This wall will require 200 hit points of damage to destroy. It is AC -2 and can only be harmed by magic weapons or the following spells: *dispel magic* (removes 50 hp from its total), *disintegrate* (destroys 100 hp from its total), or clerical *symbol of persuasion* (allows the cleric who cast it and all of the same alignment to pass unharmed through the wall. The wall has twenty tentacles, each of twenty-foot length, which strike as 10 Hit Dice monsters and inflict 1d20 points of abrasion and constriction damage per hit. Up to four can strike one creature at the same time. The wall also has two beaks which attack as 10 Hit Dice creatures and do 1d10 hit points of damage. Anyone bitten must save vs. poison. Drow can freely pass through the wall. If any



other creature touches it, the wall will grasp that unfortunate and set off a hissing and champing noise to alert the occupants of the chamber beyond it. If the thing is forcibly attacked and damaged, it flails out with its tentacles and inflicts as much damage on its tormentors as possible. If damaged so as to be reduced to less than half its hit point total, or if attacked by any type of spell or spell-like magic (such as a wand attack), it will generate *darkness 20' radius* and begin biting any creature who comes or is brought close enough. Note that the dark is only on the outside of the wall, not its inner side.

The chamber beyond the wall is lit by sconces with the same everburning black candles as are in the Temple (area 11), so the illumination is eerie and dim. The walls are hung with purple cloth and the floor thickly carpeted in black. The inner room is screened off from the outer by a brocaded hanging of black with orange, gold, lilac, and mauve. Within are three drow, each of whom will be detailed hereafter. The antechamber is the quarters of the two lesser priests. In it are two low black couches, each inlaid with silver. To one side sit a round table and two arm chairs. At the foot of each couch is a low table with a basin and ewer of jasper (3,000 gp value per set). Small stools and enameled coffers provide a bit of decoration, while two chests hold personal effects. A huge wardrobe of ebony contains the clerics' vestments—two black underrobes, two mauve cassocks, and caps and sashes of black with mauve embroidering. The first coffer holds a scroll with a cleric spell (*word of recall*) and three bars of black metal (adamantite, worth 3,500 gold pieces each) which weigh the equivalent of 100 gp apiece. The second coffer contains 100 cp, 100 sp, 100 ep, 100 gp, and 100 pp, each type in its own black leather pouch, as well as a pouch of 100 gems (worth 50 gp each). A copper brazier near the door gives off an incense smoke which is sweet, cloying, decayed-smelling, disgusting, alluring, and euphoric all at once.

The inner room is the sanctuary of the priestess. Here the candle illumination of the outer chamber is supplemented by two small braziers of black and silver as well. Certain tapestries of suggestive (lewd) nature adorn the walls. The furnishings include a large bed, two small tables, three coffers, a buffet, a cabinet, a large wardrobe, two divans with a low chest between them, a dressing table and chair, a large silver mirror (worth 500 gp), two hampers, and two chests. All furnishings are of ebony or black stone, and most have silver inlay. The wardrobe holds feminine clothing and the priestess' vestments of mauve, black, and plum, stitched with gold. This ceremonial garment is set with ten violet garnets (worth 500 gp each), ten topazes (500 gp each), ten black opals (1,000 gp each), and ten oriental amethysts (1,000 gp each); it is covered with a plain black wrapper to protect it from dust and damage. On the dressing table are two combs, a brush, four pins, and ten jars of unguents and cosmetics. These items are of onyx and silver, set with tiny gems. Each is worth 2d4 x 100 gp. The chests and hampers hold her personal effects. The buffet and cabinet hold elegant eating utensils, jars of spirituous liquors, tableware, etc. A coffer on the low chest between the divans has a poison gas trap (fills the whole area) and contains a scroll of three spells (*gate*, *unholy word*,

*restoration*). A coffer near her bed contains six potions (*poison*, *fire giant control*, *human control*, *philter of love*, *polymorph self*, *philter of persuasiveness*). Beside her bed on a small table are an ewer, basin, and goblet made from lapis-lazuli (each is worth 5,000 gp). A small screen of ebony inlaid with amber (worth 1,500 gp) sets off a dressing area in the southeast corner near the wardrobe, where a low-backed chair stands with a gown thrown over it. Note that this effectively hides the secret door and enables the priestess to slip in and out unseen.

**First Underpriest:** 4th level; hp 24; Strength 9, Intelligence 17, Wisdom 16, Dexterity 16, Constitution 15, Charisma 15; AC 0 (*shield +1*, *chainmail +1*, +2 Dexterity bonus). This male Drow is clad in black with violet trim. He is armed with a *lesser tentacle rod* four feet long, with three tentacles of rubbery purple substance. When the cleric strikes at an opponent with this rod, each of the arms attacks as a 3-HD monster, gaining a +3 attack bonus and causing 3 points of damage. If all three strike the same victim, he or she suffers double damage (a total of 18 hp) and is *slowed* for nine rounds. The *tentacle rod* is activated by the ring worn by the cleric. The ring itself is of hematite with a rune carved on it and is worth 500 gp. He has the following spells:

- 1st level—*cause light wounds*, *darkness*, *endure cold*, *fear* x 2
- 2nd level—*chant*, *hold person*, *silence* (15' radius), *snake charm*.

**Second Underpriest:** 4th level; hp 24; Strength 10, Intelligence 12, Wisdom 16, Dexterity 17, Constitution 10, Charisma 15; AC -1 (*shield +1*, *chainmail +1*, and +3 Dexterity bonus). This male drow also has a ring and *lesser tentacle rod*, but this rod has arms of more reddish color and three simultaneous hits causes total weakness in either the right or left arm, making that member useless for nine rounds. It is otherwise like the other of its kind. His robe of black has pale green trim. The spells he has prepared are as follows:

- 1st level—*cause light wounds* (x2), *curse*, *endure cold*, *fear*
- 2nd level—*chant*, *hold person* (x2), *silence* 15' radius.

**Evil High Priestess:** This strangely attractive female is dressed in silver-embroidered black garments, with a small black metal cap which allows her silver hair to float free. She is Eclavdra, a 10th-level fighter/cleric; hp 60, Strength 14, Intelligence 18, Wisdom 17, Dexterity 18, Constitution 10, Charisma 18; Armor Class -8 (*shield +3*, *chainmail +5*, and +4 Dexterity bonus), the one who fomented all of the trouble. She has a *mace +4* on her belt. She wears a ring of amber set with an amethyst (worth 2,500 gp) to control her *great tentacle rod* of six violet arms which each strike as 6 Hit Dice monsters, have a +6 bonus to hit, and inflict 6 points of damage per hit. If three hit simultaneously on the same target, the victim is numbed and strikes at -4 on attacks for three rounds. If all six hit simultaneously the victim loses 1 point of Dexterity, permanently, in addition to being numbed for six rounds. Eclavdra has memorized the following spells:

- 1st level—*cause light wounds*, *curse*, *darkness*, *endure cold* (x2), *fear*
- 2nd level—*hold person* (x2), *know alignment*, *silence* 15' radius (x3)
- 3rd level—*cause blindness*, *cause disease*, *dispel magic*, *prayer*





- 4th level—*cause serious wounds, cure serious wounds, poison*
- 5th level—*flame strike, true seeing*.

In addition, all these drow can employ the following spells once per day: *dancing lights, faerie fire, darkness, detect magic, know alignment, levitate*.

Eclavdra is also able to use these spells once per day: *clairvoyance, detect lie, dispel magic, suggestion*.

All drow enjoy Magic Resistance equally to 50% plus 2% per level (58% for the two underpriests, 70% for Eclavdra) and a +2 bonus on saving throws against any magical attack (whether by spell or magic item).

These drow clerics speak all of the Giant tongues (Hill Giant, Frost Giant, Fire Giant, etc.), and Troll and Gnoll as well.

**13. Guest Chamber:** Six frost giants (hp 84, 81, 80, 76, 72, 68), messengers from the Jarl, will be here unless the Jarl and his Lady survived the adventure in their area. If the Jarl and his Lady (hp 110 & AC -2; hp 97 & AC 1, respectively) are here, he fights as a cloud giant +4, she as a fire giant +3. In this case, only two of the “messengers” will be present, serving as guards near the door. The place is only dimly lit by a few torches. There are eight cots, a long table, two benches, two chairs, three stools, two buckets, six chests, a large box, and a cabinet in the room. Hides on the floors and pelts on the cots make this home-away-from-home more comfortable and familiar to the guests. Pegs hold clothing and several (1d4+1) bags. Each giant has 1d4 × 100 gp. In addition, the Jarl and his Lady will have whatever loot they managed to salvage from his stronghold.

**14. Guest Chamber:** Two cloud giants (hp 102, 84) from the Ulsprue Mountains, a noble and his “travelling companion,” have come to hear King Snurre tell why his warfare will profit them and make them more powerful. The giants have two spotted lions (hp 34, 30) as watch-animals at the door. The male has a ring coat (AC -3) and both have great morningstars (6d4+11) and throwing boulders (2d12) nearby. The giantess wears a thick fur garment (AC -2). The chamber contains two very large beds (currently pushed together to form one enormous bed), two wardrobes, two small tables, a large table, two chairs, two stools, two buckets, a cabinet, a bench, and four chests. The place is torch-lit, and there are tapestries on the walls, rugs and hides on the floor, and furs on the beds. On the small table near the bed to the south is a platinum box set with moonstones and sunstones (value 5,000 gp) that holds seventy-eight gems (worth 100 gp each), a present to them from the King.

If this adventure is being run as part of the “liberation of Geoff” plotline, these giants are representatives of the Sakhut who have come to receive King Snurre’s tribute. However, they still maintain their “cover” as ambassadors being approached by the fire giants and carry documents (fulsome letters from Snurre to “my lady Goroda”) that bear out their story.

**15. Trolls’ Chamber:** Eighteen troll guards (hp 41, 37, 36 × 3, 35, 34 × 2, 33, 31, 30 × 3, 29, 28, 26, 24, 22) nest here. Four of their number stay in the north passage and four in the south passage (the position of each is marked by an “X” on Map Six). The other ten monsters remain in the central chamber. Each has a nest of sticks, bones, hide and skin scraps, and other nauseous material that hides 1d10 × 10 gp. Dozens of various polearms, morningstars, and swords lie heaped in

the middle of the room (these are to arm the gnolls currently penned in areas 16 and 17).

**16. Thrall Pen:** Forty-two unarmed gnolls (assume each has 10 hit points) dwell here. Each has a heap of straw and a hide cover. Although slaves of the giants, they identify with their masters’ cause and will never help humans for any reason—in fact, they will gladly arm to fight intruders if given the chance.

**17. Thrall Pen:** Twenty-eight unarmed gnolls (assume 12 hit points each) dwell here. They will behave in all things like their brethren in area 16.

## Key to the Third Level

**Referee’s Notes:** This lowest level (see Map Seven) is entirely natural, the tunnels and caverns showing no marks of being hollowed out except for the entranceway to the level from above and around the exit beyond the River of Lava. Most areas here are dark and still; only a few are lit, such as the lava cavern (areas 19–20) and the giants’ final refuge in a crisis (area 5). All passages are at least fifteen feet high, small caves being twenty feet or so from floor to ceiling vault and large caverns anywhere from twenty-five to seventy-five feet high (areas 7 and 19–20 are among the highest). If the DM likes, he or she may add a few patches of phosphorescent growth as dungeon dressing—the light making it possible to see movement across it but not sufficient to illuminate an area. If the party were to remain still, they might hear water dripping and perhaps once and once only a far distant echoing of stone striking stone. As is usual with natural areas, do not worry overmuch about describing direction of passages and walls of caves and caverns, let alone size and shape. Primitive mapping techniques under stress conditions would develop just about the same sort of chart as your players will when their characters explore this level . . . wretched, but sufficient to get from place to place. If they have made it this far, they do not need any help from the DM!

**Wandering Monsters:** (1-in-12 chance of encounters, check each turn)

- Wandering trolls (3d4).
- Patrol (two fire giants and two hell hounds).
- Drow watchers (75% chance to pass the party unseen): one fighter/mage (F7/M6) and three assistants (F2), all armed and equipped with typical drow gear.

**1. Cavern:** Three ropers (HD 12, hp 60; HD 11, hp 48; HD 10, hp 39) dwell here and conceal themselves amongst the natural stalagmite formations. They will be 75% likely to wait until prey is towards the center of the area before attacking. Each has one gem (worth 100 gp) per Hit Die in its internal digestive organ. Note that the cavern is fairly colorful, having many reddish, pale yellow, and shining blue-gray rock formations which glisten in the light of torches or lanterns.

**2. Glowing Cave:** This small offshoot of the larger cavern which runs north and south is filled with luminous plant growth and contains twelve hungry fire beetles (hp 10 × 2, 9, 8, 7 × 3, 6 × 2, 5 × 2, 4). Some (1d4) of their number will be on



the ceiling and drop upon any creatures entering their lair, always surprising them unless one or more of the players specifically states beforehand that his or her character is looking upwards. These creatures served as a source of gifts for the frost giants in the past. They have no treasure.

**3. Cavern:** As the long cavern hooks eastward and terminates, it provides a lair for two large fire lizards (hp 66, 54), a mated pair of false dragons with a clutch of three eggs. Both are quite old and their skins reddish-gray with red-orange mottling, so at first glance they are 80% likely to be mistaken for red dragons. Their nest has several dozen shiny rocks, but none are gems.

**4. Cave:** Four hell hounds (7 HD each, hp 41, 38, 35, 30) keep wary guard here, giving voice if they detect any intruder. They have no treasure.

**5. Cavern:** Eight fire giants (hp 84, 83, 79, 76, 75, 74, 71, 66) are stationed here as a reserve by Snurre's order (acting on instructions from the drow, of course). At either end of the place one of their number watches (their positions being indicated by a "G" on **Map Seven**). Each giant is armed with sword and spear and has several boulders nearby for throwing. They have no treasure other than a typical giant bag

apiece, although there will be piles of hides for bedding, a hamper or two, and some personal wear. In crisis situations, this is where King Snurre, Queen Frupy, Obmi, and/or other important fire giants and guests will retreat to, along with whatever goods they can salvage as treasure.

**6. Great Vaulted Cavern:** In the middle of this place is a permanent illusion of a huge red dragon atop a mound of treasure (cf. area 7 below). What is actually there is a gorgon (hp 43) which has been *charmed* and instructed to ignore such creatures as hell hounds and fire giants and trolls. It obeys drow of course. If any creature speaks to it in Common Tongue or in the language of red dragons it has been instructed to stand quietly but to breathe upon intruders as soon as they are within range. There is no real treasure in the cavern.

**7. Treasure Trove Cave:** This room is actually an extra-dimensional space, ten times larger than shown on **Map Seven**. Anyone entering will notice first the enormous pile of treasure that fills the place and second the gigantic red dragon sleeping upon it. Brazzermal is his name, and he speaks and uses spells. If the boulder is moved he will certainly awaken and use *ESP* to find out who intrudes upon his privacy. Of course he will not immediately reveal that he is aware of intruders, preferring to wait until they are at the edge of his breath

Map Seven: SNURRE'S HALL Third level



-  Natural rock pillars
-  Pool of water
-  Rope bridge
- G** Fire giant guard
- A** Lurker above
- One square = 10 feet





weapon's range before addressing them. Brazzermal is persuasive and deceitful, and his real desire will be to slay and devour the party and take their treasures to add to his already considerable hoard. Few adventurers ever face a dragon of his size (just over three hundred feet, half of it tail) in battle and live to tell about it; make sure that player characters are well aware that they face a truly terrifying foe. Characters who are suitably flattering and ransom themselves with the bulk of their wealth and magic items may be allowed to withdraw, but those who insult the dragon or attack are in for the fight of their lives! If cornered and in desperate straits, the dragon will swear to anything in order to save his life, but his information is not to be trusted (although he will word things in such a way as to avoid any magically detectable lie).

**Brazzermal, Venerable red dragon:** AC -9; MV 9, fly 30 (C), jump 3; HD 21; hp 160; THAC0 -1; #AT 3; Dmg 1d10+10/1d10+10/3d10+10 (claw/claw/bite); SA breath weapon (20d10+10, every third round), *fear* aura (120' radius, -2 penalty to saves to resist), spells; SD spells, keen senses (equivalent to *detect invisible* within 100 feet and *clairaudience* within 200 feet); SW none, but cannot fly inside lair (although he can rear up and use his wing buffets, stomps, tail slaps, etc.); MR 55%; SZ G (160' body plus 150' tail); ML fanatic (17); Int exceptional (16); AL CE; XP 22,000.  
**Special abilities:** immune to fire, *affect normal fires* (thrice per day), *pyrotechnics* (thrice per day), *heat metal* (once per day), *suggestion* (once per day), *hypnotism* (once per day), *detect gems* (thrice per day, includes kind and number, 100' radius).  
**Wizard spells:** 1st—*identify*, *reduce*; 2nd—*ESP*, *invisibility*; 3rd—*dispel magic*, *slow*; 4th—*confusion*.  
**Cleric spells:** 1st—*detect magic*.

<b>Treasure item:</b>	<b>Kept:</b>
19,830 cp	Loose (in pile)
46,010 sp	Loose (25,000 in five chests)
8,700 ep	Loose
22,475 gp	Loose (two chests of 7,000 each)
800 pp	In a malachite box worth 1,000 gp
Gems (two hundred and twenty-two), worth 10 gp each	Loose
Gems (fifty-one), worth 100 gp each	In a gold-chased silver egg (the two halves screw together) worth 500 gp
Assorted jewelry (thirty-one pieces worth 2d4 × 100 gp each)	Loose
Jeweled weapons (eleven), human-sized, worth 3d6 × 100 gp each	Loose

Silver mirrors (two) worth 300 gp each	Loose
Gold service (eleven pieces) worth 5d6 × 100 gp each	Loose
Electrum service (seventeen misc. pieces) worth 1d10 × 100 gp each	Loose
Ivory statues (twelve) with inlays of gems and/or precious metals worth 2d12 × 100 gp each	Loose
Jade carvings/figurines (four) worth 1d8 × 1,000 gp each	Chest
Idol of bloodstone worth 1,900 gp	Loose
Scroll of seven magic-user spells (determine randomly)	In crystal casket worth 3,400 gp
Sword of (red) dragon slaying in jeweled scabbard worth 6,000 gp (all abilities to be determined randomly)	Loose
Gem of (fire) elemental control	Loose
Potions of fire resistance (four)	Coffer
Jars of rare unguents and perfumes (eight) worth 2d6 × 100 gp each	Loose
Suit of magical armor +4, sized for a human (DM's choice as to armor type)	Loose

Note that all worthwhile treasures are covered by heaped coins, and that a thorough search through this pile will take a very long time! In addition, Brazzermal has six hundred and sixty-six gems (worth 1 gp each) pressed into his stomach to protect it. Destructive magical attacks against the dragon (*cone of cold*, *lightning bolt*, *fireball*, etc.) will certainly destroy from 60% to 90% of these gems as well as wreaking havoc with the horde as a whole.

**8. Cave:** This is a drow guardroom, with one 6th-level fighter (hp 35), two 4th-level fighters (hp 24 each), and six 2nd-level fighters (hp 14, 12 × 3, 11 × 2). The three leaders are each equipped with *chainmail* +2 and a *shield* +2, which with Dexterity bonuses give them an Armor Class of -2. Each is armed with *dagger* +1, *shortsword* +1, and hand crossbow with a belt holding nine poisoned darts (drow sleep poison renders a victim who fails his or her saving throw unconscious for 2d4 hours). The drow are clothed in black capes, shod with soft boots of black hide, and wear hoods over their helmets. Two sentries on duty at all times watch the entry passage. The room beyond has only their bedrolls and some miscellaneous gear. Each of the Dark Elves carries 1d10 pp per level. Remember the spell abilities of these creatures!

**9. Wide Passage:** Twelve piercers make this their home, where they patiently await unwary prey. The floor of the place is strewn with shattered skulls and bones. Amidst these gleaming white remains glints a gold necklace set with five gems worth 1,100 gp (if broken up, one of the gems is worth 500 gp, two are worth 100 gp, and the remaining two 50 gp each). The piercers are as follows:

- two of 1 Hit Dice each: hp 5, 3
- four of 2 Hit Dice each: hp 12, 11, 10 × 2
- four of 3 Hit Dice each: hp 16, 13, 12 × 2
- two of 4 Hit Dice each: hp 22, 19.





**10. Singing Chamber:** This small place has excellent acoustics, and the drops of water falling into the pool along the southern portion of the wall make a pleasant musical sound which can be heard for sixty feet in the silence of the caverns (or at thirty feet distance in normal conditions). The pool's edge is lined by a huge gray ooze blob (hp 24), and another (hp 17) lies along a ledge eleven feet high in the southeast of the place.

**11–13. Stinking Caverns:** All of these spaces are inhabited by troll servants of King Snurre. The stink which comes from these creatures, their nests, and the offal and remnants of rotted meat they leave about is noticeable from as far away as the corridor leading southwest from near area 9. Their chieftain is in area 13.

Note to DM: this area is **very** dangerous, as the trolls will support each other and an attack from fifty-six trolls is nothing to sneeze at even for a high-level party.

**11. Troll Annex:** Thirteen trolls (hp 37, 35, 33×2, 30×3, 26×2, 24, 22, 20, 19) lounge herein, each with the typical messy mound of sticks and bones and other noisome things. Each nest holds 5d10 of each type of coin (cp, sp, ep, gp, pp). If they hear a disturbance at area 12, the trolls split into two groups and lope off to attack.

**12. Troll Central:** Sixteen trolls (hp 36, 34×2, 33, 32, 31, 30, 29×3, 28×2, 25, 22, 17, 14). This room, and its inhabitants, are much the same as those in area 11. They move in two groups to area 11 if they hear sounds of combat from that direction.

**13. Troll Heaven:** Twenty-seven trolls (hp 41, 39, 38, 36, 33×2, 32×4, 31×2, 29, 28×2, 27, 24×2, 23, 20, 18, 17×3, 16, 15, 12). Conditions here are similar to those in areas 11 and 12, except even more noisome. The chieftain is the strongest (41 hit points), and other two toughest trolls are his lieutenants. If they hear suspicious noises, or if they are assaulted, the trolls will use the multiple passages to surprise and surround their attackers, leaping upon them out of the darkness to tear them to shreds. The three leader-types nest in the southeastern spur of the cavern, and each nest there will contain 1d4×100 of each coin type. In addition the chieftain has 5d6 gems worth 100 gp each and a jeweled mace worth 6,500 gp.

**14. Narrow Cavern:** This place is striated with layers of blue and green and greenish-blue deposits and streaks. Patches of green slime grow on the passage roof and in the pool of water at its end. The slime on the ceiling covers an area about forty feet long just south of the pool. There is a 1-in-6 chance that it drops on any character passing beneath it—check separately for each member of the party. The pool holds thirty-six agates (worth 10 gp each), which sparkle in the presence of any light-source. Any creature reaching in to get these stones is 50% likely to blunder into the slime in the pool, which blends in with the greenish rock.

**15. Gray Cavern:** This dark-hued place is the drow strong point, and two guards watch each of the six ways which meet at this cavern. Six more guards are placed in the chamber

itself. These eighteen drow are all 3rd-level fighters, each with 18 hit points and equipped with a *shield* +1 and *chainmail* +1 (together with their +2 Dexterity bonus, this gives them an overall Armor Class of 0). All eighteen are armed with *dagger* +1, *shortsword* +1, hand crossbow, and ten poisoned darts (one cocked and ready to fire, the other nine in a belt case). The eastern alcove serves as a field HQ for several higher level Dark Elves:

- Fighter, 5th-level (hp 30), with *shield* +2 and *chainmail* +2 and a +4 Dexterity bonus (AC -4). Armed as above, but her sword is +3.
- Fighter, 9th-level (hp 54) with a *shield* +3 and *chainmail* +3 and a Dexterity bonus of +3 (for AC -5). She is armed with *shortsword* +3, a *mace* +3, and an atlatl with a poisoned javelin.
- Fighter/Mage, 4th/6th level (hp 30), with *chainmail* +2 and a +3 Dexterity bonus for an Armor Class of 0. He is a minor noble with Strength 8, Intelligence 17, Wisdom 12, Dexterity 17, Constitution 9, and Charisma 12. He wears a *ring of protection* +3 (grants a +3 bonus to all saving throws) and is armed with a *shortsword* +2, a *dagger* +3 (poisoned in the usual manner), and a *wand of viscid globs*. The latter weapon is a metallic baton which has 79 charges; each blob covers an area of four square feet with a gummy substance which adheres various things together—hands to items held, arms to shields, members to bodies. That is, whatever is covered by it will stick permanently together unless cut by alcohol. The wand has a range of sixty feet. The bond of the blob is stronger than the substances bonded, and very strong creatures will tear themselves apart trying to get free if they exert enough effort. A saving throw applies, but blobs that miss must hit somewhere! He has the following magic spells:
  - 1st level—*charm person* (ITS)2, *shield*, *ventriloquism*
  - 2nd level—*mirror image*, *ray of enfeeblement*
  - 3rd level—*lightning bolt*, *slow*.

Each drow has 1d10 pp per level. Each 4th level or above has one (base 100 gp) gem per level—double that if multi-classed. Remember that the Dark Elves have the following innate spell abilities: *dancing lights*, *faerie fire*, and *darkness*. In addition, those of 4th level or above also have *detect magic*, *know alignment*, and *levitate*. Finally, female drow also have *clairvoyance*, *detect lie*, *dispel magic*, and *suggestion*.

**16. Small Cavern:** Note the arrows to the north of the entry passage on **Map Seven**: these mark the location of a metal sphere trap. A fine tripwire is set so that as an intruder enters the cavern it triggers a torrent of small iron spheres, which pour into the last twenty feet of the passageway and first ten feet of the cavern. These quarter-inch-diameter balls make a loud noise, and any creature in the area has a 5-in-6 chance of falling down for the first three rounds after the balls are released and a 2-in-6 chance for the next three rounds thereafter, unless he or she instantly stands still and does not move his or her feet. Naturally, still targets are easier to hit (ignore Dexterity defensive bonuses). Characters who fall are not able to attack, and they lose both shield and Dexterity benefits.

There are nine female drow in the place. Eight are 4th-level Fighters, members of an elite special guard (hp 28, 26, 25, 24×3, 22, 21). Each is equipped with *shield* +2, *chainmail*



+2, and has a +3 Dexterity bonus (Armor Class is -3). All are armed with *dagger* +2, *shortsword* +2, hand crossbow (on belt), quiver case holding nine darts, and an atlatl with three javelins. All of these missiles are poisoned with a paralyzing agent which makes victims lose their senses for 2d4 turns. These eight guards protect Nedylene, a cleric/fighter noble generally opposed to anything Eclavdra attempts. She is here to check up on her rival, and she will be suspicious of any creature entering her current abode. On the other hand, she will not be adverse to seeing her rival's plans go wrong, so negotiation is a possibility. Nedylene is a 7th-level Fighter/8th-level Cleric (hp 48; Strength 13, Intelligence 15, Wisdom 17, Dexterity 16, Constitution 11, Charisma 17) clad in *chainmail* +5, with a *buckler* +3 and +2 Dexterity bonus (AC -6). She is armed with *mace* +3 and a *demon staff*. The latter weapon is a black leather-like staff, very strong, carved with disgusting scenes and vile runes. The magical demon staff allows the wielder to *cause fear* in whomever it touches (no saving throw) A touch also inflicts 4d6 points of damage; this damage can only be healed by the passage of one full day of time per hit point lost. In addition, the staff can call forth a Vrock (Type I demon) or turn the holder into a Glabrezu (Type III demon) for five rounds. Each of these functions operates but once per day, and if the demon summoned is slain, the creator of the staff will exact a high price. Nedylene has the following spells in addition to those which all drow of her level and sex have in common:

- 1st level—*cure light wounds* (×3), *curse*, *protection from good*
- 2nd level—*detect charm*, *find traps*, *hold person* (×2), *silence 15' radius*
- 3rd level—*cause blindness*, *dispel magic*, *prayer*, *remove curse*
- 4th level—*cure serious wounds*, *neutralize poison*.

**17. Jeweled Cavern:** If light strikes these formations, the mineral deposits here make the place glitter and sparkle as if it were sown with jewels. It is breathtakingly beautiful and the current lair of three mind flayers (hp 44, 41, 38) who have decided to see what is going on with their friendly enemies, the drow. They plan to observe events, and the Dark Elves ignore them. Each mind flayer carries 2d6 gems worth 100 gp each (bribe money) and they have an *amulet of the planes* and a *toque of clear thought* in a small black metal box which can only be opened by persons of 18 or greater Intelligence.

**18. Small Cavern:** This is a guardroom which is exactly the same as area 8 above and has an identical guard complement; refer to the description of area 8 for details.

**19–20. Red Cavern of Infernalness:** This huge space is lit up in reddish light by the bubbling, steaming river of molten lava which flows through the place. The cavern stinks of sulfur and heated rock, and the temperature here is very hot, although a strong draft cools it somewhat. The roof is no less than sixty feet high.

**19. Salamander Central:** An area of venting gases, flame, and smoke. Amidst this vaporous inferno are two salamanders (hp 45, 38) who are enjoying a change of clime. The flames and smoke make them impossible to see beyond thirty feet. The salamanders are totally neutral with respect to whom they attack, although they know and respect the drow. They

have no treasure. Note that a rope bridge is suspended from this area to area 20, about fifteen feet above the lava river; the ropes have been specially treated to keep them from bursting into flame. Characters attempting to cross the river of lava via *fly*, *levitate*, or *spider climb* take 1d10 points of damage per round unless magically protected from extreme heat; those in actual contact with the lava take 3d10 hp per round.

**20. Council Chamber & Drow HQ:** This secluded section of the cavern serves as the meeting place and council chamber for Eclavdra and her minions. Currently at this place are six 2nd-level male fighters (hp 14, 12, 11 × 3, 10), three 4th-level female fighters (hp 30, 27, 23), and an 8th-level female fighter (hp 60) particularly favored by Eclavdra. The lesser fighters are AC 1 (*buckler* +1, *chainmail* +1, +1 Dexterity bonus) and armed with *shortsword* +1, *dagger* +1, and hand crossbow with ten sleep-poisoned darts. The commander has a *shield* +3, *chainmail* +5, and a Dexterity bonus of +1 (AC -5). She is armed with a *shortsword* +4 and a hand crossbow with six poisoned and three magical darts: a *dart of stunning* (causes creature hit and all within ten-foot radius to be stunned for 1d4 melee rounds, double that for target creature, due to concussion and noise), a *dart of blinding* (blinds target and all within fifteen feet due to the flash when it explodes), and a *dart of vapors* (generates a cloud of *stinking fog*-like vapors thirty feet by thirty feet by twenty feet when it impacts). Note that Eclavdra will be here with as many of her followers as survive if things go badly on the upper levels. In addition to bedding and a small amount of personal gear, there is a chest holding 2,000 pp and two hundred gems worth 100 gp each hidden under an illusion to look like a rock formation in the far northeastern corner of the place. The commander has a small coffer which contains two *potions of speed* and two *potions of extra-healing*; these will be used by the drow if necessary. A constant watch is kept on the east entry to the cavern—if intruders come, the Dark Elves will know of it. If threatened by powerful characters, the drow will first cut the rope bridge, then flee to safety back down the passage from whence they came (i.e., the one to the north-northwest). This route is protected by a huge, charmed lurker above (represented by an "A" on Map Seven) with 63 hp; it causes 2d4 points of damage when it constricts its victim(s), smothering them in but 1d3+1 rounds. It falls upon any creatures passing under it after it has been given a specific command by Eclavdra.

Should the DM have access to the "Drow" series (D1, *Descent Into the Depths*; D2, *Shrine of the Kuo-Toa*; D3, *Vault of the Drow*; and Q1, *Queen of the Demonweb Pits*), then characters may find a pair of hoists (derrick-like machines with straps for cargo of any sort—even giants!) in nooks on either side of the river of lava. It will take several hours to set these hoists into working position, but thereafter characters will be able to move supplies and pack animals across the river of lava and begin their pursuit of the drow. Otherwise, assume the drow collapse the tunnel behind them, sealing off the Underdark and ending the threat of co-ordinated giantish attacks thereafter (unless, of course, the DM is using this adventure as part of the "liberation of Geoff" plotline, in which case the challenge has only begun . . .). In any case, surviving characters are to be congratulated on the success of their mission.

THIS ENDS THE EXPEDITION TO SNURRE'S HALL



## PART TWO:

# The Liberation of Geoff

*Wherein our heroes must free an entire country from giantish tyranny*

## Random Encounters in Geoff

The chance of an encounter is 1-in-12, except when within ten miles of an inhabited town or city, in which case the chance is 1-in-6 (such encounters can either be with creatures living in the town or drawn from these tables—DM's choice). Encounters are checked when the appropriate terrain type indicates (for example, random encounters in the plains are checked in the morning, in the evening, and at midnight). These charts only indicate possible hostiles; innocuous encounters (for example, with nonthreatening normal animals) are not included here and should be ad-libbed by the DM as appropriate.

### 1d20 Plains Encounters (morning, evening, midnight)

- 1-2 Bandits (3d4)
- 3 Dwarves or gnomes (3d4)
- 4-5 Fire giant (1d2)
- 6-7 Frost giants (1d2)
- 8 Elves, high or sylvan (1d4+1)
- 9-14 Hill giants (1d4)
- 15-17 Ogres (3d4)
- 18-20 Trolls (2d4)

### 1d20 Hornwood Forest (morning, noon, night, midnight)

- 1 Bandits (4d4)
- 2 Cyclopskin (1d2)
- 3-4 Elves, sylvan (2d4)
- 5-8 Fire giants (1d3), 20% chance for hell hounds (1d6)
- 9 Frost giant (1)
- 10 Hill giants (1d2)
- 11-12 Ogres (2d4)
- 13-14 Orcs (6d4)
- 15-16 Trolls (2d4)
- 17 Woodsmen (1d2)
- 18-20 Use standard forest encounter tables\*

### 1d20 Dim Forest (noon, evening, night, midnight, pre-dawn)

- 1 Bandits (4d4)
- 2-4 Elves, sylvan (2d4)
- 5 Fire giants (1d2)
- 6 Frost giants (1d3)
- 7 Hill giants (1d4)
- 8 Ogres (3d4)
- 9-10 Orcs (6d6)
- 11 Shadow dragon (Hasforenses) [evening, night, and pre-dawn only]
- 12 Woodsmen (1d2)
- 13-20 Use standard forest encounter tables\*

- 1d20 Oytwood Forest (morning, night, midnight, pre-dawn)
- 1-2 Bandits (3d4)
- 3-7 Elves, sylvan (4d4)
- 8-10 Giants (mixed group of fire, frost, and hill; 1d3+2 total)
- 11-12 Woodsmen (1d3)
- 13-20 Use standard forest encounter tables\*

### 1d20 Stark Mounds (morning, noon, evening, night)

- 1 Bandits (2d4)
- 2 Cyclopskin (1d2)
- 3 Dwarves (2d6)
- 4-5 Fomorian giants (1d4)
- 6-8 Gnomes (4d4)
- 9 Hillmen (1d6+2)
- 10-13 Orcs (1d4×10) and ettin (1)
- 14-15 Ogres (2d6)
- 16 Wererats (1d4+2)
- 17-20 Use standard hill encounter tables\*

### 1d20 Crystalmists & Barrier Peaks (noon, evening, night)

- 1 Cavemen (1d4×10)
- 2 Cloud giants (1d3)
- 3-5 Fire giants (1d4+1), with 10% chance for hell hounds (1d4)
- 6-8 Frost giants (1d4)
- 9-11 Hill giants (1d4+1)
- 12 Mountain dwarves (5d6)
- 13-14 Orcs (1d4×10)
- 15-16 Ogres (3d4)
- 17 Stone giants (1d4)
- 18 Trolls (1d12)
- 19-20 Use standard mountain encounter tables\*

\*these tables may be found in the *MONSTROUS COMPENDIUM® Annual, Volume Two (TSR#2158)*; DMs without this book may either create encounters suitable to the terrain or treat as "no encounter."

## Unnamed Sites in Geoff

In addition to the encounter sites detailed in the following entries, there are several unnamed villages marked on the map of Geoff (**Map Eight**). Before the invasion, each was little more than a few farms and a handful of small buildings that housed the most common businesses and crafts (blacksmiths, inn, a trading post, etc.). These villages are all essentially now ghost towns, having received passing attention over the years from the giants and their giantkin and humanoid allies. A few may be occupied by a solitary giant, a few trolls, or a garrison of humanoids such as orcs (possibly deserters). The original inhabitants will no longer be present, unless the DM wishes to have a desperate refugee or two living a wary life as scavengers in the ruins. It is unlikely that anything of value is left in abandoned villages, although they can be used by PCs for shelter and some may even have a few surviving livestock animals (mostly gone feral) in the neighborhood.





## Clan Azeil

This section details the sprawling castle built by one of the three land-locked cloud giant clans that live in the Barrier Peaks. The other two clans, Clan Tageer and Clan Miress, are very similar to this one, and this castle can be used as a model for devising encounters with them.

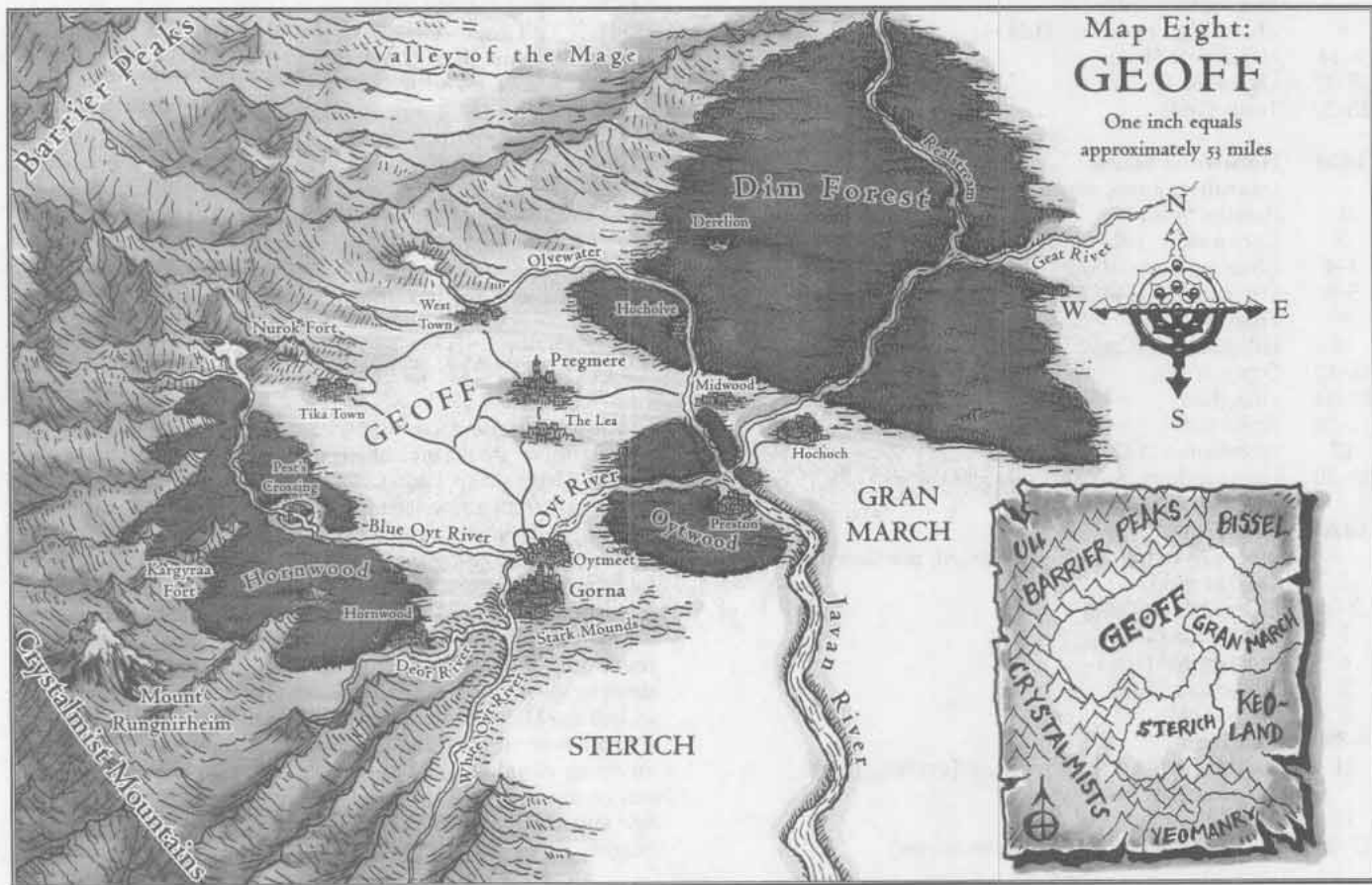
Clan Azeil is made up of eight adult cloud giants and two children. They are all Neutral Evil in alignment and are loyal to their leader, Arman, whom they address as "Lord Arman." One of the adult females is a minor wizard. The giants are not rapacious by nature; they are content to be left alone as long as they are not threatened or other creatures seek to claim their territory. However, they have little regard for lesser (i.e., smaller) beings and have no compunctions about adding a human or demihuman to their stewpot if such treats are available. They consider themselves the highest order of life on the mountain and have the strength to crush any who would say otherwise. They are perfunctory worshippers of Memnor, the god most evil cloud giants follow (see *DMGR4, Monster Mythology*—TSR#2128), with their faith playing little part in their daily lives other than a brief prayer spoken before a meal.

The Sakhut approached this clan on foot; it was only after the Azeil agreed to assist in their plans that the foreigners

revealed their origin and cloud island. The Azeil are sworn to secrecy about the nature of their employer-allies, and even if threatened they will only say that they work for Clan Sakhut, who live deep in the Crystalmists to the west of the Hornwood (the Azeil have a lucrative deal with the Sakhut and do not wish to risk breaking it by revealing too much). Clan Azeil actually has an easy job; they and the other local clans built Nurok Fort, keep it staffed, and collect and guard the tribute brought in by the "lesser" creatures living in the lowlands.

The giants of Clan Azeil are related to the other two nearby clans; young giants traditionally marry into another clan to avoid inbreeding, and these three have been on peaceful terms with each other for nearly a century. Thus, if one clan is threatened, the other two will not take kindly to those who are responsible. Now that the Sakhut have appeared on the scene, a certain amount of courting is taking place between the newcomers and the established clans.

The Azeil dress in fine garments of wool and cotton; traditional colors are dark brown and pale green. Having extremely fair skin and brass-colored hair, they like jewelry of copper set with gems, which contrasts nicely with their flesh and complements their hair. Any jewelry items listed for these giants will be worn, not stored. All of the giants of Clan Azeil have a very impressive appearance, and even their slightly enlarged canines do not detract from their overall comeliness.





## Castle Azeil

The castle (**Map Nine**) is a huge structure built on one of the higher points of the Barrier Peaks. Nearly four hundred feet across, it is not truly a castle but rather a huge circular wall with buildings built into the sides. Made of large pieces of mortared and wedged stone, the outer wall is almost ten feet thick and easily thirty feet high, with loose stones placed on the top of the wall to be used as thrown weapons in times of trouble. The smaller buildings inside are only slightly shorter, with roofs made of thick trees tied together and covered in tar, mud, and sod. Its position on a mountain peak gives it a high degree of visibility from all sides, but this visibility also makes it easier for the castle's inhabitants to spot anything approaching their stronghold. While trees (mainly fruit trees) dot the landscape and the castle grounds, the giants have removed anything that would interfere with their ability to see (a relative standard, as their great height allows them to see over most small- and medium-sized trees).

The giants patrol and hunt their territory daily, sending a group of two or three out to scare up game for the cooking pot. They return in the evening to eat, share stories, and play music. Once every few months they meet with the other two clans to visit family, celebrate important dates, and renew friendships; during these times the sorceress-giant uses various spells (mainly *continual darkness* and *magic mouth*) to protect their home while they are gone. Recently some of the Sakhut have joined in these meetings and engaged in dalliances with some of the younger grounded giants, but these flirtations have yet to lead to any permanent bondings.

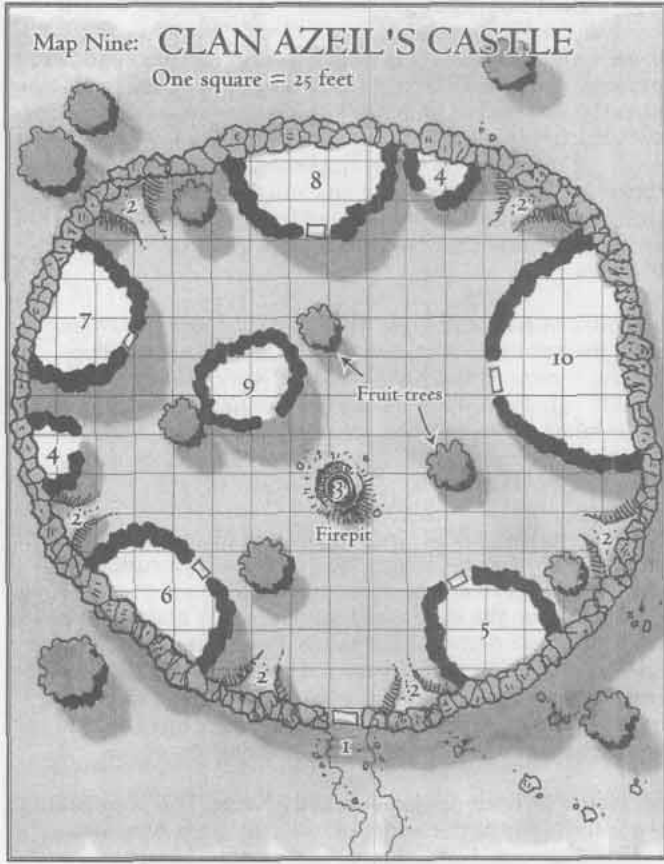
**1. Castle Gate:** Made of huge tree trunks bound together with broad strips of metal, the gate is normally barred from the inside. It is over twenty-five feet tall and fifteen feet wide, fitting fairly snugly into its arched portal (a small gnome or halfling might be able to squeeze through one of the gaps).

**2. Earthen Ramps:** Rather than building an elevated section all around the interior of the castle wall, the giants made several ramps out of packed earth covered with flat stones. These ramps rise to a height of twenty feet above the ground level, tapering off into a flattened area large enough for a cloud giant to stand comfortably on. It is from these points that the giants throw boulders at approaching enemies; the ramp gives them enough height to see and fire over the thirty-foot wall without negating the defensive advantage of the wall itself (giants on the ramp have 50% cover, giving them a -4 bonus to their AC). A giant on a ramp can fire around twenty boulders (taken from the top of the wall) without needing to replenish his or her supply or reach too far. Furthermore, other giants will help out by bringing extra supplies of boulders to those on the walls, although it is very unlikely that something could stand up to a score of hurled boulders. Any creature lucky enough to evade the barrage of boulders and reach the castle wall will be meleed by the giants standing within; each can reach more than halfway down the outer wall to strike targets within about thirty feet of the wall with their giant-sized morningstars. Attackers who reach the top of the wall will be targeted with boulders by those giants on the ground inside of the castle.

**3. Firepit:** This pit in the earth is about five feet deep and partially filled with ashes. Mounted over the firepit is a great cauldron capable of holding an entire cow with room to spare. The giants' morning and evening meals are cooked in this pot, and the fire itself is only lit in the morning and evening (extinguished after breakfast but allowed to slowly burn down overnight). By the time true darkness has come around, the fire has died down enough that the cauldron is rather warm but not enough to actually cause damage—it could make a good temporary hiding place for up to three human-sized creatures in extreme need.

**4. Storage Area:** These two small buildings have no doors, only a thick cloth curtain covering the entryway. Each contains sacks of unspun cotton and wool, hanging strips of dried meat, bags of nuts, barrels of dried fruit, a barrel of pitch, giant-sized traveling cloaks, a spare morningstar or two, a few ten-foot metal bars, and some tools. All of the containers and nonfood items are oversized and would be hard for human-sized creatures to loft, much less transport.

**5. House of Mot and Ashaam:** This is the house of a married pair of cloud giants and their young child. Mot is currently working at Nurok Fort (see page 63). His wife Ashaam (hp 71) is the clan's wizard (the equivalent of a 4th-level Mage in terms of spell that she casts and number of spells per day). She is also their healer, having the equivalent of the Healing and Herbalism nonweapon proficiencies. Their son





Klu (hp 19) is twenty, the equivalent age of a human ten-year-old; he fights as an ogre if he must. Their home has two beds, a small table, three sitting stools, and a great locked chest. The chest contains their family's personal treasure (480 cp, 460 sp, 109 gp, two 100 gp gems) and Ashaam's spell-book. The latter, a huge tome far too unwieldy for a human-sized creature to use or carry around, has the following spells: 1st level—*cantrip\**, *color spray\**, *comprehend languages*, *detect magic*, *identify*, *mending*, *read magic*, *unseen servant\**; 2nd level—*alter self*, *continual light*, *hypnotic pattern\**, *magic mouth\**, and *web*. Spells marked with an asterisk are her most commonly memorized spells. Ashaam also has a scroll inscribed with the spells *protection from normal missiles*, *spectral force*, *Evard's black tentacles*, and *wall of fire*.

**6. House of Darav:** This is the home of a young adult male giant named Darav (hp 89), son of Kell and Fren (see area 8). He has moved out of his parents' home and is working to acquire enough wealth to allow him to propose marriage to the daughter of the Lord of Clan Tageer. Darav is a proud and somewhat foolhardy giant, and has an unusual dislike for intelligent creatures smaller than himself. His home contains a bed, a stool, and a treasure chest (196 cp, 230 sp, 70 gp, three 50 gp gems).

**7. House of Genda:** Genda (hp 77) is the older child of Mot and Ashaam. She is exceptionally comely, even for a cloud giant, but independent, and so has not chosen to settle down with a giant from another clan just yet. Her house is well-kept, with a bed, stool, table, and chest. The chest contains some exotic clothing (gifts from a Sakhut admirer) and her personal treasure (300 cp, 45 sp, 140 gp, one 50 gp gem). One item she always has with her is her *ring of fire resistance*. One trick she has learned with the ring is to dip a few boulders in pitch, light them with a burning brand, and launch these flaming missiles (each doing an extra 4 points of damage as well as setting afire items that fail their item saving throws vs. normal fire)—the ring protects her from the flames, of course.

**8. House of Kell and Fren:** This married couple is waiting until their younger son, Lort (hp 60), moves away before having another child. Kell (hp 101) is very proud of his son, but his wife Fren (hp 80) would like to have a daughter next. Their home contains a bed, small table, two stools, and their personal belongings in two wooden chests (650 cp, 501 sp, 220 gp, four 100 gp gems).

**9. Kitchen:** This smaller building is dominated by a large smooth slab of stone, which the giants use as a cutting surface. A number of large knives, spits, and other utensils hang from hooks on the wall, and a stack of stone plates and bowls takes up much of the corner space. Two huge barrels of water line one wall (filled daily from a nearby spring). The ingredients for the giants' meals are prepared here on a rotational basis (even the Lord and his Lady take their turn) before being cooked in the cauldron over the firepit.

**10. House of Lord Arman and Lady Narat:** This large building is the home of the leader of this clan. Lord Arman (hp 114) and his wife Narat (hp 86) had recently completed a

marriage between their daughter and a warrior from Clan Miress and are still adjusting to having extra space in their home. The house contains a large bed, four stools (all equal in size), a table, a locked strongbox containing the tribe's communal treasure (1,653 cp, 1,630 sp, 365 gp, 45 pp, two 100 gp gems, one 500 gp gem), two chests containing the personal items owned by Arman and Narat (450 cp, 670 sp, 340 gp, four 100 gp gems), and a great harp of exceptionally fine workmanship and pure tone. The walls are decorated with simple but fine tapestries (woven by Narat) depicting mountain landscapes covered in greenery. Arman is a decent leader, appreciated by his clan because he doesn't act superior and is generous with the treasures from the Sakhut. His weapon is a giant-sized *morningstar* +2.

## Derelion

### History and Current Status

Derelion (**Map Ten**) is an elven town, founded hundreds of years ago. Built of cured deadwood and incorporating living trees, it was well-disguised and served as a place where the elves of the Dim Forest could live in peace without being disturbed by the strange and more hostile residents of the wood. It was built to look like natural trees, and this was done so skillfully that from some directions it is possible to pass within a dozen yards of the town and not realize it. Had it been disguised from the air as well, it might stand as a refuge even today. The elves who lived here survived by hunting, gathering fruits and nuts, and producing elven trade items such as clothing, woodcarvings, and arrows.

The elves were not caught unawares by the giant invasion; their scouts had reported the approach of hill giants and ogres nearly a day before they were expected to reach the town. Advance parties were sent out to harry the invaders with arrows while those in the town prepared defense-works and sniper positions. They were aided by a human wizard named Faffle, a member of the mercenary-adventurer group who had years before defeated an earlier giantish incursion. Faffle, in town to court the sister of his former associate Fonkin Hoddypeak, used his magic to hide key groups of elves and reinforce the town's defenses. When the giants and ogres reached the town, they suffered a hail of arrows from the elves and charged ahead to counteract the elves' advantage. Faffle seized a key moment and cast a *summon shadow* spell to take down one of the giants. However, instead of calling forth four shadows he accidentally summoned Hasforenses, a shadow dragon that happened to be passing through the equivalent spot on the Demiplane of Shadow. Too large to fit through the spell's aperture, the enraged dragon fought to free herself from her interplanar shackles. To the horror of Faffle, the elves, and their charging enemies, Hasforenses was able to use her *dimension door* ability to break free and promptly set about blasting everyone around her with spells, breath weapon, claws, and bite.

This was a disaster for all of the Oerthly creatures on the scene. The dragon was difficult to spot in the characteristi-





cally shadowy forest, as her natural coloration and ability to blend into shadows served her well in this environment. Entire groups of ogres, giants, and elves, engaged in their own struggles, failed to notice that the dragon was present until it was too late. While the good and evil forces battled each other, she picked off strays and added to the chaos. When the combat was over, dead and unconscious bodies lay strewn everywhere, the shadow dragon silently triumphant. All the giants and ogres were dead and the few surviving elves put to flight; the wizard Faffle disappeared during the fighting along with his intended and neither has been seen since.

A side effect of the damaged spell-portal occurred when the dragon used pan-dimensional magic to escape it: a permanent portal to the Demiplane of Shadow was created on that spot. As a result, many of the creatures killed in the fighting (including a few unconscious ones that the dragon dispatched afterward) rose as slow shadows, their unlife anchored to this region by the planar gate. Hasforenses can use the gate to travel to her home plane by sticking her head through it (that's all that fits) and using her *dimension door* ability to complete the passage. The slow shadows in this region are not subject to her commands, nor do they attack her. The town has become overrun by brambles and corrupted by the influence of the other plane.

When the Sakhut received no reports from the forces sent to Derelion, a second group was sent to spy on the town. When that group didn't return, Goroda sent Hymner (King Mogthrasir's chief spy; see page 73) to investigate. The fire giantess discovered the twisted thicket that was now the lair of undead and extra-dimensional creatures and beat a hasty retreat. The cloud giants have since declared this area off-limits, and none of the creatures who serve them come near here.

## Government

There is no government in Derelion. The dragon and undead do not communicate with each other; she considers them a sort of watchdog, alerting her to the presence of invaders. The slow shadows kill any living things who come within a half-mile of the gate; she hunts further than that and brings her kills back to rot until sufficiently tasty. Everything near the town is either prey to the dragon or the undead.

## Laws

None.





## The Town (Maze of Plants)

The slow shadows have killed every living creature within one-half mile of the gate to the Demiplane of Shadow. This means that animal sounds rapidly fade after crossing this invisible threshold, leaving an eerie quiet broken only by the sound of wind through stiffening branches. After a hundred more yards the vegetation starts showing signs of an unnatural influence, with branches bending in unusual ways and odd discolorations on the bark. These changes become more pronounced the closer the plants are to the gate, until the ones within two hundred feet of it are leached of all color and twisted upon themselves like writhing snakes frozen in their death-agony.

The brambles form a sort of maze (**Map Ten**) that is at least twenty feet high in most places; only a few spots within it are open to the air. This mass of twisted plant life is the actual lair of the undead and Hasforenses. The dragon has broken into the elven homes and claimed most of the treasure therein for herself, and the slow shadows have destroyed or buried the rest, its presence a painful reminder of their former lives. A faint stink of death fills the area from the dead bodies the dragon saves for her food. The dragon is able to

navigate the open spaces (many of them were created by her to fit her bulk), but sometimes uses *dimension door* to get in and out quickly. Within this area, objects are difficult to burn and fire damage is reduced by 1 point per die. Torches sputter and flicker, and smaller fires only burn weakly. All light sources cast an inordinate amount of shadows, and these shadows tend to lean in the direction of the gate.

The slow shadows spend most of their time flitting about the maze (passing through or hiding in the walls at times), searching for living creatures to feed upon. If they spot people, they hide in the bramble walls, flying out to swarm over their victims (they are 90% invisible in the perpetual shade of the Dim Forest). Any group of slow shadows will contain 1d3 slow shadows and 1d2 lesser slow shadows; each also has a 40% chance of including a 6-HD slow shadow (formerly an ogre) and an additional 20% chance of having a 10-HD slow shadow (formerly a hill giant). The sound of combat will draw the attention of 1d2 more groups of slow shadows in 1d4+2 rounds, which will join in the feeding. The shadow dragon, if present, will watch the battle from a hidden spot (possibly using her natural *clairaudience* ability within her lair) but will not intervene unless her "alarm system" is in danger of being destroyed.





There are a total of thirteen normal slow shadows (hp 24, 22×3, 21, 20, 19×3, 18, 17, 16, 12), five lesser slow shadows (22×3, 21, 19), five 6-HD former ogre slow shadows (hp 30, 29, 25, 23, 18), and two 10-HD former hill giant slow shadows (hp 42, 41).

The dragon (hp 62) hunts much further away from the maze; there is only a 25% chance she is there during the day (90% during the evening). When encountered in the maze, Hasforenses will be patrolling the paths, enjoying a good meal of rotting corpse, or counting her treasure, which she keeps slid under a loose section of the hedge near her bed. She will make the most of her terrain, being intimately familiar with the configuration of the paths and always using the shadows to her advantage. If she detects intruders (and they somehow defeat or bypass the slow shadows), she will lie in wait in a place near the gate or her treasure, cast *blur*, and use her Hide in Shadows ability (65%) to attack from surprise with her breath weapon, using the second round to activate her *mirror image*. She will then use her spells to distract foes and try to kill or disable her opponents quickly so that there are fewer targets attacking her. If the battle goes against her, she will *dimension door* to a point above the maze and fly at a safe distance until her breath weapon is available again. If she thinks she may be killed, she will use the gate to enter the Demiplane of Shadow (requiring a use of *dimension door*), expecting that her foes will not risk pursuit into such a place.

**1. Bed of Hasforenses:** The dragon has dragged grass, branches, and smooth rocks to this shallow depression to make a sleeping area. Her treasure is concealed nearby behind a moveable section of hedge: 3,540 cp, 9,265 sp, 10,985 gp, 1,362 pp, three 10 gp gems, two 50 gp gems, two 100 gp gems, two 500 gp gems, seventeen pieces of elven jewelry and art objects, nineteen *bolts +1*, a suit of elf-sized *chainmail +1*, a *potion of ESP*, a *ring of shooting stars*, a *potion of plant control*, a *potion of clairaudience*, *oil of slipperiness*, a *philter of love*, a *potion of super-heroism*, and a *potion of flying*.

**2. The Gate:** As tall as a man and nearly as broad, this gate to the Demiplane of Shadow seems to draw light and shadows toward it. The air around it is cool to the touch. Through the gate can be seen a more shadowy version of the glade. Any creature that can fit through the gate can easily step through and onto the demiplane, and vice versa. Occasionally shadows or other denizens of that plane come through to Oerth, but they are quickly destroyed or chased off by the slow shadows and dragon. Characters that enter the demiplane and wander off may find ways to reenter Oerth in another location (spells such as *shadow walk* are very useful for this) but are likely to be attacked by natives of this plane. See *A Guide to the Ethereal Plane* (TSR#2633) for more information on travels in the Demiplane of Shadow.

## Gorna

### History and Current Status

One of the oldest cities in Geoff—founded more than nine hundred years ago—it was perhaps only natural that in time

Gorna would come to be the nation's capital. Long a bustling center of commerce, scholarship, and culture, it was surrounded by fertile farmland, close to rich mines, and adjacent to a river full of fish. The people of Gorna prospered. Sheltered by high mountains, thick forests, and hills full of demi-human allies, the Gornan Geoffites were largely protected from the wars that occasionally upset other parts of the Flanaess. Only the occasional raids by giants and humanoids spoiled this picture of serenity.

The invasion of 583 CY, however, was not the scattered effort that the Gornans were used to. A well-organized force of orcs, ogres, and armored fomorians crept along the northern reaches of the Stark Mounds and forced a wedge into the city. While the famous bowmen of Geoff took a heavy toll on the invaders, the cavalry was considerably less effective within the city walls. Backed by the strength and endurance of the ogres and fomorians, the inhuman army mercilessly slaughtered men, women, and children, setting fire to many buildings. The Grand Duke issued a general order of retreat when the situation became too dire, and the people of Geoff fled for their lives. Even the Grand Duke's castle, Eagle Peak, was overrun and left in ruins.

Those who were captured didn't live long. The ogres and fomorians feasted well for many days on the dead and enslaved, while the orcs scoured the town for stragglers and valuables. Much to the surprise of the orcs, their large allies turned on them when the supply of human captives ran low, and this started a three-way civil war. Divided along racial lines, the monsters staked out territory in the city and raided each other for food and treasure. During this conflict much of the city was burned by the orcs and ogres, their mastery of fire putting them at an advantage over their ignorant former allies. The orcs has superior numbers but the ogres had strength, and the fomorians had even greater strength plus an astounding ability to live under the most primitive and sparse conditions. Eventually some of the orcs decided to take what they had looted and leave the town; not long after that the remaining orcs were killed by a temporary alliance between the other two races.

Today, the ogres and giants continue their little war, although it has devolved to little more than insults exchanged across the broad avenues. About once a week one group or the other makes a foray into enemy territory—stealing food, destroying property, and inflicting bodily harm if they have the opportunity. Currently the fomorians control more of the town due to a recent sickness that weakened the ogres, but this could easily switch the other way with one or two well-fought battles.

### Government

There is no longer any sort of formal government in Gorna. The fomorians are ruled by a strong and especially ugly one of their kind named Hoob (hp 89); he has managed to beat down any who challenge him and has held his position for almost an entire year. The ogres follow chieftain Athans the Skullstomper (hp 37), a tall, bearded ogre who carries a broadsword *frostbrand*; he was second-in-command until the previous chieftain was killed by a fomorian while suffering from the sickness. Both leaders rule by strength, although the





ogres also have respect for their new chieftain as he has shown great prowess in battle.

## Hoob's Laws/Skullstomper's Laws

- Obey your leader.
- Kill the enemy.

## The Town

Once a pretty town with sculptures and attractive buildings, Gorna is now a wreck; years of fighting, vandalism, and arson have reduced this city to piles of wreckage and half-skeletal buildings. No map has been provided for the simple reason that there's not enough of the city left to map. The current inhabitants are so few compared to the size of the city that many of the streets have not felt the tread of bipedal feet for weeks. It is slowly being reclaimed by nature; grass grows thick between the cobbles of what were once busy streets, and small animals are using the shells of buildings for dens, the smell of humans having long since faded.

Both factions have fortified their sanctuaries by piling up refuse and debris into defensive walls. The ogre stronghold is completely surrounded by a wall of this stuff while the fomorian

base is more haphazardly protected. The ogres have even gone so far as to include sections of piping and hollow logs in their wall so that they may see out or even use them to pour hot water or oil on any attackers. Both groups sleep in their respective strongholds, having learned that solitary dwellings are more vulnerable to attack.

The ogres survive by trapping and hunting animals in and around the town, as well as fishing from the White Oyt. The fomorians are less picky, eating animals, plants (including some tasty-looking pieces of wood), and even their own dead. Even though they can go for extended periods without food, they end up raiding the ogres about once a week, making off with enough to supplement the meager amounts they scavenge.

The fomorian stronghold has seventeen male fomorians (hp 67, 66, 63, 62, 60×3, 58, 56×2, 54, 53, 52×2, 50, 47, 36) in addition to Hoob, plus twenty noncombatant females and nineteen noncombatant children. Their treasure (in Hoob's keeping, naturally) is 1,201 cp, 3,222 sp, 876 gp, 211 pp, and one 100 gp gem.

The ogre stronghold has forty-five common ogres (hp 24, 23×4, 22×3, 21×6, 20×4, 19×2, 18×2, 17×6, 16×4, 15×4, 14×2, 13×3, 12, 11×2, 10), fifteen females (noncombatant), and nine young (noncombatant). Their treasure: 982 cp, 570 sp, 840 gp, 103 pp, a 50 gp gem, a 100 gp gem, and a 500 gp gem.

## The Gnomes of the Stark Mounds

Somewhat recovered from their efforts to aid Sterich, the gnomes of the Stark Mounds are in preparation to test the defenses of those that occupy Gorna. Six small squadrons of twenty gnomes each (made up of fighters, fighter-thieves, and at least one multi-classed illusionist) have been assembled from the small villages that dot the Mounds. These gnome settlements have mostly been left alone due to the giants' focus on the flatlands, encouraged by some clever illusion spells. The gnomes were anticipating some aid from the dwarves that live in the higher peaks, but the clan dispute that embroils their dour cousins has forced the gnomes to buckle up and make do. Led by a charming older gnome named Kemp Consum (F7/I7, hp 35), the gnomes have met at Talbaire, a small village about a day and half southwest of Gorna. They plan to scout out the shattered town under invisibility, then make a feint with one or two squadrons to test the monsters' responses and abilities; these squadrons would be supported by gnomish archers and well-placed illusions. After this feint, the uneaten gnomes plan to retreat and regroup to study what they have learned. In particular, the gnomes wish to learn who is behind the giantish alliance and may hire adventurers to procure this information for them.

## Hocholve

### History and Current Status

This town was originally a fort built in 538 CY when Geoff was having trouble with some of the stranger creatures of the Dim Forest. Brave rangers made up the bulk of the guard's garrison, with keen-eyed bowmen filling out the ranks. The





humans' victories against the monsters in the area attracted the attention of the local elves; the two groups began competing in a friendly manner and established many friendships, with some elves building camps near the fort and a few even living within it. Over time the fort grew into a small village and eventually a town, and the two peoples remained close although intermarriage remained very rare.

Like Derelion, Hocholve was warned a day in advance of the giantish invasion. That gave the townsfolk enough time to withdraw into the fort for protection while the rangers and elves prepared traps and ambushes. When the hill giants and ogres forced their way past the traps they were met by a wall of human steel and hundreds of elven arrows. In response, hurled boulders crushed homes and dented the walls of the fort. Between volleys, the elves began to escort children and the elderly to safety through a secret exit. Eventually one of the outer walls came down and the monsters were able to charge into the fort itself despite serious casualties. Elves and humans stood their ground to give their families time to escape, and the defenders had made a good showing by the time the last one sank lifeless to the ground. The victors began to prepare fires for cooking their foes and search for spoils.

During the victory celebration, however, some of the giants began to notice an odd rash on exposed parts of their bodies. This rash quickly developed into plant-like growths under the skin that spread rapidly; soon every giant showed symptoms of this strange rash. The first ones infected began complaining of pain and coughed up small pieces of plant material. In a matter of hours, all the giants were dead and turning into masses of fern-like vegetation. The ogres, unsure what to do in this situation, sent a scout group to report to their superiors in the Barrier Peaks, who sent other giants to investigate the ogres' story. When the same thing happened again, the Sakhut declared the town of Hocholve to be cursed and off-limits to all giants. The ogres remained stationed at the fort until their kin in West Town requested their aid, whereupon they marched off, leaving the place abandoned behind them.

## Government

None. With the ogres gone, Hocholve is a ghost town. Grass has covered all of the paths and some houses are being used by animals both natural and dire. The escapees of Hocholve never heard from their relatives who stayed behind to fight in the rearguard action and have assumed the worst (correctly, as it turns out). With Geoff occupied by giants, none are willing to risk death or imprisonment to see for themselves what happened.

## Laws

None.

## The Town

The giants were not felled by a curse, but by a plant. The region around Hocholve is infested with a primitive dark

green fern-like plant that has an aggressive mechanism for defending itself against certain predators (one or two varieties of deer, wild horses, and an extinct reptilian herbivore). Something in the body chemistry or sweat of hill giants triggers this reaction in the plant, resulting in a condition much like infestation by the phycomid fungus. It is likely that the plant would react similarly to ettins, horags, verbeeg, and possibly even mountain giants. The plant (which the elves call "straffern") would be an excellent weapon against giants except that if dug up from the ground it dies quickly, and only a living, spore-producing plant can affect giants in this manner. Furthermore, the plants can only survive in places where there is little direct sunlight.

Other than some damage to homes and the flattening of the western fort wall by boulders, the town is almost completely undamaged (although most valuables and edibles were discovered and taken by the ogres). It would be easy to retake and repopulate Hocholve if it were known that the place were uninhabited and seemingly proof against several varieties of giants and giant-kin. Furthermore, it would make an excellent base from which to launch raids or reconnaissance missions deeper into Geoff.

No map is included for this town; any map of a town surrounded by a stockade wall in a forested location would be satisfactory.

## Hornwood

### History and Current Status

Before the war, Hornwood was a small town, based partly on the lumber trade and partly on a few small veins of silver found in the lowest parts of the Crystalmists. The local interfaith temple (dedicated to Bleredd, god of mines, and Obad-Hai, god of the woodlands) supported both enterprises, preaching noninterference and a necessary balance between all extremes. Founded some two hundred years ago, the settlement never grew particularly large, reaching a population of about four hundred when a new silver deposit was discovered around the turn of the century and declining to three hundred or so souls in recent years as the main vein began to give out and miners moved on to other towns. When the war came, the town was attacked by twenty-three cyclopskin in 583 CY. While the sturdy townsfolk managed to kill several of the brutes, the giant-kin triumphed and managed to enslave about one-quarter of the population, the others having escaped or been killed.

While the remaining citizens of Hornwood—some seventy or eighty in all—probably would have eventually ended up as food for the cyclopskin, a crafty lycanthrope named Batral had an alternate plan. Having established himself some years earlier as a prominent member of the town (using money stolen from his packmates in Istivin), the wererat had kept his nature a secret while building up trust with his new neighbors. After the cyclopskin attack, he revealed his lycanthropy to fellow survivors and offered to transform any who would accept his gift. Most refused, but as the cyclopskin ate more and more of their fellows, one by one the survivors changed their minds. Eventually,



only the wererats were left, chiefly due to their ability to hide from the cyclopskin in rat-form. Hornwood appeared to be a ghost town, but secretly the empty buildings teemed with Batral's converts. The cyclopskin have recaptured the herds of sheep scattered during the fight and spend their days moving the flocks in search of the greenest pastures. At night, the cyclopskin herd the sheep into barns and sleep; the wererats take this time to sneak into the barns and steal some of the sheep. The cyclopskin didn't notice the minor attrition at first, but the herds have been thinned enough that even these clods realize something is going on. The wererats have also sent spies to Pest's Crossing, Gorna, and Oytmeet, although they are careful to keep a low profile and never assume human form there. Recently Batral has even sent one of his most trusted followers outside of Geoff to gather news about any impending invasions.

As there are no people to work the fields, dig the mines, or produce any valuable goods, the only resource that Hornwood generates is wool. Once a year the giantkin shear their sheep, sending half of it off to Pest's Crossing (pulled in carts by cyclopskin) and using the rest for bedding and clothing. These giants are too stupid to be good for much else but fighting, and so the Sakhut let them be, reserving their use for when a show of force is needed.

## Government

Without the Sakhut pushing them, the cyclopskin have reverted to their traditional small clan structure, forming three clans of six individuals each. One clan lives on the south side of the Deor River and the other two live on the north side, separated by the shell of the town. The three clans interact but little, meeting once a month or so to swap sheep, tell stories, and strut in front of the females of the other clans. They have little need for government, most conflicts being solved by blows.

The wererats have a hierarchical structure with Batral at the top, his first three converts (Lolja, a former barmaid; Hertrim, once a merchant; and Sileas, a farmer) as his captains, and all of those that signed on later as the grunts. While many of the townsfolk don't like Batral (a born schemer, he is Lawful Evil by conviction, and most of them were Neutral before their transformation), they work for him out of respect for his power and simple gratitude for saving them from the cooking pots of the cyclopskin. What Batral says, goes, although there is often griping about it. If the giants are ever driven from Geoff, he may come to a sudden, sticky end in a townsfolk's riot.

## Batral's Laws (Wererats only)

- Remain unseen if you are on two feet.
- Strike not the cyclopskin, for they are greater than we, and it is not our way.
- Study the other towns and report to the pack what you see, or you are useless.

## The Town

Hornwood has fallen into severe disrepair since the death or disappearance of the last humans. While it breaks the hearts of many to see their homes and shops fall over and rot from neglect, Batral has ordered that the buildings must not be repaired lest the cyclopskin become suspicious. The wererats live in partially collapsed buildings, basements, and the town's primitive sewer system (a few of the larger buildings are connected via underground pipes that lead to the river). Nothing of any significance is aboveground (which is why there is no map of the town provided); all valuables overlooked by the cyclopskin have been taken underground (along with many things stolen from the treasure sacks of the giant shepherds).

Batral doesn't want the wererats to risk themselves by attacking the cyclopskin. With their ability to change shape, the theriomorphs can hide in the town indefinitely and relocate at any time they want. Batral's plan is to wait until the giants are gone, then set himself and his followers up in positions of power in the town as it rebuilds, posing as heroic freedom fighters who stayed behind, went "underground," and harassed the invaders while others fled to safer havens. He and his captains expect to become very, very rich. To further this goal, Batral uses the information gathered by his followers to aid interested parties outside of Geoff and encourage those who would repeat in Geoff what they accomplished in Sterich. Characters expressing an interest in events within Geoff may experience a visit from one of Batral's captains, who will give some useful and accurate information in exchange for some unnamed favor to be collected on at some later point.

The eighteen Cyclopskin (hp 30, 28, 26×2, 24, 22×3, 20×4, 19, 17, 16, 15, 14, 13) rarely enter town other than to catch stray sheep. Cyclopskin treasure (divided among the three clans): 2,125 cp, 3,024 sp, 145 gp.

The twenty-one infected wererats (hp 22×3, 20×2, 19, 18×2, 17, 16, 15×3, 14×2, 13×2, 12, 11, 10×2) travel in giant rat form and only meet in human form to interact in a human manner (speak, mate, etc.). Wererat treasure: 672 cp, 1,127 sp, 570 gp, 43 pp, five 50 gp gems.

**Batral, hm wererat T8:** AC 6 (rat form, Dex bonus); MV 12; hp 37; THAC0 17; #AT 1; Dmg 1d4+1 (*dagger of venom*) or 1d3 (ratbite in giant rat form); SA surprise, poison, backstab (+4 to hit, triple damage); SD immune to non-magical weapons, thief abilities; SW silver weapons; SZ M (5'4" tall) or S (giant rat); ML steady (11); Str 9, Dex 18, Con 14, Int 13, Wis 12, Cha 11; AL LE; XP 975.

## Kargyraa Fort

Kargyraa Fort was built by fire giants shortly after the completion of Castle Thrasmotmir. Situated in a broad depression in the eastern Crystalmists, the fort is the depository for all tribute from the southern and western towns on its way to the Sakhut; it is guarded by frost giants from Mount Rungnirheim. As with Nurok Fort, one or more caravans come by





every month, and the cloud island of the Sakhut also makes a monthly stop here to collect the tribute.

Anyone familiar with fire and frost giant architecture will realize at a glance that this place was built by fire giants, for it is beyond the skill of frost giants to make walls as strong or regular as these. The trail from Pest's Crossing to the fort is well-traveled, continuing on toward Mount Rungnirheim as a slightly fainter pathway. Four or five giants from the mountain stay here for a month at a time, taking turns hunting, sleeping, and guarding. As a frost giant's main food is meat, this area has been hunted extensively and game is now scarce (as any ranger or druid entering the vicinity can tell); new giants from the clanhome must bring large amounts of dried meat with them. Nevertheless, the ever-hopeful frost giants virtually always have at least one of their number scouring the nearby area for game (the only exception is when they are expecting a visit from the Sakhut). The DM should roll randomly to see which of the four giants stationed here is away when the PCs first arrive.

Unlike the cloud giants at Nurok Fort, the giants here serve unwillingly. They dislike the lowland heat, are bored with this duty, hate the dried rations, and resent the hold the Sakhut have on their people (see the section on **Mount Rungnirheim** for details). Only the threat from the cloud islands keeps them in check. In this (for them) uncomfortably warm region they wear their armor over light leggings and jerkin, eschewing their furs.

As with Castle Thrasmotnir, the walls of the fort are five or more feet thick, reaching a height of twenty-five feet. Just inside the outer wall (see **Map Eleven**) is a ledge of earth and rock that elevates the giants so they may see over the wall. The gate is made of hornwood and banded with iron. The floors of the inner building are paved with stone. The top-most parts of the walls are just loose stones, convenient missiles for the giants.

The frost giants will allow a caravan of humans, ogres, and trolls to enter the fort, but all other non-giants will be hailed and asked their business (in Giantish—very few frost giants speak any human language). They won't let themselves be bribed into letting anyone in, but if asked about flying islands, cloud giant rulers, or someone named "Goroda," they'll nod and point skyward, roughly in the direction of where they think the cloud island is. The frost giants would be happy to see some upstart adventurers attack the Sakhut, as the giants could always feign surprise if the adventurers failed. Should an especially charismatic party persuade the giants that fighting the Sakhut is in their best interest, one of the giants will escort the little people to the clanhome to talk to the jarl.

If attacked, they will respond in kind, hurling boulders at distant targets and striking with their great battleaxes against those near or on the walls. They will take advantage of cover and hide within the fort's walls if wounded, knowing they can afford to wait until their hunting comrade returns and swings the tide of battle. If the attackers are repulsed, one giant will be dispatched to warn the clanhome and the Sakhut. The garrison here will be doubled or possibly even tripled for the next few months in response to this danger (adding crowded quarters to the frost giants' other complaints).

**1. Gate:** The gate is twenty feet tall and barred on the inner side. Breaking open this barred gate will require at least two individuals, each with a Strength score of 18 or greater. If unbarred, it only requires a total of 30 points of Strength from human-sized characters to push open (or a single giant-class creature).

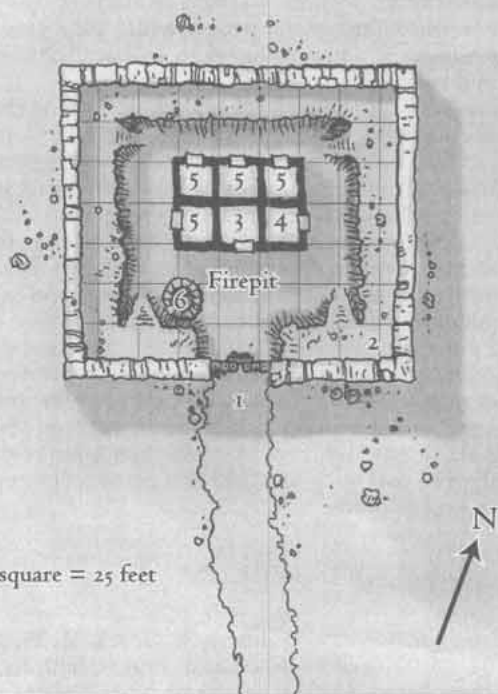
**2. Ledge:** This fifteen-foot ledge runs almost completely around the inside of the outer wall. It is easily accessed by four earthen ramps in the corners of the fort.

**3. Tribute:** All of the gift items brought by the caravans are held in this room until the Sakhut come to claim them. The tribute (if present) will consist of  $1d8 \times 100$  gp worth of furs, crates of smoked fish (a newly discovered exotic delicacy to the cloud-dwelling giants),  $1d10 \times 10$  gp worth of gems, and twenty-foot lengths of prime-quality timber from the Hornwood and Oytwood. There is a 10% chance that an unusual treasure (jewelry, spices, a minor magic item) will be part of the tribute.

**4. Food Storage:** Dried rations brought by arriving giants are stored here, as is any game not yet eaten by the hunters.

**5. Frost Giant Quarters:** These rooms are built and furnished in quasi-military fire giant style, with a wooden chest and a flat bed. Personal items are piled in a corner or in the chest;

### Map Eleven: KARGYRAA FORT





each giant will have 1d6 × 10 sp, 1d4 × 10 gp, and 1d2 100 gp gems as treasure. The four giants on duty at the party's first arrival are Alsvind (hp 41), Idi (hp 70), Norvi (hp 64), and Vaf (hp 83); Vaf is a three-headed giant from Clan Varmod (see page 56).

**6. Firepit:** This is a large pit lined with rocks and half full of ash and wood scraps. A metal spit is positioned over the pit for roasting game.

## The Lea

### History and Current Status

Started by an extensive family that staked out a large claim of land in the heartland of Geoff some three hundred years ago, this village was once a peaceful, uneventful place to live. While this land had a gentle roll that made it largely unsuitable for farming, it proved to be excellent pasturage for grazing and for wild-grown hay. The family built fences for their sheep and simple shacks for themselves and went about the daily business of being herders. When the time came for them to sell their wool in Oytmeet, they spoke of the green pastures around their homes and encouraged their friends to move closer. Eventually these homesteads attracted craftsmen and other skilled people, and what became known as The Lea grew into a small town.

The people of The Lea were unused to humanoid attacks, as their location in the heart of Geoff was protected on all sides by more appealing targets for raids by giants and other monsters on the borders. Thus it was quite a surprise when a band of verbeeg, ogres, and hill giants attacked the town without warning, scattering sheep in all directions and killing many people while they were asleep in their homes. The town was taken without the loss of a single evil creature.

The verbeeg reorganized the town to suit themselves and forced the surviving townsfolk to teach them the skills needed to take care of sheep; meanwhile, the strongest and most unruly of the human slaves were fed to the ogres. Secure in their new possession, the verbeeg brought their wives and children in from the mountains. After a year of study and observation, the verbeeg decided that they were sufficiently educated in the art of shepherding and killed almost all of the remaining humans, retaining only a few to be their personal servants. Now The Lea continues to produce quality sheep and wool, although under the direction of different masters. While The Lea cannot match Pregmere's crop output, it is a matter of pride for the verbeeg that their animals are tastier and more plentiful than those of the fire giant city. The two hill giants and five ogres act as guards for the town and its herds.

### Government

The thirteen male verbeeg (hp 39, 38, 32 × 2, 31, 28, 27 × 2, 25 × 2, 24, 23, 22) rule the town as a council, with the oldest one of them being the final arbiter on any issues of con-

tention; the females (hp 38, 30, 29, 28, 27 × 2, 26, 25 × 2, 22, 20 × 2, 19) and children have no say in the decisions of the council. The four older children (hp 19, 15 × 2, 14) fight as bugbears; the three younger children (hp 4 × 2, 2) fight as goblins. The hill giants and ogres act as mercenaries for the town, paid in sheep and small amounts of money.

### Lea Laws

- All humans and sheep are the property of the verbeeg.
- Stealing or eating sheep without permission will be taken from future pay; repeat offenders will be sent elsewhere.

### The Town

There is very little to The Lea that could actually be called a town; hence, no map has been provided. The place where two roads meet has a cluster of buildings (a blacksmith, tanner, general store, hostel, and so on), but almost all of these have been converted into homes for some of the verbeeg families. The elder lives in town and has a pet dire wolf (hp 23). Most of the human population of the town lived in the many cottages that dotted the hillocks; ten of the verbeeg families live in converted cottages, as do both hill giants (hp 44, 43) and the five ogres (hp 25, 22, 20, 19, 16). If not for the presence of the monsters, this town would appear perfectly normal—it's business as usual for The Lea, just with bigger workers.

Each verbeeg family has a stash of 10d10 cp, 10d20 sp, 10d10 gp, 1d20 pp, and 1d2 gems of 100 gp or less value. Each family has a 50% chance to have 1d2 human slaves (1d2 hp each)—the only survivors of the original townsfolk. The hill giants each have 10d6 cp, 8d6 sp, and 5d6 gp, while the ogres have 8d6 cp, 8d6 sp, 4d6 gp, and 1d4–1 gems of less than 100 gp value.

The outlying cottages of The Lea are spread out enough that it would be possible for a careful group to attack one without being detected by any of the others. Any giant-kin slain in this manner will not be missed for 1d2 days after the fact. Any attack in the actual town will attract the attention of all three verbeeg families living there as well as any visitors they may have (20% chance at any particular time that a male or female from an outlying cottage is visiting the elder or a relative). An all-out assault will cause the leader to set some ruined building afire in order to attract the attention of all the giant-kin in the area, who will begin to arrive a turn or so later.

## Midwood

### History and Current Status

This town sits on one of the broader parts of the Olvewater between the Dim Forest and the Oytwood. Set in a slight depression of low-lying ground, the area is usually covered in light mist or fog from the river in the morning hours on warm days. The lowlands are beset with all sorts of insects



during these times, and the river is thick with fish that come to feed on those insects. Humans settled this area because of the good fishing and convenient distance to the two timberlands.

During the invasion of Geoff in 583 CY an unusual fog giant named Seshey (hp 61) came to the town. A young giant, he had agreed to work for the Sakhut in exchange for silver, and they pointed him toward this fog-shrouded town. Being the crafty type, he chose to bargain with the townsfolk instead of attacking them. "I'm supposed to conquer your town," he said one morning from the fog, "but instead I make you this offer: in exchange for your silver, I will defend your town against beasts and will labor for you in times of need."

The town elders considered the offer and promptly accepted, seeing the loss of their silver to the giant as a better option than losing their lives and those of all the other townspeople. True to his word, Seshey took their silver but harmed no one. In fact, he began exploring the lands around the town, stopping occasionally to unearth a large stone in a farmer's field. After a time, the humans got used to their pale guest and even grew to appreciate his help. Great stones from the fields were used to build a small dam and a defensive wall around the town. The giant proved his worth by driving off bandits, a band of trolls, and a curious bunch of patrolling ogres. Seshey even returned some of the wealth they paid him by exchanging bits of it for meat or liquor and as payment for crafting his silver into giant-sized jewelry. Of all of the occupants of Geoff who predate the invasion, the people of Midwood are possibly the happiest with their situation, feeling that the bargain they struck has worked out to the mutual benefit of both parties.

## Government

The government of Midwood continues as it did before Seshey arrived. The elders make sure to send a certain amount of dried fish out to Pregmere every month, and this regular tribute keeps other giants from sniffing around. The fog giant gets paid whatever silver the townsfolk acquire (they have become accustomed to using other coins in the place of silver and rarely think about it anymore). The people of Midwood know they have a good thing going, especially when they hear reports of life in Pregmere and elsewhere in the conquered land, and work very hard not to disturb the status quo.

## Seshey's Laws

- Seshey is paid whatever silver we find.
- All giants are to be respected.

## The Town

The town appears to be nothing more than a normal fisher-town until the milk-white form of the giant is seen striding through the mists—a sight that doesn't alarm the humans in

the slightest; they treat him as simply an oversized neighbor. Seshey lives in a small cave in the hillside near the foggy part of the river. He has marked the borders of what he considers "his territory" with large rocks and tries to stay within a day's walk of the town even when he is hunting far from his home. He has acquired a number of silver ornaments in his time here—enough, in fact, to earn him a mate from almost any fog giant tribe (he has two silver bracelets or armbands worth 500 gp and 800 gp respectively, a silver necklace worth 1,500 gp, two giant rings worth 100 gp each, and a silver belt buckle worth 200 gp). He has enjoyed his time in Midwood but is young and anxious to find a mate. The humans consider the giant a sort of mascot and would be terribly afraid of their fate if he were to leave or be killed; they would certainly offer to let him bring his mate back here if they could only be sure that the fog giants would continue to protect the town. Should adventurers appear and begin to attack Seshey, the townspeople would rush to his aid and do everything possible to dissuade the strangers from injuring their protector.

## Mount Rungnirheim

### History

One mountain peak in the northern Crystalmist stands out not only for its height but for the strange near-constant howling noise made by winds cutting through many twisting caves. Called *Rungnirheim* ("home of the noisemaker") by the local giants, it was avoided by the superstitious for many generations until one brave giant explored it and came back alive (**Map Twelve**). Since that time the mountain has been inhabited by several different clans of giants, each eventually being driven off by monsters or inter-clan disputes.

When the Sakhut came to the Flanaess, the mountain was ruled by Hrymkos, jarl of the Tyrval clan. With some prodding by the cloud giants, Hrymkos was able to unite the Tyrval with the Bersmag and the Varmod, two other frost giants clans with whom his people had had amicable dealings in the past. The three tribes and a large force of ogres from the lower Crystalmist marched into Geoff in the wake of Mogthrasir's attack and continued on to Sterich, where they remained until driven back out by the advances of the lowland peoples. The Sakhut were outraged by the failure of the frost giants, and when Hrymkos reported what had happened he was insulted and shamed by Goroda in front of his people. Enraged, the jarl threatened to rebel against the controlling cloud giants, the independent nature of his race coming to the fore. Goroda quickly apologized for her words and gave many gifts to the three tribes to make amends.

While this apology was being presented, Goroda orchestrated the kidnapping of Hrymkos' young son Skadis and a child from each of the other two tribes. The crime was discovered when the giants returned to the mountain; they were told the youths would be held prisoner in order to assure the cooperation of the frost giants. Heavy-hearted, the three clans agreed to continue serving the Sakhut, their mountain being under the shadow of the cloud island cluster and ill-suited to withstand an aerial siege due to the enormous amount of





provender required by the three giant clans. An enterprising group of explorers might be able to discover the crime against the frost giants and strike up an alliance, or at least gain valuable information about the Sakhut and arrange safe passage to the mountain peak (area 14).

## The Clans

Of all of the frost giant clans on Oerth, the Tyrval are the closest thing to a "noble" clan. While they are as evil as any of their race, they tend to be smarter than other frost giants and value honesty—on the rare occasions when they give their word, they would rather die than break it. It is this intelligence and honor that have allowed them to keep the three clans together, as well as make alliances with other sentient creatures of the cold lands. The Tyrval have snow-white skin and red hair.

The Bersmag are a fierce tribe strongly associated with ursines. Every member of this clan has an affinity for bears as if he or she were a ranger, as well as the Animal Handling and Animal Training nonweapon proficiencies. Some of the Bersmag are actually able to go berserk, gaining an additional melee attack per round and never needing to check morale. Bersmag have ivory skin and yellow hair.

The Varmod are a monstrous clan whose members are

prone to have multiple heads (two to six being the most common, although some have up to ten). The more heads a giant has, the smaller they are (with human-sized heads being the smallest possible size). As at least one head is always awake, they are surprised only 10% of the time, and they have an uncanny ability to learn the rudiments of a language after listening to it for a short while. Varmod have white or ivory skin with yellow hair, although the many-headed ones often have blue hair. The tendency toward polycephalism seems to be common to the tribe and not among family lines, for multiple-headed parents have produced single-headed offspring, and vice versa.

In all three clans, the males do most of the hunting and fighting while the females take care of the children, prepare the food, and generally knit the families together. Thus, the male frost giants will be wearing their chainmail armor (AC 0) and the females will be without (AC 5). Young frost giants fight as stone giants unless listed as noncombatant.

## Approaching the Mountain

The mountain itself is a narrow peak riddled with many caves. The uppermost levels are the lair of the giants, with no less than seven tunnels offering regularly-used means of





entry. A path suitable for giant-sized creatures winds its way up the mountain. Very steep in places, it has huge handholds carved into the nearby rock walls to assist climbing (these are poorly placed to aid human-sized climbers, who suffer a -4 penalty to any Mountaineering checks).

The movement of air through the narrower caverns produces the mountain's characteristic noise, which can be heard over a mile away. Varying from a low moan on most days to a piercing whistle during a storm, the sound is unnerving when first heard, and all beings suffer -1 penalties to hit and to morale for the first day they hear the sound. Each day after the first allows a Wisdom roll to permanently overcome the effects; those who live here are so used to it that they almost don't hear it any more. When the noise is at its loudest, it is difficult to hear (all listening rolls are reduced by 50%, and hearing ranges are halved). The mountain is usually shrouded in light fog at night and the early morning hours, reducing visibility to one hundred and fifty yards during daylight, one hundred yards at night, twenty-five yards in moonlight, and fifteen yards in near-darkness.

The most dangerous aspect of the mountain is the cold. While it is not as cold-locked as the Griff and Corusk mountains to the far northeast, the highest parts of the Crystalmists are snow-covered year-round. The summer temperature around Rungnrheim varies between zero and just above freezing (36 degrees Fahrenheit, or between -18 and +2°C) on any given day—roll 4d10-4 to determine the exact temperature. What's more, the air is never still, making wind chill another factor that must be taken into consideration by any party that wants to survive (any character with Survival—Mountains knows this automatically without needing to make a check). The wind reduces the temperature by another 1d20 degrees (1d10°C); if the wind chill roll is half or more than the maximum possible result (i.e., 11 or greater on 1d20), then the unpredictable, ever-changing gusts of wind interfere with missile attacks, inflicting a -2 penalty to short range and -4 for medium range (long range missile attacks are effectively impossible). Note that very heavy missiles, such as giants' boulders, do not suffer these restrictions.

Characters not wearing clothing appropriate for such weather will suffer penalties to their ability scores and may even take damage from the cold; all characters will have a reduced movement rate and combat ability. Use the following table to determine the penalties:

Temperature	Str	Dex	Con	Move	Attack	Check	Damage
0 to 36	—	-1	—	3/4	—	+3	1d2
(-18 to +2°C)							
-9 to -1	—	-2	—	3/4	-1	+6	1d4
(-22 to -19°C)							
-20 to -10	-1	-3	-1	2/3	-1	+8	1d6
(-28 to -23°C)							

**Str/Dex/Con:** The penalty to the appropriate ability score.

**Move:** The fraction of the character's normal movement rate.

**Attack:** The penalty to melee and missile attack rolls.

**Check:** The penalty to the Constitution check to avoid damage (see below).

**Damage:** The damage from cold exposure (see below).

Inappropriately dressed characters must make Constitution checks (at the above penalty) every three turns or suffer damage according to the table. Characters who fail three Constitution checks in a row, or six checks in any twenty-four-hour period, begin to suffer from hypothermia. A character with hypothermia loses 1 point of Strength, Dexterity, and Constitution every turn and 1 point of Wisdom (representing befuddled wits) every two turns, to a minimum of 3. If two abilities reach 3, the character is incapacitated; 1d3 turns later he or she will fall unconscious, and 2d4 turns after that he or she will die, regardless of how many hit points the character has remaining.

Any damage caused by the cold environment can be recovered at the rate of 1 point per hour if the afflicted character rests in an area of significant warmth (a small cave with a warm fire, for example). Even hypothermia can be reversed, with points being regained for every two hours spent in a warm area (points are regained in reverse order, with those lost last being the first to be restored).

Additional hazards, such as from slipping and falling off icy ledges or of setting off an avalanche, are at the DM's discretion.

## The Mountain Lairs

While the giants control the uppermost part of the mountain and have greatly expanded its interior, there are over one hundred caves of smaller sizes scattered about its lower reaches. These caves are home to many creatures native to the colder regions, and many are suitable refuges for adventurers on the run from giants—some of these are even empty! Of course, the frost giants have means at their disposal for finding people that have attacked them and fled (divination magic and keen-nosed winter wolves being two), so any refuge is at best a temporary one, and wise characters will not use the same cave twice.

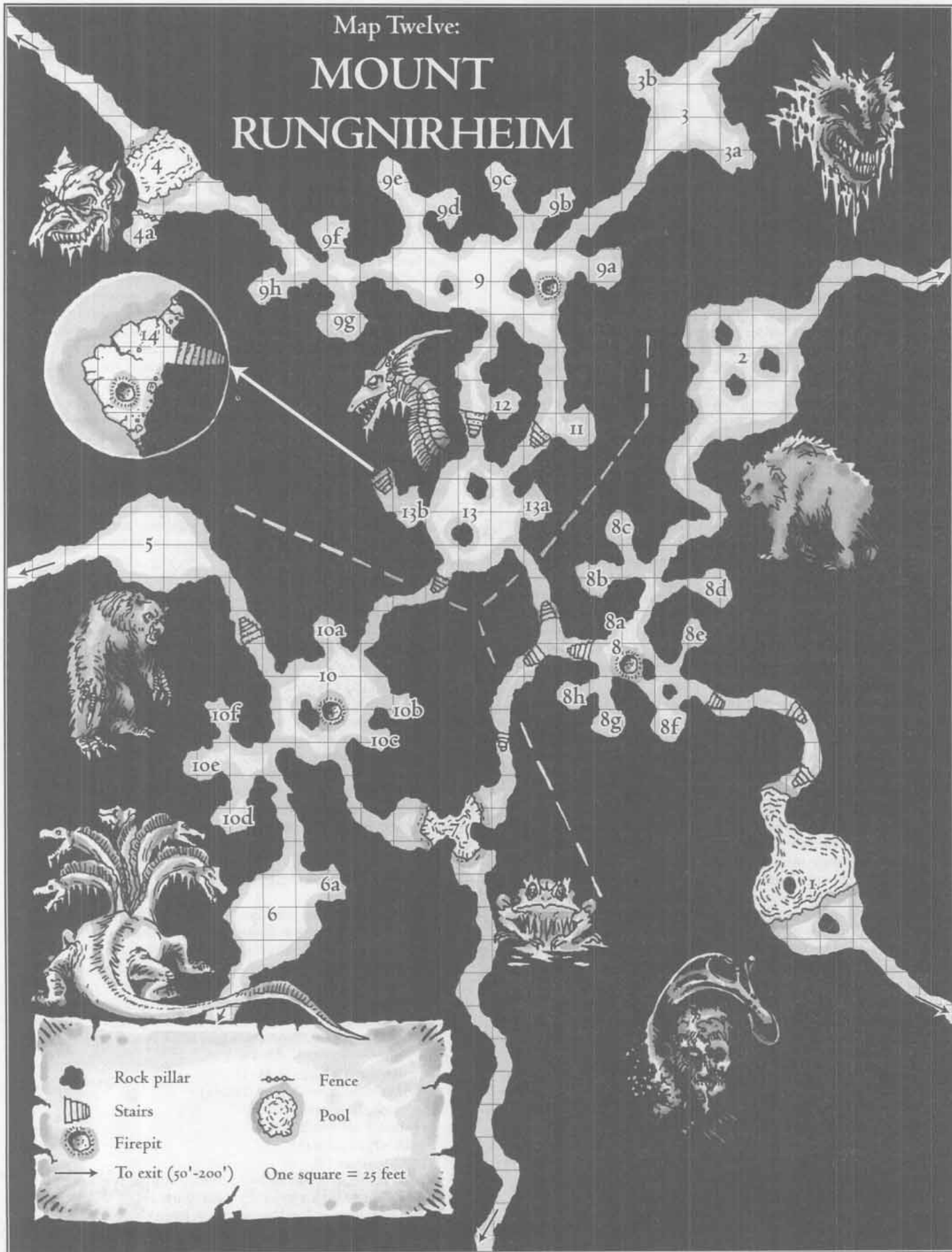
## Outdoor Wandering Encounters

There is a 15% chance per hour on or near Rungnrheim that a group of adventurers will encounter some sort of hostile creature. Encounter demographics will vary depending upon which territory the characters are crossing; there is a 60% chance of encountering creatures from that territory, a 20% chance of encountering creatures from an adjoining territory on either side, and a 20% chance of encountering 1d2 frost giants (random clan). Territories and numbers of creatures are as follows:

- Northwest: ice trolls (1d4+1)
- Northeast: winter wolves (1d2+1)
- East: grizzly bears (1d2)
- Southeast: ice toads (1d2)
- South: cryohydra (1)
- West: owlbear (1).

Creatures slain while outside of the mountain will be missed by those inside after no more than a day, while giants who fail to return will raise a concern from those inside—their family and friends—after only a few hours.

Map Twelve:  
**MOUNT  
 RUNGNIRHEIM**







## The Giant Tunnels

In the years that the giants have lived in this mountain, the tunnels in which they live have been smoothed and freed of most obstructions. Small stalagmites have been broken free of the ground, and stalactites that threatened giantish skulls have been knocked down. However, natural stone pillars that might be helping hold the ceilings up have been left intact. The halls have largely been swept free of most snow, and the remaining ice that clings to the walls and ceilings is ancient and smooth. The outer tunnels and the caverns near them occasionally have snow blown into them, and the lair of the white dragon is coated with the residue of countless dragon breaths. The use of violently destructive spells such as *fireball* and *lightning bolt* will not cause a collapse, although a few narrow pieces of ice may fall after such an attack.

The tunnels shown on the map are only the main thoroughfares capable of supporting traffic for human- and giant-sized creatures. There are many other smaller tunnels not shown on **Map Twelve** that wind through the rock and sometimes connect with other rooms and sometimes the face of the mountain, but these would be a tight fit even for a gnome or halfling, usually narrowing to the size of a rat-hole after a few yards. Anything capable of admitting a human-sized creature becomes very narrow after only a few feet but might serve as a (very temporary) hiding place when an angry giant is in pursuit. Characters able to pass through narrow spaces (via *polymorph*, gaseous form, or *wraithform*) would be able to take advantage of these small tunnels.

The temperature inside of the mountain is about the same as that outside, but without the effects of the wind chill. Air still circulates through the cavern, blowing the stench of giants and animals out along with residual smoke and bringing in fresh (if cold) air from the outside. The whistling noise of the mountain is omnipresent within but not noticeably louder. The tunnels do tend to carry sound well with echoes despite the interference of the mountain's song, and so extremely loud noises (such as shouting or combat) travel a considerable distance. The sounds of combat will draw nearby giants, who shout out an alarm when they spot invaders, which in turn will quickly draw a large force of giants to that location.

## Indoor Wandering Encounters

With the exception of the grizzly bears wandering into the caves of the Bersmag clan (areas 1, 2, and 8), most of the non-giantish inhabitants of the mountain tunnels remain in their own caves and the adjoining tunnels. Therefore, most random encounters will be with frost giants (random clans). Any given encounter will be with 1d3 giants (20% chance per turn).

## Area Descriptions

**1. Icy Pool of the Water Weird:** This large cavern has two large stone pillars connecting its floor and ceiling. One end of the room is covered in a pool of chill water, slightly iced over on the edges. Six human figures can be seen in the pool, either floating or partially submerged. These figures are

zombies (hp 15, 13, 12×2, 10, 9), animated by the Tyrval priest. They merely serve to distract attention from the real threat, a water weird (hp 20) that lives in the pool. Somehow stranded here last year, it was convinced to remain by the shaman in exchange for "bribes" of life force from captives. If anyone enters the pool (which is nearly freezing), the zombies attack and the water weird will attempt to pull everyone in the pool, intruders and zombies alike, under the surface. Naturally this does not inconvenience the zombies, but any character involved runs the risk of drowning (see the "Holding Your Breath" rule in the *PH*—basically a character in combat can hold his or her breath for a number of rounds equal to one-sixth his or her Constitution score, rounded up; half that if he or she didn't get a good lungful of air before submerging). The water weird cannot leave its pool and the zombies won't leave this room; however, sounds of fighting here will alert the giants in area 8. The pool holds no treasure.

**2. Grizzly Bears:** This cave is the home of a sleuth of grizzly bears (hp 39, 35, 32, 29, 26, 21), animal friends of the Bersmag clan. Any commotion in area 8 or its antechambers will draw any grizzlies to help out the giants. One recent addition to the sleuth is a young werebear named Groom (hp 31), who has joined the bears living here in order to discover what is going on with the frost giants. He remains in bear form at all times except when he sneaks away once a week to report to his kinfolk, who live several miles away. The Bersmag do not suspect his true nature as he makes sure to act like a bear in their proximity. Should the giants be attacked, he will not defend them, and may actually join in the offense if he is able to determine that their assailants are of good alignment. The bears have no treasure, and Groom's personal items are with his lycanthrope family.

**3. Lair of the Winter Wolves:** This cave is the lair of a winter wolf pack lead by an alpha male named Hoff (hp 40). The pack was befriended by Hrymkos shortly before the invasion of Geoff and has shared living space with the Tyrval Clan since that time. Hoff and the other pack members (hp 31, 26, 25, 24, 23, 19) will aid any giants fighting in areas 9, 11, or 12.

**3a. Wolf Treasure:** The treasure of the winter wolves is in two piles in this corner. One pile is their coinage (105 gp), the other has their other wealth (six gems of 10d10 gp value each and four pieces of jewelry worth 10d20 gp value each).

**3b. Hoff's Den:** This smaller cave is the personal den of the alpha male and whatever female he is socializing with at the time (winter wolves, unlike normal wolves, are not monogamous). Buried under his bedding (a pile of animal skins) is a human-sized suit of *splintmail* +1.

**4. Ice Trolls:** This odd-shaped cavern is the home to ten ice trolls (hp 11×2, 10×2, 9×2, 8×2, 7, 6). The middle of the room is covered in two feet of frigid water, and when not out hunting the trolls are usually lounging about the pool. If they hear people approaching, they will press themselves against the icy walls in an attempt to be less visible (double chances of surprise) and then ambush the trespassers when they enter the pool. The leader wields the sword *Cambion Ice* (see



**Appendix C: New Magical Items** for details). The rest of their treasure is scattered across the bottom of the pool (650 cp, 298 sp, 71 gp, 12 pp, twenty-four gems worth 10d10 gp each), partly frozen into the ice. The trolls work for the frost giants, enjoying the greater protection from living in the giants' lair while acting as watchmen for one of the lair entrances. They will make enough noise when they attack to attract attention from the giants in area 9, and in turn they will come to the giants' aid should any fight break out behind them in area 9.

**4a. Animal Pen:** This area is blocked off by a crude wooden fence five feet tall. The trolls bring back surviving animals from their hunts and keep them here for a few days before they are eaten. At any point in time there are 1d3-1 hungry goats or deer in the pen.

**5. Owlbears:** Five owlbears (hp 33, 32, 24, 23, 21) nest in this cave. Their foreparts (both ursine and avian) are snow-white, and they have developed the tactic of burying their darker hindparts in snow—the better to avoid being spotted—and only charging when prey wanders within reach of a single pounce. The ferocious owlbears have an understanding with the Varmod (some of whom have learned the owlbear tongue): the owlbears guard the tunnel and the Varmod priestess heals their wounded. They otherwise have only a marginal relationship, and neither is particularly welcome in the other's tunnels. Fighting in this cave will attract attention from the giants, but they will only stand guard in their own area. The owlbears' treasure, buried under a heap of debris from previous meals, is 294 cp, 1,262 sp, 72 gp, 14 pp, five 50 gp gems, a *potion of delusion* (stone giant strength), and a scroll of four cleric spells—*cure light wounds*, *detect snares & pits*, *endure cold*, and *light*.

**6. Cryohydra:** Actually a native of the Barrier Peaks, this seven-headed cryohydra (hp 45) was befriended by a far-wandering Varmod. Liking the many-headed giant, it accompanied him back to the clanhome and has since become a guardian of the tunnels. Its eggs have hatched, and its two young (which look like three-foot-long single-headed lizards with broad, toad-like bodies) wander about the smaller cave (6a) hissing for their parent to bring them food; the hatchlings have 1 HD, 4 hp each, and do a single point of damage with their bite (they cannot breathe frost until they mature). The giants will come to the aid of the hydra or its young, and vice versa.

**7. Ice Toads:** The four adult ice toads (hp 28, 25, 20, 19) that share these three rooms are allies of the giants; in exchange for gems, they guard this entrance. Their current batch of toadlings number in the dozens and hop about the room, each no more than a foot long and incapable of making attacks. The central part of this triad of rooms is a pool of water half-covered by ice and slime. The toads will go to aid the Varmod (in area 10) if they hear fighting but will avoid the caves of the Bersmag clan (area 8); these feelings are reciprocated. Their treasure, all of which they have swallowed, is six pieces of jewelry worth 10d6×10 gp each, five gems of 100 gp value, two gems of 500 gp value, and one gem of 1,000 gp value.

**8. Clan Bersmag:** This series of caves is home to the Bersmag clan. Each couple or family has a bed or beds of cloth, thick

furs, and skins in their own cave; the main area is used for cooking, clan meetings, and other gatherings.

**8a. Bersmag Shrine:** This alcove contains a pedestal, upon which is a fifteen-foot-tall stone statue crudely carved to look like a frost giant (in fact, the frost giant god Thrym, who looks pretty much like any other frost giant).

**8b. Bersmag Family:** Married couple (hp 77, 61) and child (hp 42). Treasure: 35 cp, 102 sp, 70 gp, 42 pp, and a bracelet inset with a *pearl of power* (6th-level spell).

**8c. Bersmag Couple:** Married couple (hp 62, 58). Their child is held by the Sakhut. Treasure: 92 cp, 60 sp, 80 gp, 15 pp.

**8d. Bersmag Couple:** Married couple (hp 76, 62); the female is from the Varmod clan. Treasure: 200 cp, 120 sp, 11 gp, 31 pp, and a bracelet worth 500 gp.

**8e. Bersmag Family:** Married couple (hp 81, 59) and young child (hp 15, noncombatant). Treasure: 60 cp, 50 sp, 71 gp, 40 pp, 100 gp gem.

**8f. Bersmag Family:** Married couple (hp 77, 61) and child (hp 50). Treasure: 88 cp, 75 sp, 98 gp, 11 pp, and a *potion of extra-healing*.

**8g. Bersmag Couple:** Married couple (hp 68, 55). Treasure: 105 cp, 70 sp, 66 gp, 2 pp, 100 gp gem, and a ring worth 250 gp.

**8h. Bersmag Elders:** Married couple (hp 90, 70). The male is the former clan leader, who stepped down to allow Hrymkos to lead. Respected as an elder, he carries a *rope of entanglement* in addition to his normal weapons. Treasure: 320 cp, 150 sp, 198 gp, 41 pp.

**9. Clan Tyrval:** The members of Jarl Hrymkos' own clan live in this extended cave network. Communal activities take place in the common cavern, with giants returning to their private caves to sleep on their beds of straw and animal pelts. The eastern stone pillar has been carved to show scenes of Thrym battling monsters, humans, and other gods. The side caverns are inhabited by the following:

**9a. Tyrval Family:** Married couple (hp 75, 70) and two children (hp 51, fights as a stone giant; 22, noncombatant). Decorating one wall is a skeleton wearing *plate mail of vulnerability* -3. Treasure 140 cp, 804 sp, 140 gp, 21 pp.

**9b. Tyrval Family:** Married couple (hp 80, 60)—the wife is a two-headed Varmod—and child (hp 54). Treasure: 131 cp, 875 sp, 125 gp, 56 pp, and a necklace worth 1,000 gp.

**9c. Bachelors' Quarters:** Four unmarried male frost giants (hp 70, 66, 63, 51) share this room. One owns a *wand of wonder* with 38 charges. Treasure (divided among the four of them): 250 cp, 800 sp, 121 gp, 30 pp, and a gem worth 500 gp.

**9d. Tyrval Family:** Married couple (hp 67, 61) and child (hp 50). Treasure: 341 cp, 660 sp, 143 gp, 45 pp.



**9e. Damsel's Quarters:** One unmarried female frost giant (hp 75, non-warrior). Treasure: 75 cp, 420 sp, 39 gp, 11 pp, and a gem worth 100 gp.

**9f. Tyrval Couple:** Married couple (hp 77, 66). Treasure: 160 cp, 913 sp, 115 gp, 21 pp.

**9g. Tyrval Family:** Married couple (hp 80, 59) and child (hp 46). Treasure: 180 cp, 785 sp, 150 gp, 51 pp.

**9h. Tyrval Family:** Married couple (hp 73, 57) and child (hp 50). Treasure: 162 cp, 440 sp, 298 gp, 8 pp, and two gems worth 100 gp each.

**10. Clan Varmod:** The bizarre members of this giant clan live in this large cave and its connected passages. The exposed stone walls of their caves have been carved to resemble countless eyes (giantish, animal, and monstrous) staring about the room. Varmod beds are like those of other giants. The common room of the Varmod is also the primary living space for the three adult unmarried females of the clan (hp 75, five heads; 54, three heads; 46, six heads). They share the following treasure: 140 cp, 316 sp, 101 gp, 7 pp. The private caves of the families are as follows:

**10a. Varmod Family:** Married couple (hp 77, four heads; 69, six heads) and child (hp 30, four heads). Their other child is held by the Sakhut. Treasure: 285 cp, 663 sp, 207 gp, 13 pp.

**10b. Varmod Family:** Married couple (hp 75; five heads; 69, two heads) and child (hp 54, three heads). Treasure: 360 cp, 890 sp, 270 gp, 15 pp, and a *ring of flying* (actually a *ring of contrariness*). The two-headed giant is the priestess of the Varmod clan; she is 3rd level and has access to the same spheres as the Tyrval priest in area 11.

**10c. Varmod Family:** Married trio (hp 75; one head; 71, two heads; 62, four heads) and two children (hp 49, two heads; 43, eight heads). Treasure: 450 cp, 970 sp, 325 gp, 21 pp, and a gem-studded leather girdle worth 350 gp.

**10d. Varmod Family:** Married trio (hp 80, six heads; 77, three heads; 75, two heads) and one child (hp 47, ten heads). Treasure: 470 cp, 820 sp, 298 gp, 26 pp, and a *scroll of protection from water elementals*. The male was the leader of the Varmod clan before he allowed Hrymkos to take over.

**10e. Varmod Family:** Married couple (hp 75, three heads; 59, one head—Tyrval clan) and child (hp 36, four heads). Treasure: 240 cp, 550 sp, 236 gp, 10 pp.

**10f. Varmod Family:** Married couple (hp 81, six heads; 60, two heads) and child (hp 43, six heads). Treasure: 404 cp, 634 sp, 250 gp, 17 pp.

**11. Tyrval Priest:** The frost giant priest Rimnar wears his hair in thick braids and strung with human and animal bones. Concerned about the fate of his clan under the thumb of the Sakhut, Rimnar casts a *divination* spell once a week to try to find any clues to how they may free themselves. The divination he receives before the adventurers arrive will include a description of the group (couched in cryptic terms), and if he

sees them he might realize the connection and call a temporary halt to any attack by his allies in order to speak with the party. If possible, Rimnar will explain the plight of the clans and attempt to get the adventurers to set aside their animosity toward the frost giants and instead go to the cloud giant island and take on the real threat. The clans are tired of working for the Sakhut and have lost interest in raiding the lowlands, so agreeing to cease hostilities against Geoff is an acceptable term to the frost giants (the other giants occupying the Geoffite towns are another matter, of course). Treasure: 320 sp, 480 gp, 56 pp, and five 100 gp gems.

**Rimnar, 7th-level male frost giant Priest of Thrym:**

AC 0; MV 12; HD 14; hp 70; THAC0 7; #AT 1; Dmg 2d8+9 (greataxe); SD spells; SZ H (21'); ML elite (14); Int average (10); AL CE; XP 10,000.

**Special Equipment:** *scroll of cure disease*, small crystal orb with black octopus inside (if thrown against a hard surface, it shatters and creates *Evard's black tentacles* in the targeted area as if cast at 12th-level)

**Spheres:** All, Charm, Divination, Healing, Protection, Weather

**Typical Spells:** 1st level—*cure light wounds* × 3; 2nd level—*augury*, *slow poison*, *withdraw*; 3rd level—*locate object*, *speak with dead*; 4th level—*neutralize poison*

**12. Hrymkos, Tyrval Chieftain:** The jarl of the three clans is Hrymkos, an exceptionally cunning frost giant (Int 13, hp 103, giant battleaxe +1/+2 vs. magic-using and enchanted creatures). He is balding, wears a breastplate over his chainmail (AC -1), and is missing patches of his beard where his face has scarred from a battle with a young dragon. Normally a good leader and much respected by his people, the jarl currently spends much of his time brooding over the fate of his son Skadis, a prisoner of the Sakhut. He would be quick to latch on to any plan the priest Rimnar suggests that might lead to his son's freedom. When he breaks free of his depression, he floats in a state of cold fury and takes little back-talk from anyone, including his wife (hp 74). He might soon reach the point where he simply attacks any cloud giant sent to speak to him, even if it means his son's death and a siege of the mountain from the cloud-islands. Not being a greedy giant, his personal treasure is only 600 sp, 200 gp, 100 pp, and two gems worth 100 gp each.

**13. Dragon's Lair:** Unlike the rest of the frost giant caves, this place is covered with snow and tiny crystals of ice to a depth of two feet. This is the home and prison of Gelusilex, a Young Adult white dragon captured by the Tyrval twenty years ago. Subdued by physical force, the dragon now serves out of fear—fear of having his wings and tail cut off by the frost giants should he attack or betray them. The dragon lets all giants pass through the main chamber of his lair but will kill anything else that enters unescorted by giants, taking out his hate for the giants against all other creatures. The dragon is sixty feet long (too big to fly within this chamber), and the two central pillars make it difficult for him to use his wing buffets unless he's on the extreme western or eastern side. Gelusilex's favorite attack is to flap





his wings and drive the snow and ice on the ground into a blinding cloud; his superior senses allow him to attack foes within the cloud without penalty. If he tried, he could squeeze his way into the tunnels that connect to his cave, but he's grown large enough that he might get stuck somewhere between his lair and an exit, so he remains here, growing slightly more desperate with every passing year. Should the player characters be able to convince the dragon that they could somehow help him escape, he agrees not to attack them in exchange for this help. The dragon's treasure is in a shallow pit in the northwest corner of the room, which also serves as the dragon's bed: 2,790 cp, 580 sp, 382 gp, 20 pp, twenty-one gems worth 10 gp each, eleven gems worth 50 gp each, and three gems worth 100 gp each. He will abandon this if he must, but PCs will win his friendship forever if they somehow arrange a way for him to take along his own treasure when he leaves.

**Gelusilex:** Young Adult male white dragon; AC 0; MV 12; HD 12; hp 63; THAC0 9; #AT 3; Dmg 1d6+5/1d6+5/2d8+5 (claw/claw/bite); SA breath weapon (5d6+5 frost damage), blinding cloud, *fear* aura (45' radius, save at +3); SD immune to cold, enhanced senses; MR 5%; ML champion (15); Int low (7); AL CE; XP 10,000.

**13a. Treasure Hoard:** The bulk of the treasure of the three clans (or what remains of it after the Sakhut have demanded their tribute) is kept in this cave, secured in many huge chests:

- Bersmag Clan: 130 cp, 570 sp, 608 gp, 285 pp, and a gem worth 500 gp.
- Tyrval Clan: 553 cp, 3,402 sp, 621 gp, 230 pp, and a gem worth 100 gp.
- Varmod Clan: 1,105 cp, 2,101 sp, 360 gp, 35 pp.

If the player characters do not have access to items that would allow them to fly or *teleport* to the cloud island, the treasure hoard should also include *Enid's glittering carpet* (see Appendix C: New Magical Items).

**13b. Climbing Stairway:** This antechamber has five large fur cloaks hanging on hooks; the cloaks are too large for a frost giant and don't appear to have been worn in several weeks. The far end of the room has a staircase leading up at a steep angle; the stairs wind back and forth for over four hundred feet and eventually reach area 14.

**14. High Landing:** This flattened area is one of the last cave entrances before the actual peak of the mountain; there are no easy paths leading down from here to the lower slopes. The wind tends to be stronger up here (subtract 20 degrees from the randomly rolled temperature) and the air is colder. The large firepit is partially filled with ash and scraps of wood. This place is used as the landing point for visiting cloud giants—the Sakhut *levitate* themselves down to this point when they wish to speak to Hrymkos' people, and if the frost giants need to get the attention of their superiors then they build a bonfire at this point (the cloud giants keep an eye on this spot for that reason, bringing the island cluster within a thousand feet of the ground so one may *levitate* down).

## Nurok Fort

Nurok Fort was built late in 583 CY after the successful invasion of Geoff. Three nearby clans of cloud giants in the Barrier Peaks were wooed by the Sakhut cloud giants and built this small fort in the mountains to act as a way-station for tribute goods being sent to the cloud island. The tribute caravan brings items here on a monthly basis, and the cloud island comes by once a month to pick up these goods (mostly food items, precious metals, and other treasures). Nurok Fort is little more than a high wall of mortared stones with a gate guarding three caves (see Map Thirteen). It overlooks a trail that fades away a few miles beyond the fort (eventually picking up again near the cloud giant castle of Clan Azeil) and hugs a relatively steep face of the mountain. Three cloud giants from nearby clans live in this fort at all times, taking rotating shifts being on watch, hunting, and sleeping. Several sturdy fruit trees were planted near the fort to provide a convenient supply of food. The giants are relieved by one or two fresh giants every month or two (who bring large supplies of food). The three clans are well-rewarded by the Sakhut for their service, so there is only moderate grumbling from those stationed here; they know this is a "soft" posting compared to what those nearer the borders of the Gran March and Sterich face.

The stone walls of the fort are several feet thick and about twelve feet high; the uppermost section of the wall is made of loose stones suitable for throwing, which allows the giants ready access to ranged weapons without having to duck below the wall. The walls slope downward toward the gate, which is made of several large tree trunks bound together. The interior ground is dug three feet deeper than the outer level, tapering gently toward the gate to keep rains from flooding the fort.

The giants will open the gate for any caravan group made up of ogres and humans; others who approach will be hailed from afar (each giant stationed here has a 60% chance to speak Common) and told to identify themselves. The giants are willing to talk casually with any visitors but will not let people into the fort unless they offer valuable gifts (either to the cloud giant guards themselves or whatever masters they serve). If there is a giant sleeping in the fort, any loud dialogue will wake him, although he will be inclined to keep out of sight behind the wall in case the visitors have a hostile intent. The giants are Neutral Evil but bored, and thus willing to let people pass unmolested as long as they show a proper amount of respect.

If attacked, one giant will slam anyone within range with thrown boulders (2d12 damage) while calling the alarm to the other two giants (waking the sleeping one if he is not yet awake, and drawing the attention of their third companion, who is hunting somewhere within a mile or two of the fort). The combination of the walls and lowered ground gives at least 50% cover (a -4 bonus to AC) to any cloud giants standing within the fort who are being attacked by character of human size or smaller anywhere on ground-level outside. Naturally, flying creatures or those attacking from a higher slope of the mountain ignore this cover adjustment to the giants' AC. Furthermore, the reach and the length of the giants' sixteen-foot-long morningstars allows them to melee with characters on or within thirty feet of the wall. The awak-



ened giant will be able to attack or defend the round after he wakes, while the hunting giant will arrive in  $1d12+10$  rounds after the alarm (but will be within missile range in only  $1d12$  rounds). If they manage to repel invaders, one giant will carry a message back to his home clan—the word will spread through the three clans and to the cloud island, and for the next few months an additional giant or two will be assigned to the fort to beef up its defense.

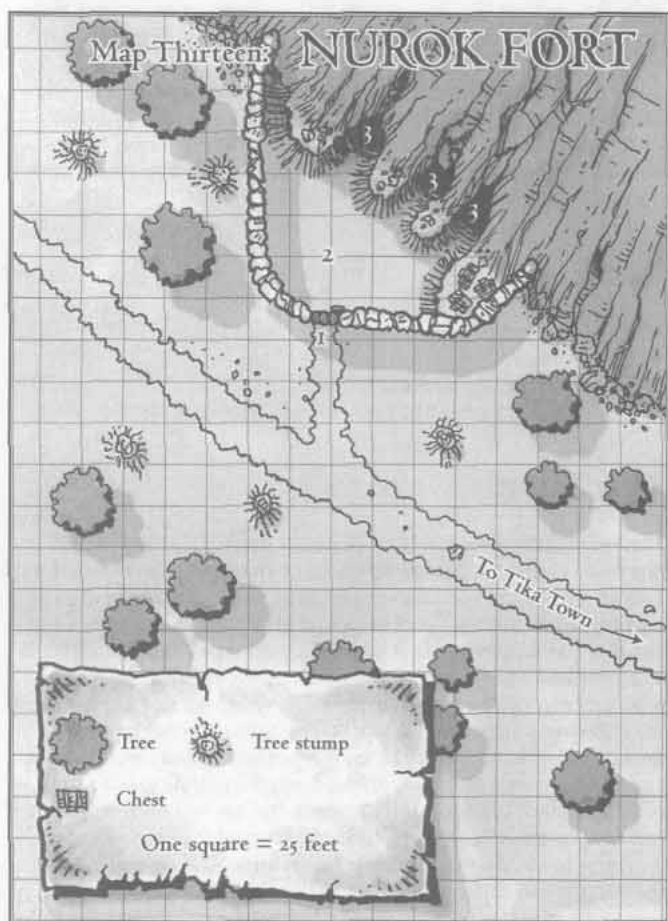
The giants will fight bravely to defend their fort and its contents but are neither suicidal nor stupid; if the situation turns against them (such as one giant falling or two being seriously wounded), they will step back and attempt to call a temporary truce. The giants will negotiate for their lives (offering the personal treasure they carry and the tribute items if necessary). However, they will be very close-mouthed about where the tribute goes other than saying a powerful tribe of giants collects it occasionally. They will direct questioners to a giant clan deep within the Crystalmists (mountain giants or formorians—not one of their own clans). If the DM is using the original hill giant, frost giant, and fire giant scenarios as contemporary with this adventure, the giants here direct the player characters to one of those locations (see the sections on the **Steading**, **Rift**, and **Hall**), deliberately throwing their investigation off-track.

**1. Gate:** The gate is more like the gate in a fence than the door to a castle: ten feet tall, rectangular, open to the sky, and barred on the inner side (any cloud giant can easily reach over the top of the gate and lift the bar). The interior floor of the fort is lower than the outside ground level, so the pathway to the gate cuts slightly into the ground.

**2. Main Area:** This large space is flat and mostly open. Several large chests are piled in the east corner of the fort, containing preserved foodstuffs, cooking supplies, and similar mundane (but giant-sized) items. Any tribute items being kept for the Sakhut are stored behind the chests in great cloth sacks. The center of this space is a firepit; the giants try to keep areas at the base of the fort wall clear so they can easily move to defend the fort from attack in any direction.

The tribute (if present) will consist of  $10d10$  gp worth of furs,  $1d4 \times 100$  cp worth of copper nuggets,  $1d6 \times 100$  sp worth of silver nuggets, and  $1d10 \times 100$  gp worth of gems. There is a 10% chance that an unusual treasure (jewelry, spices, a musical instrument, a captured bard, or a minor magic item) will be part of the tribute.

**3. Giant Quarters:** Each of these small caves is the sleeping area for one cloud giant; it is little more than enough space for a few personal items and a crude bed of branches and furs. Each giant has  $10d10$  gp (or the equivalent thereof in silver nuggets) and a morningstar ( $6d4+11$  damage). Each has a 75% chance to possess a musical instrument of some sort (typically a harp). If that is the case, music played by the giants can be heard in the evening hours for nearly a mile under good conditions. The giants staying here the first time the party arrives will be Tell (hp 70), Shurin (hp 78), and Mot (hp 95). Shurin is a female warrior from Clan Miress; the other two are male. Tell hails from Clan Tageer, while Mot is the husband of Clan Azeil's wizard (Ashaam); his wife and family are described under the "Castle Azeil" entry (page 45).



## Oytmeet

### History and Current Status

Standing at the juncture of the Blue Oyt and White Oyt Rivers, with the capital city upstream and the rest of the Sheldomar Valley downstream, Oytmeet was blessed by a particularly good location. Founded by a small merchant company in 42 CY, Oytmeet started as a moderately sized inn and trading post. A small dock was added after several ships arrived slightly damaged from the slow but frothy rapids that give the White Oyt its name. The land nearby proved suitable for farming and herding, and so gradually commoners of all sorts moved in and began practicing their trades. By the time of the Greyhawk Wars, the population had grown to just over 1,500 people, mostly human.

The small army of orcs and giant-kin that hit the city was carefully concealed. Following the Blue Oyt, they marched on Oytmeet before news of the attack on Pest's Crossing could travel westward. Under the cover of night, skilled orcs assassinated the tower guards and allowed the rest of the army to



enter unchallenged. Guided by magic from the orc shamans, they found the guard garrisons and slew most of them quietly in their sleep. By the time alarms had been raised the city was at a severe disadvantage, and most of its people fled blindly into the night.

Now the city is run by the orcs, who number one hundred and forty-seven adult males, roughly the same number of females, and about twice that many orc children. Living with the orcs are two cyclopes and three ettins, as well as a few dozen human slaves that have managed to survive this long—the majority of those who were rounded up were shipped to Pest's Crossing to serve the fire giants there. The orcs are very frustrated with the ettins and cyclopes, for the chaotic nature of these larger beings makes them difficult to keep in line. Furthermore, the ettins insist on eating nothing but meat, which impacts the amount of food for the entire population (carnivorous by nature, orcs can get by on an omnivorous diet), and the cyclopes have been emulating their two-headed friends. The orc council has been considering getting rid of the big monsters, but their incredible lethality in combat makes them valuable allies yet dangerous creatures to confront.

Furthermore, the orcs themselves long for the fighting life; sitting in one place farming and herding is insulting work to the orcish warriors. They have rebelled several times in the past

eight years, requiring intervention of the Sakhut (via rocks dropped from the sky) to remain at their posts; it is now common practice for the cloud giants to come by at least once a season and remind the orcs of their obligations. If the orcs stationed here had their way, they would leave Oytmeet to raid the caves of the gnomes and dwarves of the Stark Mounds.

As there is no trade coming downstream from Gorna, and no ships needing repair, the city's original purpose is moot; all of the efforts of the current residents are directed toward producing food, with crops making up most of this but several herds of sheep filling out the menu. The cyclopes sometimes help tend the sheep (which normally results in the flock being short at the end of the day, for the one-eyes only volunteer for this duty when they are feeling peckish), and the ettins are coerced into helping plough the land with their great strength (the cows, horse, mules, oxen, etc. having been consumed long ago). Excess food is picked up by the monthly caravans and taken to Pest's Crossing.

## Government

The Orc Council is made up of the strongest twenty orcs in the tribe. They plot and scheme to improve their standing among their fellows, while the shaman watches coolly from the sidelines and advises those with whom he agrees. The only things that the orcs are in full agreement on is that they don't like working for the Sakhut and that the big ones eat too much.

The cyclopes and ettins, by contrast, are happy to let the orcs be "in charge" as long as the big folks get to do what they want. They live on the fringes of town in small warehouses (few other buildings are large enough for them) and hunt across the river when they get hungry.

## Orc Laws

- Orcs in charge!
- Fight orc, you die!
- Slave run away, orcs cut off leg!
- Fight cyclops or ettin, you stupid! They eat you!

## The Town

The town suffered very little damage during the attack and has been well-maintained by the orcs during their occupation. The orcs have also built a watchtower near all three bridges and one more on the road to Gorna and have surrounded the entire town with a six-foot palisade wall (see **Map Fourteen**). The orcs have taken over the homes of the more affluent city-folk, locking up the slaves in several buildings not too far from the meeting place of the council. The town has been scoured for valuables in the years since the populace fled, and there is very little chance that they missed anything that wasn't magically guarded, hidden, or disguised. Individual orcs will have 1d8 hit points, 1d4 × 10 cp, 1d3 × 10 sp, and 2d6 pp.

If the town is attacked by a large force, the orcs are more than happy to dig in and defend themselves from a siege (possibly making occasional sorties outside of the palisade to







slake their bloodlust). In these situations the cyclopes will hurl rocks at attackers while the ettins smash anyone that comes over the walls. The orcs might even have the big creatures lead one of the sorties—if they're killed, more's the pity. If attacked by a small group, the orcs will attempt to isolate and surround their attackers, pushing the ettins into the midst of their adversaries if possible.

**1. Orc Council Hall:** This place was once an loud tavern; the orc councilors (hp 8 each) chose it because of its huge oaken table — the only one they could find that would fit all twenty of them at once. The tribe's treasure (including that owned by the ettins and cyclopes) is kept in several strongboxes in what used to be the pantry: 3,955 cp, 3,376 sp, 5,022 gp, 130 pp, six gems worth 10 gp each, four gems worth 50 gp each, nine gems worth 100 gp each, and a single gem worth 500 gp. The council members have collected together the tribe's magic items: a *potion of clairvoyance*, *potion of hill giant strength*, *potion of plant control*, *potion of speed*, *potion of super-heroism*, *chainmail +1*, *longsword +1*, *rope of climbing*, and *scroll of protection from magic*. If the council is aware that the city is under attack, they will distribute the potions and other items among themselves.

**2. Cyclops Lair:** Each of this dockside warehouses has been converted into a home for a cyclops (hp 85, 79), detectable as

such by the smell alone. Both cyclopes are rather lonely and considering making a trip to the mountains to find a mate. Neither has any great interest in treasure, being primarily motivated by hunger and happy with the knowledge that their shiny things are being guarded by their little orc friends.

**3. Ettin Lair:** These places are even more foul and smelly than the homes of their monocular cousins. The three ettins (hp 57, 39, 26) have a very similar attitude toward treasure as the cyclopes, content to let the orcs watch over it.

**4. Slave Homes:** This entire block is now a bunch of boarded-up buildings used to house slaves. The slaves (all non-combatant humans) are let out to do their work during the day and locked up at night. There are forty slaves in all (hp 1d2 each), living in separate houses in groups of 1d3+2. If given weapons, at least half of them would be willing to throw themselves at the orcs as a matter of vengeance but would be short work to the armored and battle-tested humanoids.

## Pest's Crossing

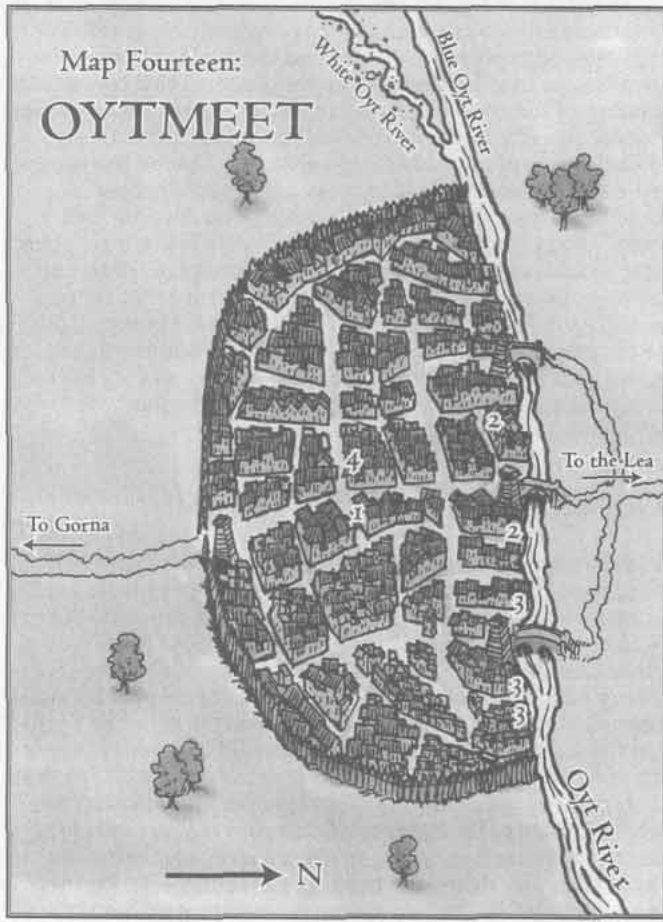
### History and Current Status

Pest's Crossing is a logging town that sprung up in 450 CY near a shallow ford of the Blue Oyt River near the eastern edge of the Hornwood. A crafty thief named Sezon the Pest arranged to have a few heavy logs set into the ford to allow a dry crossing and began to charge people a small toll to use his "bridge." Other entrepreneurs began developing small businesses that depended upon the loggers (blade sharpeners, teamsters, two small taverns, and so on) and the thief's bridge soon became a settlement.

Over time the frontier village grew, and in 512 CY the extremely dilapidated crossing was torn down and rebuilt with stone. The human loggers were able to establish a system where they worked with the sylvan elves to find trees of the highest quality and leave others untouched, keeping the forest largely intact and avoiding the wasteful destruction of inferior wood in search of materials suitable for weapons of the highest quality. In exchange for this knowledge, the sylvan elves were given information on the outside world and some trade goods, especially silver and fine wines. The people of Pest's Crossing lived off of small gardens and sheltered groves of fruit trees, trading lumber and elven bows to other towns in exchange for other foodstuffs.

The fight to defend Pest's Crossing was fierce and drawn out, but ultimately doomed. Led by the fire giant chieftain Mogthrasir, two dozen fire giants forced their way through the Hornwood, accompanied by five hell hounds of the largest size, twenty ogres, and eight trolls. The loggers (and the few sylvan elves who chose to stand with them) harried the invaders, using their superior knowledge of the terrain and ability to hide. The giants, however, had no qualms about setting portions of the forest aflame to flush out or kill the defenders, and formally claimed the town as their own on the last day of Harvester 583 CY.

Mogthrasir declared himself the new "king" of Geoff (or





*Tjalf*, meaning "toil" in Fire Giantish), with Goroda's permission. Under the guidance of the Sakhut, he had his minions begin to fortify Pest's Crossing and step up the scale of the logging. The surviving humans were given a choice: chop down the trees of the Hornwood under the direction of the fire giants, or die. Most chose to work. Acres of forest were cleared; humans were brought in from Oytmeet (as well as those who had fled Gorna or other cities and later been rounded up) to plant these new clearings with wheat. A great hill was built near the town, and a great castle called Thrasmotnir built upon it with rock brought in from the Crystalmists. Finally, a great moat was dug around the fortified town, making it secure from almost any large-scale attack (King Mogthrasir, not surprisingly, thinks big).

Now the forest around Pest's Crossing is receding in wider and wider arcs, its lumber hauled back to Kargyraa Fort in the Crystalmists (and hence to the Sakhut cloud-island). The path to the fort has been cleared of trees in a swath a hundred yards wide, making it easy to find the town or the fort just by following the path in either direction. The Crossing also serves as a focal point for the southwestern tribute caravans, making it one of the wealthier towns. The giantesses and children of Mogthrasir's tribe have since moved to Pest's Crossing, sealing up their old lair with stones (alternatively, the DM could have them hail from

Snurre's Hall, in which case their moving out relieved a good deal of overcrowding therein).

The humans of Pest's Crossing are slaves of the giants but are not overworked or treated with particular cruelty (mainly because if all of the humans die off, the giants will have to do the work themselves). They are actually treated on par with serfs, and those who have seen areas ruled by the Scarlet Brotherhood would be hard-pressed to choose which group of underlings was worse off. All humans have been relocated to the area within the Grand Moat and enter the forest escorted by a force of ogres. They work as they would normally and then are escorted back into the Crossing at the end of each day. While they may be resentful of their giant-sized captors, the humans understand that they are lucky to be alive and even luckier to be allowed to live with some measure of personal dignity and freedom.

The very few sylvan elves who lived near Pest's Crossing were either slain in the fighting or retreated into the protection of the forest when they realized the inevitability of the situation. The surviving elves now live in the most isolated parts of the Hornwood, harrying ogres or giants who stray too far into the wilder areas. They regret the losses the humans have suffered and seethe in anger at the destruction of the woodlands, but their numbers are too few to attack the town with any effectiveness and their natures too independent to unite long enough to force the giants out.

The giants of Pest's Crossing are confident enough in their defenses that two small groups have recently been able to infiltrate the human population and make plans to oust the invaders (helped by the fact that the giants have a certain amount of trouble telling the "little folk" apart). These groups consist almost entirely of wizards and rogues particularly skilled in stealth, disguise, and subterfuge. As the fire giants have settled nicely into their roles as the new "nobles" of Geoff and cause little physical harm to their human "subjects," the infiltrators are able to take their time in their plans and avoid hasty actions; based on their present course, and lacking any outside aid, they will be ready to act in about a year (i.e., the summer of 592 CY). Other clever groups (such as the player characters) would be able to insinuate themselves into the town with similar ease as long as they kept a low profile and took the time to learn how the locals deal with their unique situation.

## Government

The town is ruled from the top down by King Mogthrasir. Mogthrasir is shrewd for a fire giant and enjoys his flatland domain, although it is colder than he would like. If he can hold onto Geoff for a few more years, he would like to convince Goroda to invade Sterich again, and possibly the Yeomanry a few years after that. These invasions would be made possible by reinforcements from fire giant tribes in the southern Crystalmists and perhaps even the aid of a young red dragon or two.

Mogthrasir has two captains, Hrymner and Naglskoltyr, who take care of the lesser administrative matters of ruling Geoff. Hrymner is in charge of information, and her magic items allow her to spy on the other towns in Geoff. Furthermore, years of stealth and spying have improved her skills so





that she is a thief of moderate skill. Naglskoltyr exists to keep the servant peoples of Mogthrasir in line. His *horn of blasting* destroys the defenses of those that oppose him, and his giant-slaying sword has been the end of many rebels to Mogthrasir's cause. He loves to terrify his king's enemies into submission and is hated and feared by all the Geoffite giants.

Under the king and captains are four more fire giants of rank (equivalent to lieutenants): Gillmyr, who looks after Pest's Crossing and Thrasmotnir; Fimagull, who oversees the flow of tribute; Nartung, who coordinates military training and commands Mogthrasir's armies; and Fornjotr, witch-doctor and advisor. Below these four officers are the remaining fifteen adult males, thirteen adult females, and eight young fire giants of various ages. Ranked below the fire giants are the eleven mature ogres and seven adult trolls, with the ten hell hounds being considered pets of the fire giants and thus are outside of the military hierarchy. The fire giants, ogres, and trolls are assigned as needed to various tasks, whether being on watch in the town, patrolling the nearby land, rooting out rebels in the forest, or escorting dignitaries from one site to another. Note that under the strict influence of the Lawful Evil fire giants, the ogres and trolls have lost some of their chaotic tendencies and now operate as if they were Neutral Evil; should these smaller monsters ever find themselves away from the fire giants for a week or more at a time, they will quickly revert to their previous natures. In any case, as long as the fire giants are in charge, the trolls and ogres are not allowed to eat any humans, except those who have been killed in an accident or as a punishment.

## Mogthrasir's Laws

- All dwarves, elves, and gnomes are to be slain on sight.
- Attempting to escape is punishable by hard labor until death.
- Striking an ogre, troll, or hound is punishable by hard labor until death.
- Striking a fire giant is punishable by execution.
- Spellcasting by any human is punishable by execution.
- Carrying a weapon other than a work tool is punishable by execution.

## The Town

Pest's Crossing was a modest-sized town of about four hundred individuals. The fight for the town claimed the lives of almost a hundred townsfolk, but in the years since that time it has regrown to twice its original population—mainly through resettlement, although a number of the newcomers are children too young to do any hard work (the fire giants encourage the humans to breed, rewarding new parents with extra food). Instead, the children are apprenticed to craftsmen and other businesses that support the logging, which justifies their existence (to the giants).

The town itself suffered moderate damage during the conflict, with many buildings being knocked down or burned. These have been repaired or rebuilt, but many still show old signs of the destructive power of the giants, with large burned areas being the most common reminder. The people

go about their daily business, all under the watchful eye of giants pacing around Castle Thrasmotnir. As anything truly of value has been claimed by the giants, the people have had to fall back on barter and lesser currencies such as iron and bronze coins (treating the former as if they were silver and the latter as if they were gold). Minting of these lesser coins was done with a coin stamper taken from Gorna and supervised by the fire giants, who then smashed or discarded the device. Logging teams bring in wood, which is cut at the mill and shipped out to Kargyraa Fort. Farms and a ranch occupy the newly cleared lands around the town, providing wheat, beef, and dairy products.

There are many shops and businesses in Pest's Crossing that have survived the fighting and are otherwise unremarkable. The following places (each marked on **Map Fifteen**) are unusual for their proprietors, the nature of their business, or their relationship with the monstrous rulers of the town.

**1. Rindone's Mill:** Rindone (T3, Engineering proficiency, Str 13, Int 15) is a man in his late twenties with curly black hair and a bronzed complexion. He has been running the mill since his father died just before Rindone's twentieth year and is fully capable of repairing any damage to it short of complete destruction. The mill can either grind grain or cut wood—it takes several hours to switch over from one process to the other, so he normally makes the change only once or twice per week. The giants actually have a grudging respect for him, as his mill allows them to process more wood for the Sakhut.

More unusual is Rindone's "assistant," who came to live with him almost a year ago. Malshar appears to be a fair-skinned youngish human, but actually is a half-elven wizard/thief of some skill (W7/T8, hp 28, Dex 17, Int 16, *girdle of hill giant strength*, potions). Malshar is a member of the Dark Star Guardians, one of the two groups who have infiltrated Pest's Crossing. Furthermore, he is also a worshipper of Tsolorandril, a young hero-deity of wave motions (Malshar met the godling on the Ethereal Plane when the Guardians were blown off course by an Ether Cyclone), and has been charged by his patron to liberate the people of Tjalf/Geoff, although he does not know why Tsolorandril chose this place. Rindone knows Malshar's secret and is happy to lie to protect him.

**2. Malk the Fishmonger:** Built just a few paces away from one of the bridges crossing the Blue Oyt, Malk's shop is a popular spot that most families visit at least every other day. Malk (F1, hp 7) catches and salts fish, selling them to others in the town or the rare giant who wishes to try new foods. For a small fee, he also preserves fish caught by other fishermen. Grumpy and middle-aged, he is very closed-mouthed in general and about his relationship with Ratenna in particular (see area 13 below).

**3. Weaves and Leaves:** This is a strange shop that opened just two years ago, in 591 CY, providing herbs (both medicinal and culinary) and durable cloth to the townsfolk. Its owner, Totavo, is a nervous young man with fair skin and jet black hair. He weaves the cloth himself and has a number of children in his employ who search out particular herbs. The townspeople assume that Totavo is nervous about the giants





(which is odd, since he moved here after the invasion), but the truth is a much more terrible secret. Totavo is a young monk on the run from the Scarlet Brotherhood (Mk5, hp 24, Dex 16, Cha 15, *Murlynd's spoon*). He lost his temper during an argument with a superior and attacked, stunning her long enough for him to heave her out of a tower window. Horrified, and knowing that he was under immediate sentence of death, he disguised himself and hid aboard a ship that was leaving Duxchan for the Principality of Ulek. He went overland from there and eventually found himself in Pest's Crossing, under the nose of the giants and (hopefully) far enough away from the Brotherhood to prevent his ever being found. He is still loyal to the ideals of the Brotherhood and will not reveal any information about them (or his ties to them) to outsiders. If he thinks he is in danger of being discovered or, worst yet, caught by the Brotherhood, he will flee to Bissel or Gran March and keep running from there.

**4. Blacksmith:** The best blacksmith in town is Kittos, a man of strong Oeridian heritage and pleasant looks. The smithy once belonged to an older man named Bartol, who died of a sudden sickness only a few months ago. Kittos had been working for Bartol and agreed to look after the man's business and 15-year-old son, Tollar. The blacksmithy makes metal tools and other simple metal goods for the townsfolk, and also sharpens the sawblades of the loggers. Kittos (F7, hp 52, Str 17, Dex 15, *longsword +1/+3 vs. lycanthropes*) is a member of the Dark Star Guardians, and while he likes Tollar well enough he would prefer to be fighting giants rather than looking after a teenager.

**5. Sawbiter's:** Unlike the Firelog Inn (area 14), this tavern caters to the rough-and-tumble sorts of men who fell trees for a living. The barkeep (and owner) is Shando One-Foot (F2, hp 16, Str 18/05%), a man nearly seven feet tall. Shando's left foot and ankle were crushed by a falling limb. When he recuperated he found it more satisfying to be a fully capable bartender than a crippled woodsman, so he has remained at Sawbiter's, having bought the place from its previous owner in 580 CY. Shando's stump is capped with an iron spike, which digs up divots in the floor but allows him to keep a better grip when he walks. He once managed to beat an ogre at arm-wrestling and enjoys a certain amount of notoriety among the ogres from that feat. When patrons get too rowdy, he takes out a three-foot length of polished hornwood called "Welcome" and pounds some sense into whoever is within his reach (only humans, of course).

**6. Mosto's Bakery:** Mosto is a little man with sharp eyes and very short hair, always full of nervous energy. He opened his store early in the spring (just a few months ago) and has become the favorite of humans and monsters alike, for his breads are tasty and incredibly satisfying. His specialties are breads stuffed with meat or cheese, making them popular choices for working loggers and hungry giants. Mosto could be a rich man, for most townsfolk buy goods from him at least once a week, but he gives away most of his earnings to those in need. Mosto is a member of the Dark Star Guardians (T9, hp 33, Dex 18, Cha 16, *sheet of smallness, dagger +2/+3 vs. Large creatures*); baking is just a hobby at which he is very, very good.

**7. Rasgon's Cheese Shop:** Rasgon took over this cheese shop when the previous owner got drunk and attacked an ogre (his head still hangs outside the door). He has since enjoyed a moderate success as a businessman, having spent some time living near a halfling community and learned how to make some pretty good cheeses (his specialty is Lindenbrook Pale). Rasgon is tall and thin, with dark hair and eyes; he is also a member of the Golden Circle (T5, hp 21, Dex 15, Con 15, *gloves of missile snaring*, plus whatever potions the DM sees fit to give him).

**8. Jailhouse:** While the fire giants make the laws and the ogres and trolls enforce them, it comes down to the humans to deal with lawbreakers that are beneath the concern of the rulers of the town. The small jailhouse has only four cells—small cubicles with stout wooden doors barred from the outside. The jail is run by an old man named Dooan. He cares for the inmates (normally just a drunk or two, but sometimes he has had to lock up a thief for a week or more) and treats the ogres and trolls with respect when he has to deal with them. Dooan is an Enchanter (W6 [Enchanter], hp 19, Int 15, Cha 17, *wand of fear, winged boots*), a member of the Golden Circle, and uses his *charm person* and *suggestion* spells to try to keep the townsfolk from repeating actions that may get them in trouble. He never tries casting spells on or in sight of the true rulers of the town, for it would mean his certain death.

**9. Gromond's Rope and Leather:** Another shop that opened only a season or two ago, its proprietor looks like your typical Geoffite, strongly Flan with obvious Oeridian and Suel traits. Gromond (F7, hp 65, Str 16, *boots of levitation, rope of climbing, Mountaineering*) is actually a native of Pest's Crossing, having gone adventuring shortly before the invasion and returned earlier this year with the Dark Star Guardians. His store sells strong ropes of various sizes and high-quality leather goods of all sorts.

**10. Temple of Pelor:** This building suffered little damage during the invasion, although the young priestess who oversaw it disappeared during the fighting and has not been seen since. It sat abandoned until earlier this year when a man named Torm swept out the dust and dirt and began preaching. The giants were initially wary, but as he seemed to be casting no spells and tended to sick and injured humans with herbal cures, they assumed he was merely a pious layman and let him do his work. After all, religion tends to keep the humans happy, and more healthy workers means more work gets done. Actually, Torm is a priest of Pelor (C8, hp 44, *rod of absorption, talisman of pure good*), one of the "old school" of Pelor's priesthoods, and a member of the Golden Circle. His face is lined and his head is usually kept neatly shaved.

**11. Nuwon the Goldsmith:** Before Nuwon opened his shop last year, the giants had to rely on their own huge fingers to make jewelry out of the raw materials they acquired. Now they have someone that can produce what is to them incredibly fine and detailed jewelry out of silver, gold, and copper. Nuwon is very popular with the giants and has the unofficial protection of King Mogthrasir, although he doesn't know this (any giant, ogre, or troll that harms Nuwon or his shop will answer for it to a very angry king). Nuwon even makes simple iron and bronze jewelry for the humans



of Pest's Crossing, although these are little more than woven wires set with glass or bright nonprecious stones. Of muddled racial heritage and graying early, Nuwon is actually an accomplished thief (T11, hp 40, Int 15, Dex 16, *slippers of spider climbing*, *gem of seeing*) and a member of the Golden Circle.

**12. Three Brothers Carts and Horses:** This combined hostelry and cartwright exchanges tired horses for fresh ones, builds and repairs carts and wagons, and even serves as a veterinarian from time to time. It is owned by two brothers, Dom (F2, hp 14, Cha 13) and Haas (F2, hp 17, Str 15, Con 16); their younger brother was killed in a freak accident years ago. The brothers are assisted by several carpenters and stablehands, one of them a man named Novalindro. The latter is very good with animals, and it is his talent that allows the business to nurse sick and injured animals back to health. Novalindro is another of the Golden Circle (R7, hp 49, Str 15, Dex 15, *boots of speed*, *dagger +2*).

**13. Surgeon:** Landrya is an old one-armed ranger (R8, hp 43, Int 15, Dex 15, Cha 16, *peript of wound closure*, *shortsword +1*), retired after a crippling attack from a maddened owlbear. She settled in Pest's Crossing and used her knowledge of magic, herbs, and anatomy to care for the people of the town, often facilitating meetings with the reclusive and protective sylvan elves. Since the occupation of the town, she does not use her spells to help people unless it is a life-or-death situation, and then only if she can do so unobserved.

Staying with Landrya is a young woman named Ratenna who has shown remarkable skill at healing people without magic. Ratenna (P5 [Ospre], hp 34, Con 18, *gauntlets of swimming and climbing*) was an acolyte of Ospre on Lendore Isle when the Spindrif elves pushed out most of the local humans in 583 CY. A member of the Dark Star Guardians, she is working to overthrow the giants. She spends much time in the company of Malk the Fishmonger (see area 2), although whether her interest is professional or personal is the subject of much speculation.

**14. Firelog Inn:** Run by a large jolly woman and her scrawny husband, the Firelog is the place the people of the Crossing come to when they want to eat a good meal and hear the latest gossip. Otta (hp 4) and Rindal (hp 2) know everyone in town and are always willing to hear the latest news. They even know about the Dark Star Guardians and the Golden Circle, although they don't know who all the members are or (in some cases) who is in which adventuring group. The inn is mainly a tavern, as there are few people requiring temporary housing these days, although Otta has been known to rent out rooms to star-crossed lovers seeking intimate meetings.

**15. Troll Home:** These two entrances connect with five small rooms that serve as the sleeping place of the trolls. Rather than a door, the trolls seal themselves into their lair with a pair of large stones that almost completely block the external doorways. The seven mature trolls (hp 41, 32, 30, 29, 26, 24, 23) and three young (hp 15×2, 13—fight as orcs) sleep here during the day and generally lope about as a group at night, sharing in whatever work they are told to do. Note that this

"tribe's" dominant female is not a shaman. Each adult troll has 1d3 pieces of crude jewelry worth 5d4 gp each.

**16. Ogre Home:** Similar to the troll lair, these two cave entrances lead to a small complex of six connected chambers dug out of the artificial hill. Each entrance is blocked by a heavy but ill-fitting wooden door. Eleven adult ogres (hp 30, 28, 27×2, 25, 23×4, 19, 17) and nine children of various ages (hp 12, 10, 7, 6×2, 5×2, 4×2—fight as goblins) live here. During the day there are two adults present or nearby caring for the young; the remaining adults are either in town, in the castle, or on patrol. Individual adults will have 3d10 gp and 1d4 pieces of crude jewelry worth 1d6×10 gp each. Their lair treasure, stuffed inside a row of preserved human heads hanging like calabashes from the ceiling, is 3d100 cp, 2d100 sp, 3d100 gp, and 5d4 pp.

**17. Bridge:** These narrow wooden bridges (not much wider than a cart) are only used by the humans (caravaneers or loggers), ogres, and trolls; they are not strong enough to support the weight of a fire giant (who simply step over the moat anyway). Every evening the bridges are pulled back so that the moat cannot be easily crossed from either side; this is also done if the town is under attack.

**18. Moat:** The moat is a ten-foot-wide, ten-foot-deep trench that circles the town and almost intersects with the Blue Oyt River, stopping about twenty feet short on either side. Filled two to three feet deep with brush lightly coated in oil, it would make a formidable defense if the town were ever attacked, especially if it were ignited; the giants, of course, can easily hop over the moat and wouldn't be concerned if it were burning (fire giants *like fire*).

**19. Guardpost:** These two short walls are used to watch over the narrow strips of land that separate the river from the moat. Nothing more than five-foot-high walls of piled stone, there is always one ogre or troll guarding this location, day or night. If they see people approaching, their orders are to ring the large brass bell and then hide behind the wall, waiting for reinforcements but rising to attack when the strangers are within striking range.

**20. The Western Path:** When the fire giants completed digging the moat, they turned their attention to the Hornwood. Over the course of the next year, they cut and burned a clear path southwest through the woods, leaving most of the wood to rot where it fell. This path makes it easier for the huge giants to travel between Kargyraa Fort and Pest's Crossing, as well as making it easier for the caravans to defend themselves against ambushes by the sylvan elves (who, reluctant to cross an open clearing 100 yards wide, usually resigned themselves to occasionally peppering the caravans with arrows and dodging the inevitable tree-smashing boulders flung in response).

#### The Dark Star Guardians

The Dark Star Guardians are a group of adventurers who travel about the Sheldomar Valley and seek to right wrongs. Currently their membership is fifteen strong and centered in



Niolo Dra, nominally directed by Derapos, an aging priest of Celestian. The Guardians work in groups of four to eight, depending on what task they are addressing, and tend to be well-equipped for fighting. Five are currently living in Pest's Crossing, undercover as locals so they can study the giants who control the place: Gromond, Kittos, Malshar, Mosto, and Ratenna.

The Guardians have established close ties with the townsfolk, going so far as to reveal their purpose to a few of them. The flow of tribute into the mountains has convinced them that the fire giants are subservient to someone or something else, although they do not yet know what. Malshar and Mosto have made two excursions into the castle to learn more but were foiled by Hrymner's security precautions. As the group slowly gathers information, they will also be preparing the townsfolk to turn against the ogres and trolls.

The Guardians are aware that there is another adventuring group in town. While they suspect these others plan to oust the giants as well, they cannot be sure and are hesitant to reveal themselves for fear of endangering their secret existence. Malshar is the nominal leader of this group, touched as he is by the directive of a hero-deity. The Guardians do *not* know that Hrymner is aware of their group and has actually infiltrated it in the guise of a human thief charged with scouting out the situation elsewhere in Geoff and bringing back reports from time to time; she is waiting until their plans ripen before exposing them, hoping that they will succeed in identifying other conspirators along the way.

### The Golden Circle

The Golden Circle is an older adventuring group that has traveled much of the Flanaess. The original members of the group first met in the City of Greyhawk and explored parts of the Cairn Hills and Rift Canyon, eventually specializing in missions that involved sneaking behind enemy lines, including one short-lived venture into the lands of Iuz. While the members of the Golden Circle are capable of holding their own in a fight, they prefer avoiding combat and excel at situations where they are required to enter and leave unnoticed.

Currently under the employ of Grand Duke Owen I of Geoff (still in exile, living in Shibolet), the Golden Circle are charged with discovering a way to return the lands of Geoff to its previous owners. The whole group is currently in Pest's Crossing, having entered singly and in pairs over the course of two months and established identities that would pass scrutiny by the townsfolk and fire giants. They, too, are aware that the fire giants are not the final authority in Geoff but have been concerning themselves with the removal of the direct threat (the giants) rather than who might be guiding them.

The Golden Circle know there is another adventuring group in Pest's Crossing (having access to Dooan's divination spells helps in this regard) but have no interest in risking their cover to help out another group at this time. Furthermore, they are aware that this other group is more military in nature and thus difficult to work with. Torm is the leader of the Circle, having taken that role several years ago when their paladin departed to team up with some paladins of Mayaheine on a quest to reclaim the Shield Lands.

## The Hill and Castle Thrasmotnir

### The Hill

Once the people of Pest's Crossing were subjugated, King Mogthrasir set aside a large piece of land nearly seven hundred feet on each side and tasked his followers to build a large hill of stone and packed earth (much of the materials for the hill came from the moat that was dug around the town). A series of rooms and halls were built into the hill as it was being formed, which would be used as the lower level for the giants' demesne. When the hill was completed, work was begun on a stone castle to crown it. When it was finished, the giants moved in, and the castle on the hill has been their home ever since. The ogres and trolls then dug caves into the fringes of the lowest part of the hill, improvising lairs under the fortress of their masters.

The hill is flat on top, circular in shape, and fifty feet high. Its top is approximately five hundred and sixty feet in diameter, tapering out to a base diameter of almost seven hundred feet. Having settled somewhat since its completion under the heavy weight of the fire giants and their castle, the hill is packed nearly as solid as rock. Tough grasses grow on its surface, and a gravel path leads from the castle gate down to the town.

### The Castle—Surface Level

Built of large pieces of mortared stone, Castle Thrasmotnir stands twenty-five feet above the top of the hill, with the four square towers reaching ten feet above that. The outer walls are at least five feet thick, with the inner walls slightly less than that. The roof of the castle is nearly flat, tapering to a very slight point in the center to keep rain from pooling. Unless otherwise stated, everything is giant-sized (including the stairs to the lower level), written items are in Fire Giantish, and interior rooms have twenty-two foot ceilings of coated hard wood (the outside surface of which has been sealed with a mortar-and-gravel mixture).

The doors are huge affairs of hornwood trunks bolted together with plates of iron. A stout iron handle is attached to the door at about the height of a fire giant's waist (i.e., about nine feet up). The doors fit snugly against parts of the doorjamb, keeping them from swinging open but not holding them tight enough to be considered a "stuck" door (although in terms of sheer scale most human-sized adventurers will have some difficulty opening them). Most doors open outward, away from the room they secure.

Although most of the non-residential rooms are lit by *continual light* spells (courtesy of Fornjotr the witch-doctor), the giants' affection for fire has carried over into their decorating, and four-foot-diameter pots of burning pitch hang from the walls (shoulder-height to a giant) in almost every room. Especially cruel giants have stuck prisoners into the pitchpots, or spilled the pots onto the floor during combat (the burning pitch causes 1d6 damage per round, covering a ten-





foot-square area and lasting 10 rounds if spilled onto the floor). Because of the pitch, the ceilings are blackened from soot and the air is slightly hazy; the giants actually like the burned smell in the air (it reminds them of home).

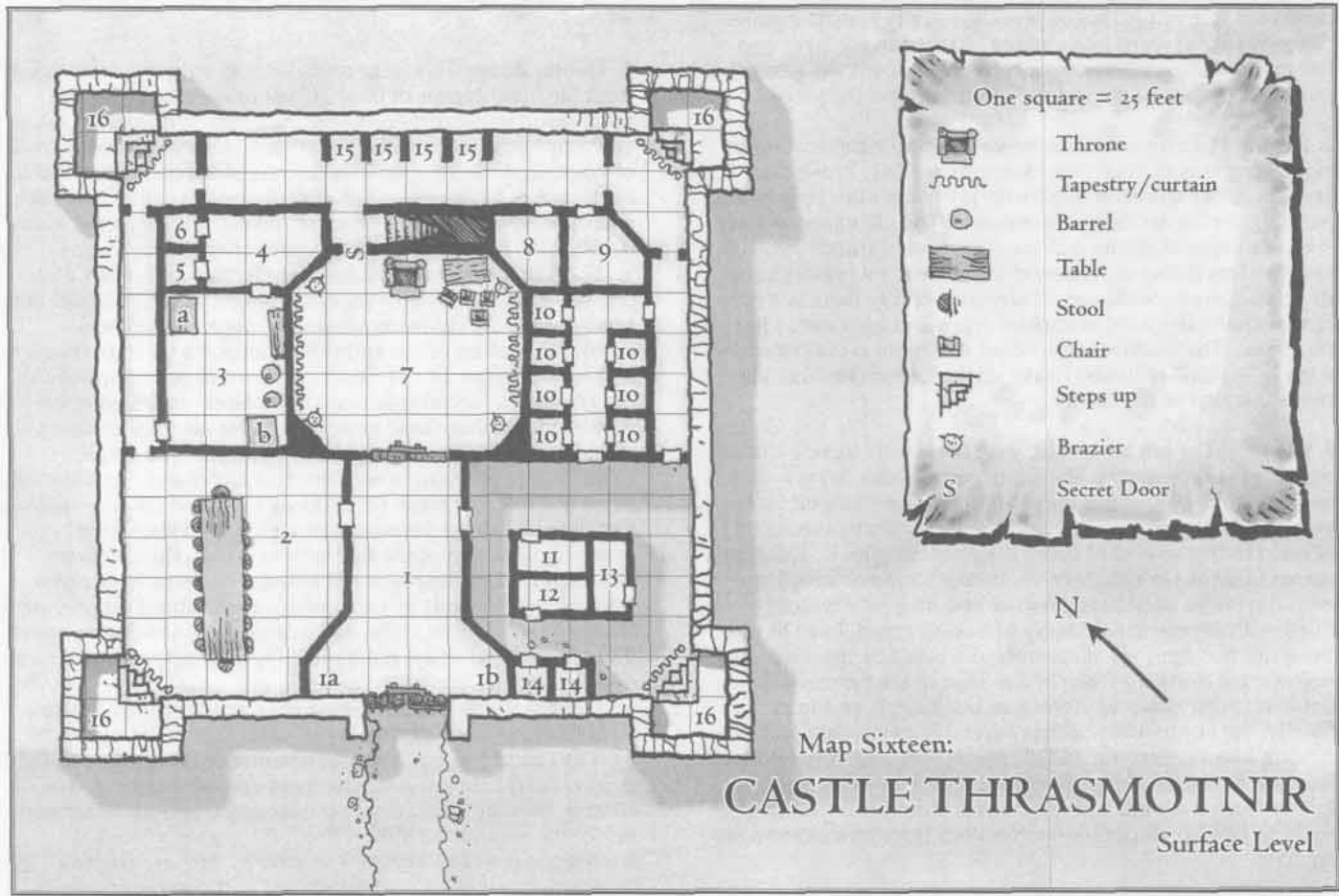
In addition to the light sources, Fornjotr has made the temperature more tolerable for himself and his fellows by using *firestone*, a heated rock created by a special ritual available to priests of Surtur, god of the fire giants (Appendix C: New Magic Items). Because of the *firestone*, humans would consider most of the castle rooms to be uncomfortably hot (but not debilitatingly so).

If the castle is attacked, the giants under fire will call the alarm, and wherever the fighting occurs will quickly be swarmed with fire giants and hell hounds. The hallways are only wide enough for two giants to stand abreast, but in most cases it will be possible for giants to make their way through the castle and come around behind the invaders. Characters who retreat to areas the giants can't reach are peppered with boulders. Should the party begin to get the better of the giants, they will fall back and call for Fornjotr (the witch-doctor) to use his spells and King Mogthrasir to use his *ring of djinni summoning*. Furthermore, Hrymner will turn invisible and attempt to ambush and backstab the little ones. Should these efforts prove futile, the giants will retreat to area 35 and hack their way through the emergency escape

passage, then scatter into the forest to deter pursuit. They will rendezvous at a predetermined point and move to retake their castle, burning the moat and town if necessary to cause a distraction.

Fire giant society is a hereditary patriarchy; most males become soldiers and most females remain at home to care for the children. Giantesses who show an aptitude for combat are not excluded from taking up arms and are actually preferred as mates by male fire giants over their meeker sisters. Non-soldiers and children prefer to run away from fighting unless they feel they can handle the situation (and note that a 7,000-pound angry mom tends to feel confident of the situation when dealing with creatures one-third her height); in either case they will call for help if they come into a combat situation.

The total number of creatures who may be encountered in the castle is follows: the king, two captains, four lieutenants, four single male warriors, three single female warriors, ten married male warriors, three married female warriors, seven married nonwarrior females, eight fire giant children (four male and four female), the blacksmith, four adult hell hounds, and six hell hound pups. At all times there are two soldiers on duty in the town, up to four out in various patrols, two watching from the castle towers (area 16) and two guarding the entryway to the castle (area 1a).





## Wandering Encounters

Every turn during the day there is a 10% chance that 1d2 hell hounds (25%) or one or more fire giants (75%) will come through the area where the player characters are waiting. There is a 40% chance that the giant encounter is with 1d2 warriors, a 40% chance that it is 1d2 nonwarrior females (with a 30% chance per female of the group also including a child), and a 20% chance of one warrior and one female (and a 40% chance of including a child in this group). If an encounter occurs, there is a 10% chance that one of the warrior groups also includes an exceptional giant (the king, either captain, or one of the four lieutenants). Encounters at night are just as likely but will not include nonwarriors or children and have only a 5% chance of including an exceptional giant. Giants slain in combat should be noted in the room descriptions for their sleeping rooms so they are not mistakenly encountered again.

## Area Descriptions

**1. Gate and Main Hall:** The gate into the castle is normally kept closed and barred. The positions marked 1a and 1b on **Map Sixteen** each always have a fire giant warrior on sentry duty; these two will not open the doors unless the correct password is given (changed weekly, usually something like "May Surtur's sword burn bright" spoken in the language of fire giants). If someone attempts to break down the gates, the guards shout an alarm and prepare to defend the place.

**2. Dining Hall:** This enormous wooden table can seat up to eighteen giants at once. The chairs are actually clusters of sawed-off tree trunks topped with layers of hides to provide padding for big fat fire-giant bottoms. The giants eat in three sets, with special giants and warriors first, children last, and nonwarriors filling in wherever there are open seats. Due to these staggered mealtimes, at any time of day there is a 30% chance that 3d6 giants of various types and ages are eating in this room. The southwest corner of this room is concealed by a thick "screen" of linked heavy chains, which leads to the western tower of the castle.

**3. Kitchen:** The kitchen is occupied constantly during the day by 1d2+1 female giants. The north corner (area 3a) is a smooth stone slab under the effects of a *firestone* spell (hotter version). Used as a cooking surface, it usually has some sort of meat frying or pots of something bubbling on it. The south corner (area 3b) is a stone oven, its top surface enchanted with the hotter version of *firestone* and its inside typically filled with several giant loaves of baking bread. Next to the stove are two ten-foot-tall barrels of water, one for washing and one for drinking. The shelves next to the barrels hold flatware, tankards, and utensils of tin, bronze, and iron. Finally, the northwest wall has a number of cooking and serving utensils, knives, and choppers hanging from hooks. If they see intruders, the giantesses will call for help, grab big knives from the wall, and attack with them (doing damage equal to 2d4 hp +9 per blow). No other parts of this room are *firestone*.

**4. Pantry:** This area smells of butchered meat. The wall across from the door is covered in big pieces of meat hanging on metal hooks (standard practice is to butcher the animal, sear all sides of the meat, and hang the unused parts on the hooks). Sacks of flour, waxed wheels of cheese, barrels of beer, and crates of spices are stacked all over the floor. There are no *firestone* enchantments in this room (to keep from spoiling the food; the giants consider this room-temperature place to be uncomfortably chill).

**5. Meat Storage:** This storage room is full of large bound strips of dried meat, for use when the castle is besieged or for units that will be out on patrol for several days. A family of giant rats (hp 4×3, 3×4, 2×5, 1×3) has made its home in the wall and snacks on this meat and the food stored in room 6. The rats normally hide if the door is opened but will attack if provoked, if their tunnels are prodded, or if any nongiant tries to remove large quantities of food from the room (say enough to feed more than four giants for several days).

**6. Bread Storage:** Like area 5, this is a storage room for dried foodstuffs. In this case, it's tall stacks of crispbread (cracker-like wafers as long as a man's forearm) and small casks of *logod*, an extremely spicy condiment beloved by fire giants but unpalatable to almost all other creatures. The giant rats from area 5 might be spotted here, but they normally flee any encounter.

**7. Throne Room:** This huge room is hung with tapestries taken from the finest homes of Geoff. Great braziers of brass and silver stand in the corners, filling the rooms with smoke, heat, and a sulfurous stench. The throne is a monstrous affair carved of volcanic stone, covered in hides and black cushions. Next to the throne is a heavy wooden table draped in a thick red cloth and covered with papers, charcoal, books, and maps (all giant-sized). Next to the table are four stout chairs of hardwood.

The papers are notes on food production in Pest's Crossing and elsewhere, status reports from other towns, dates and times for tribute caravans passing through major checkpoints, and tallies of ore and other valuables taken from the mines (all written in Fire Giantish). Several papers mention the *vidaruneh*, "secret rulers of large places" (a veiled reference to the Sakhut cloud giants) and one specifically refers to "Goroda, the *ivalda vidaruneh*" ("mightiest of the secret rulers"). The maps are rough maps of Geoff and Sterich; some indicate Kargyraa Fort, Nurok Fort, and other minor fortifications along the mountains. One even shows and names the location of the frozen peak of Mt. Rungnirheim, although its significance is not noted. The maps have notes (in Hrymner's hand) by each town's name about number of troops (giants, ogres, trolls, and humanoids, although none of those are named in the notations), types of resources, human population, etc.

There is a 70% chance during the day that King Mogthrasir is working in the throne room. If so, he will be accompanied by one of his captains and a lieutenant and guarded by two warriors. They will be clustered around the table, discussing strategy, deployment of resources, and plans for the rest of the Sheldomar Valley. Any unexpected visitors (i.e., adventurers) will be attacked as soon as they are spotted, captured, questioned, and finally fed to the ogres and trolls.



The secret door to the stairwell is known to all of the giants of the castle but only used if they need to make an emergency escape. It is triggered by a pressure plate twelve feet above the floor; the plate must be pushed with the equivalent of at least a Strength of 18/00 to open the door, which swings into the room. If forced to use this route, the giants will be sure to close the door behind them, the better to delay any pursuit.

**8. Naglskoltyr's Chamber:** This room is decorated with many war trophies—skulls from enemies, weapons, and even some large pieces of rock taken from enemy fortresses that he has conquered. The bed and small table only add to the clutter. The table has a small notebook and charcoal stick; the notebook lists dates that he has visited the other towns of Geoff, as well as anyone who has given him any back-talk. The security chief gets along well with Hrymner the spy-master, reporting people who need to be spied upon to his cohort while she gives him suggestions on people who could use some intimidation. There is a 20% chance that Naglskoltyr is in his room when the player characters arrive; otherwise, he is moving about the castle or town, meeting with the king, or away visiting another town.

Naglskoltyr: hp 92; *horn of blasting* (small for a giant but large for a human, 14% chance of sundering on the next blast), giant-sized *sword of giant slaying* (named *Muspelblindir*, meaning "who slays with fire" in Fire Giant, made of steel that glows like a smoldering coal). His treasure 206 cp, 241 sp, 285 gp, 12 pp, and four gems worth 100 gp each.

**9. Hrymner's Chamber:** The master spy of the fire giants doesn't like to be observed. If she needs to enter or leave the castle, she does so invisibly and when the main gate is being opened for another reason. Having become slightly paranoid from the constant demands of her craft, she keeps her room sparse and devoid of any decorations that might betray something about its occupant. Her one notebook is tucked under her mattress, and it is a morass of cryptic statements and outright lies intended to confuse and misdirect any who might read it. Characters who discover her notebook and take it as the truth will probably be sent far astray in search of the Dark Elves, mind flayers, or a convocation of lichs as the masterminds behind the giantish invasion, or become lost in the Sea of Dust in search of the vault of Suel magic items she writes of having discovered on one of her travels. Hrymner is suspicious of all beings other than the king (whom she idolizes) and Naglskoltyr (a trusty comrade-in-arms), although she is careful to hide her distrust from her fellow giants.

Hrymner, female fire giant warrior, hp 88, Int 17, Dex 15, has all abilities of a 5th-level thief (wears leather armor for AC 3 when she needs to be stealthy), *ring of invisibility*, *boots of elvenkind* (note that the *boots* prevent her footsteps from making any sound, although they don't lessen the shockwaves from her weight hitting the ground—but in a land filled with giant-sized creatures, such vibrations aren't out of the ordinary and often are ignored). Her prized possession is a special *hat of disguise* that enables a giant to appear as small as a human (but not vice-versa). With it, she can assume any form from that of a scruffy human thief to a passable storm giant; she uses this to infiltrate humans, groups of giant allies, and others in order to be able to report back to King

Mogthrasir what his enemies and allies are up to. It is quite likely that the player characters may already have encountered Hrymner in one or more of her disguises before ever reaching Castle Thrasmotrnr; if so, the fire giants will have a very good idea of the party's abilities and composition and will respond accordingly.

**10. Guardrooms:** These seven rooms are sparse, having nothing more than a simple bed, chair, and strongbox. Each is the home for a fire giant soldier—four males (hp 83, 77, 75, 67) and three warrior females (hp 84, 82, 65). Each has 2d100 cp, 3d100 sp, 3d100 gp, and 1d20 pp, normally kept in the strongbox if the giant is going to be away from his or her home for a while.

**11. Nartung's Room:** Nartung the War-Chief (hp 90) is the general of Mogthrasir's armies. A battle-scarred veteran, he has perfected the use of the two-handed sword (gaining a specialization bonus when using it) and knows how to use almost any giant-sized weapon. Skilled at military tactics, it is he who demands up-to-date reports on all births and deaths of ogres, trolls, and giants in the entirety of Geoff so that he may better prepare every available resource for the inevitable war against the smaller folk. All male children and any interested female children train with him for at least some portion of the day, honing their skills in anticipation of becoming a full-fledged soldier. His room is plain, with a bed, table, and only a hammered metal rectangle hanging on the wall. This last decoration was torn from an iron golem that he destroyed; the golem was the property of a wizard who once tried to enslave Mogthrasir's tribe (Nartung's breastplate was made out of scraps from the golem and still has a faint impression of its head, while the wizard's skull hangs from Naglskoltyr's wall). Treasure: 252 cp, 315 sp, 285 gp, 20 pp, two gems worth 50 gp each, a *potion of polymorph self*, a *wand of illumination* (67 charges), and a giant-sized *two-handed sword* +3.

**12. Fimagull's Room:** Fimagull (hp 63) is an obnoxious bean-counter. In charge of overseeing movements of tribute to the cloud giants, he is notoriously cheap and disliked by most of the other fire giants. He has earned his position, however, by maximizing the amount of tribute that does move and minimizing the amount that is stolen along the way by greedy giants and humanoids. His own clothing, armor, and weapons are old and worn, for he refuses to spend any money on himself. Most of his wealth is locked in a (dwarf-made) strongbox which is locked inside another strongbox which is in turn hidden in a secret compartment underneath his bed. Treasure: 459 cp, 361 sp, 614 gp, 34 pp, and four gems worth 100 gp each.

**13. Gillmyr's Room:** Gillmyr (hp 71) is possibly the most diplomatic of the fire giants. Nominally in charge of the castle (which practically runs itself at this point with the help of the adult females), his main responsibility is that of the town itself. A stern but fair giant, the humans have learned that they can expect even-handed treatment from him in the rare times that he needs to intervene in human affairs. He notes the production levels of timber, grain, and meat, and adjusts the work details to take advantage of better weather





or to make up for unexpected shortfalls. Treasure: 224 cp, 233 sp, 292 gp, 12 pp, a gem worth 50 gp, and a *shortsword* +1 (used as a knife).

**14. Guest Room/Cell/Storage:** Although these were built as guest rooms for their cloud giant superiors, they are a bit cramped for a creature the size of a cloud giant. As the Sakhut tend to be a little uneasy when on the ground anyway and claustrophobic when underground, these chambers lay unused for quite some time. Finally they were converted over to cells suitable for holding a giant and the doors equipped with bars on the outside. Fire giants being a lawful (if evil) folk, the need to restrain a giant for any period of time is very infrequent, so they are commonly used as storage areas between incarcerations. Extra furniture, equipment, clothes, and weapons are kept in here, accessible by any of the castle's inhabitants. The contents of one of the rooms could be crammed into the other should one of the cells be needed.

**15. Weapon Alcove:** Each of these alcoves contains two two-handed swords, a shield, and twenty boulders suitable for throwing. The swords are here in case the castle comes under attack and a giant is caught without his or her weapon handy, the shields are used to support the guards in the towers, and the boulders are spare ammunition for the tower guards.

**16. Castle Tower:** These four towers are only ten feet taller than the rest of the castle. Each is screened from the castle interior by a thick curtain of heavy chain links, which serves to deflect most incoming missiles. The interiors of the towers are thirty feet higher than the castle floor, accessed by a sloping ramp in the innermost corner of the tower; the towers are open to the sky and are covered with oiled tarpaulins only in times of severe inclement weather. There are twenty throwing boulders stacked in each tower. The floors in the lowest parts of the towers have one-foot-diameter pipes that run through the ground to the outside of the castle, allowing any rain that enters the tower to drain. There are always two giants on watch, moving from tower to tower about every hour, always staying diagonal of one another. Fire giants behind the tower wall have 50% cover, and thus gain a -4 bonus to their AC. The watchmen will call an alarm if they see any suspicious or hostile individuals approaching the castle.

## The Castle—Dungeon Level

The lower level of the castle (see **Map Seventeen**) is a mix of stone walls, twenty-foot-high buttressed ceilings, and earthen floors. Should the walls be dug out, hard-packed earth will be found behind them after about five feet of stone. Digging into the ceiling has a 25% chance of causing a collapse for twenty feet in all directions as the tons of rock and dirt above come crashing down (6d6 damage to all in that area, those on the edge of the collapse may save vs. breath weapon for half damage). As with the upper level, everything is sized appropriately for fire giants, and the doors are built the same. The air here smells foul and smoky due to the close presence of giants and their pitchpots, and it grows worse closer to the eastern tunnels and the privy (area P).

All hallways are lit by *continual light* spells (which shine redly like flickering torchlight, not yellow-white like sunshine), and occasional rocks in the walls are heated by *firestone*. Bedrooms are warmed by one or more pieces of firestone and illuminated by pitchpots unless there is a need for more light, in which case an item with *continual light* on it is borrowed from the storage room. Giants are less likely to throw pitchpots in the bedrooms because of the potential for damaging their furniture, but naturally they will do so if fighting for their lives.

Should the giants have to retreat to the lower level, they will move to the escape tunnel (area 35) and wait for any pursuit. Should the invaders approach the escape tunnel, the giants will bring down the deadfall at area 35a (on the heads of their foes, if possible) and then tunnel their way to the outside.

Should an attacking force make it into the lower level undiscovered, any combat here will draw the attention of all other nearby giants. The adult hell hounds will also attack, having been trained to come when the alarm is sounded. If the fighting goes poorly for the giants, they will retreat to the escape tunnel as indicated above.

## Wandering Encounters

Every turn there is a 10% chance that 1d3 hell hounds (50%, random adults) or one or more fire giants (50%) will approach. If the wanderers are giants, it will be with a lone soldier (30%), a soldier and his wife (50%, and note that the wife may also be a soldier), or a nonsoldier (20%). Any encounters with a female have a 30% chance of including a child, and any encounters with a soldier have a 20% chance of being with an exceptional giant (the king, a captain, or a lieutenant). As before, giants slain in combat should be stricken from the listing in their room to avoid accidental reunions with giants who should be dead.

## Area Descriptions

**17. Hell Hound Den:** This room is the den of the fire giants' hell hound pets. There are only two left from the original attack (HD 7, hp 37; HD 6, hp 29), two hounds that have since grown to maturity (HD 5, hp 24, 23), and six pups (HD 3, hp 17, 16, 15, 12, 8, 7; flame does 3 hp damage). The four adults have the run of the castle, whereas the pups have been trained to stay in their room unless directed by a fire giant. The adults will attack any non-fire giant entering their lair (remember that they can smell their way through most illusions), and the pups will join the attack after their parents. The den has piles of thick scorched leather and dirt, with bones scattered about. They have little treasure (540 cp, 67 sp), as the giants don't see the point in giving them valuable items that are just going to be destroyed.

**18. Temple to Surtur:** This room is very hot and thick with smoke, a holy murk that reduces visibility to no more than twenty-five feet. Lining most of the walls are pots of burning pitch, braziers of open coals, and sputtering torches. The far end of the room is dominated by a long block of stone upon which rests a fifteen-foot-long sword on a metal stand; the



sword, stand, and upper part of the stone block are all glowing from the heat of the pieces of *firestone* (focused variant) which make up the block's top surface. The wall beyond the block-altar is painted to show a fire giant with flaming hair and a huge flaming sword destroying many types of enemies of the giants. The floor of most of the room is earth, but an area in front of the altar is covered in large tiles of *firestone* (focused variant). All of the portable items in this room are made of iron or bronze, as softer materials melt too easily under the heat. There is a 10% chance that a fire giant warrior is here praying to Surtur and a 50% chance that Fornjotr, the witch-doctor, is praying or tending to the temple. Fornjotr will defend himself (see area 19 for details), gaining a special +1 attack and damage bonus when fighting within the temple. The door to area 19 is held shut by a *wizard lock* spell (by a 3rd-level caster), and if Fornjotr is sleeping in his room then the door is also under the effects of an *alarm* spell, which he casts on it before he retires.

**19. Fornjotr's Sanctuary:** The witch-doctor's room is blazingly hot (due to many *firestones*), and not particularly interesting. It contains a bed, small table, and two strongboxes. The first strongbox contains Fornjotr's personal treasure (222 cp, 257 sp, 177 gp, 5 pp, and four gems, worth 10 gp, 100 gp, 500 gp, and 1,000 gp respectively). The second holds his

spellbook (a set of engraved metal plates wired together), a holy text of Surtur (a similar book with only a few pages—Surtur's commandments being few and direct), and a set of ceremonial red robes and ornate armor.

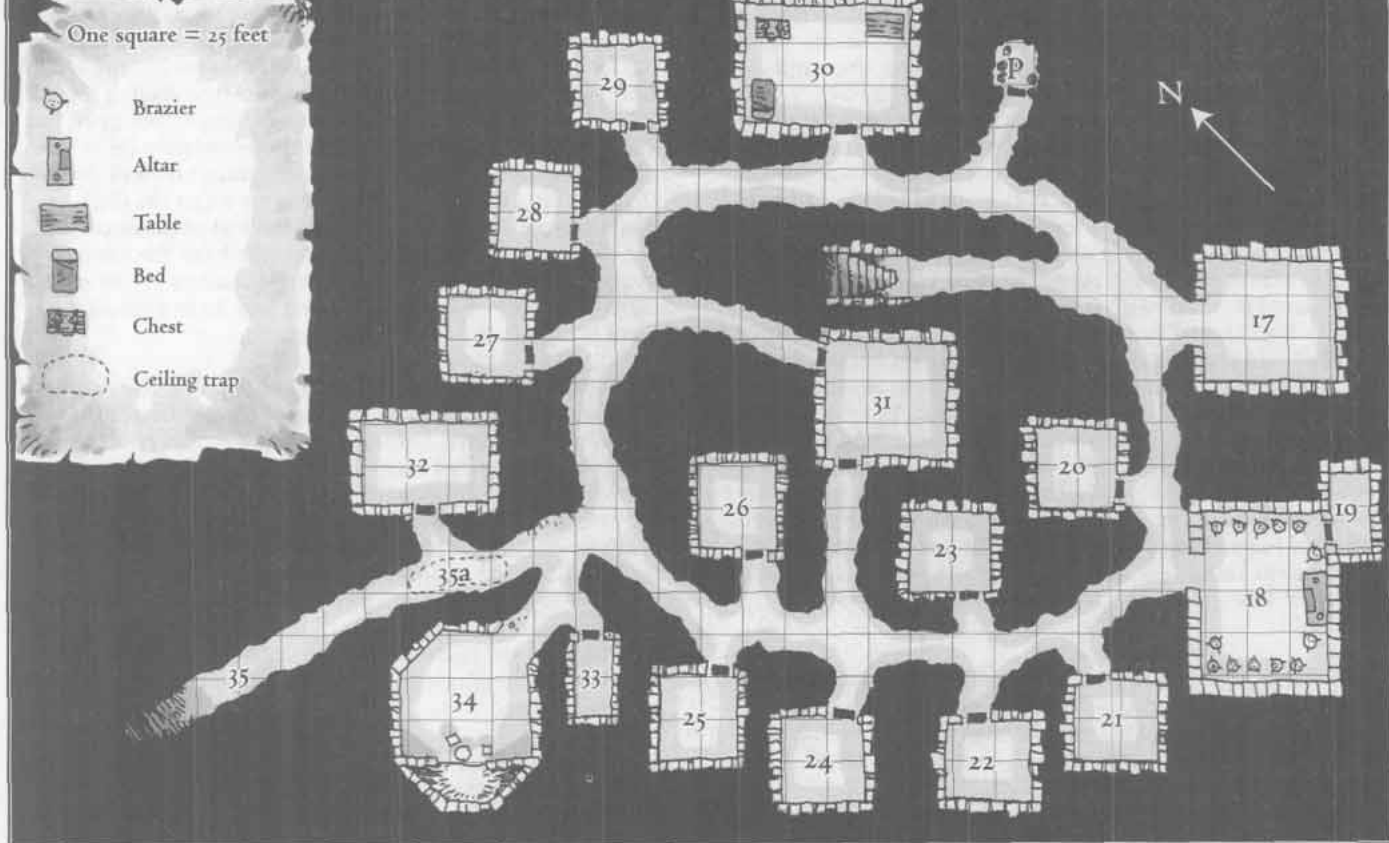
If attacked when he's alone, Fornjotr will call for help and then cast *produce fire* upon his attackers (as the spell creates normal fire, he can center the effect upon himself and still suffer no damage), following up with *heat metal* and then *hold person*. If he is part of a group, he will use *prayer* to augment his fellows, then target individual spellcasters with *hold person* and enemy warriors with *heat metal*. Note that he cannot use his wizard spells if he is wearing his armor (which he usually does while awake).

**Fornjotr, male fire giant Witch Doctor (P7/W3):** AC -1 (in armor) or 5 (without); MV 12 (15 out of armor); HD 15; hp 79; THAC0 5; #AT 1; Dmg 2d10+10 (two-handed sword); SA spells; SD spells; SW cannot cast wizard spells while wearing armor; SZ H (17'); ML elite (14); Int very (12); AL LE; XP 12,000.

**Special Equipment:** *potion of gaseous form*, *oil of slipperiness*

**Spheres:** All, Charm, Combat, Divination, Elemental, Healing, Protection

Map Seventeen: **CASTLE THRASMOTNIR** Dungeon Level





**Typical Cleric Spells (3/3/2/1):** 1st—*cure light wounds* × 2, *sanctuary*; 2nd—*heat metal*, *hold person* × 2; 3rd—*prayer*, *speak with dead*; 4th—*produce fire*.

**Spellbook:** 1st—*alarm\**, *comprehend languages*, *detect magic\**, *detect undead*, *identify*, *read magic*, *sleep*; 2nd—*continual light*, *detect invisibility*, *web\**, *wizard lock*.

(\*preferred wizard spell).

**20–29. Married Giants:** Each of these rooms is the home of a married pair of giants. Seven of the couples are a warrior male and a nonwarrior female, three are of a warrior male and warrior female. Each room contains a bed, one or more locked chests, an armor and sword rack (or two, if the wife is also a warrior). The chests contain clothes, personal items, and treasure. Each couple has 4d100 cp, 2d100 sp, 4d100 gp, and 5d6 pp. In addition, the couple in area 25 has the following magical treasure: *wand of secret door* and *trap detection* (26 charges), those in area 26 a *potion of diminution*, and those in area 28 a *scroll of protection against magic*.

**30. King Mogthrasir's Quarters:** The private chamber of the leader of the fire giants is large but almost empty. A large bed, a small table, and a single long strongbox are the room's only furnishings. A well-painted mural of the land of Tjalf (Geoff) covers one of the short walls, although its appearance suffers somewhat due to the highly irregular surface of the rock and mortar.

The king is not married, and has no plans to do such a thing in the near future, despite some pleasant dalliances with Hrymner and others—he has lands to conquer and that takes up most of his time. He is shrewd (Int 11), always thinking of the “big picture” without losing sight of the details, willing to take council from his advisors but acting decisively when the occasion calls for it. In personal combat he fights as well as a cloud giant (3d10+11 damage with his great giant-sized *defender* +4) and is stronger than most fire giants (Str 23) as well as tougher than most (hp 110). He wears platemail (bronze-chased black iron) instead of the usual banded mail. If seriously threatened, he will use all of his sword's magic to boost his Armor Class (from AC -2 all the way down to AC -6), calling on his magic ring as a last resort and directing the genie to cover his escape with illusions should his life be at stake (the imprisoned djinni, a young fellow named Ousson, hp 39, hates fire giants but is compelled to obey). With his armor, self-confidence, and royal regalia (including a cloak made from the wings of a copper dragon), Mogthrasir is an impressive sight—of normal height for a fire giant but with the particularly broad shoulders so admired by his people, his hair the bright orange of a mountain sunset and his beard close-cut.

**31. Children's Room:** This nursery is where the young giants live until they are considered adults. The eight immature giants living here range from the human equivalent of a toddler (hp 10, noncombatant) through children (hp 16, 15, 13—fight as gnolls) to pre-teens (hp 25, 23, 20, 19—fight as bugbears). There are always 1d3 female giants attending or teaching the children, and they will gain a +2 bonus to all

attack and damage rolls while defending them. There is no treasure here, just toys and dolls suitable for small fire giants.

**32. Storage Room:** All sorts of miscellaneous junk has been piled into this room, filling shelves and boxes. Kitchen items, stone-working tools, spare blacksmithing tools, rope, chains, bundles of cloth, extra food stores, and other random items are kept here. There are a number of rocks, pitchpots, and metal rings with *continual light* spells cast upon them, often borrowed by individual giants when they are in need of more illumination.

**33. Blacksmith's Quarters:** The blacksmith is a giant named Ulf (hp 78); he forges and repairs the armor and weapons of this fire giant community. Immune to regular heat, he can work comfortably in his armor, although he usually goes without the pieces that cover his right arm so that he may wield his great forge-hammer without confinement. He prefers using his hammer when in combat, attacking as if he were specialized. The hammer does 3d8 points of damage per strike, not including bonuses from the giant's specialization (+2) or Strength (+10), for a total of 3d8+12. His room has only a small bed and chest. His only treasure is a *scarab of enraging enemies* with 15 charges remaining.

**34. Forge:** This large room is a complete smithy, suitable for creating metal arms and armor, as long as the intended recipients are giant-sized. Anvils, water barrels, tools, and metal stock are arranged for optimal efficiency. There are usually 1d4+1 pieces of armor or weapons being forged or repaired by the smith at any one time, with a like number of completed items awaiting pickup by their owners or removal into storage. The far area of the room is the forge itself, a huge affair of stone and brick housing an extremely hot open fire. If a fight with the smith occurs in this room (and he is here 80% of the time during the day), each round he will grab a character and throw him or her into the forge fire (1d6 damage from the impact for every ten feet of distance the character was thrown, plus 4d4 damage from the fire every round). Although there are no actual boulders in this room, there are plenty of heavy items that will do in a pinch for a giant in search of a missile weapon.

**35. Escape Tunnel:** The only thing separating the end of this tunnel from the outer surface of the artificial hill is six feet of packed earth. Should the giants be forced to retreat to this area, they can break their way through this minor barricade in two rounds and escape out onto the surface of the artificial hill. Hanging near this area is a black-painted chain that connects to the specially rigged supports in the ceiling above the deadfall trap in area 35a. Anyone with Strength 19 or greater can pull the chain hard enough to activate the trap; the giants will use this to close themselves off from any invaders (hopefully crushing some of their attackers in the process) while the end of the escape tunnel is being opened.

**35a. Deadfall Trap:** This trap consists of several specially cut ceiling buttresses connected by a chain that has been painted black (only 1-in-6 chance of noticing the chain if moving at a normal rate, no chance if running, 100%





chance if carefully searching the area). The chain runs through several metal rings set into the ceiling and hangs loose near the back of area 35. If the chain is pulled by a being with Str 19 or greater, the ceiling in this area will collapse, inflicting 6d6 damage to all beneath the deadfall at the time.

**P. Privy:** This primitive latrine is no more than two iron chamber pots stashed near a ten-foot-diameter hole in the ground. Living in the bottom of the thirty-foot-deep pit is the world's happiest otuyugh, very content and well-fed (hp 64). It will only attack if threatened or starved for several days (its tentacles can only reach twenty feet high, so its opportunities for attacking are limited in any case, unless characters are idiotic enough to climb down into a giant's cesspool).

## Pregmere

### History and Current Status

Pregmere gets its name from the dozens of hot springs that mark the center of the city. Each spring is shallow and no more than twenty feet across, formed by a (probably magical) heat source deep within the earth that drives groundwater upward to the surface. The springs originally were full of many varieties of strange and colorful fish adapted to the bath-temperature waters, but they suffered a significant decline from overfishing while the town was growing. Concerned druids pushed to turn the townsfolk to other sources of nutrition, and the aquatic life had almost fully recovered to their pre-city populations when the town was attacked by fire and hill giants.

The city's unusual layout (see **Map Eighteen**) was very good at attracting the attention of those passing by but very inefficient for defense; the center of the town was cut through by perpendicular broad swaths of open ground dotted by the springs and small flower gardens. The giants were able to march into the town through these central lanes and make short work of the defenders, most of whom had gone soft through a life of luxury and relative prosperity. After three days of sporadic fighting, the people of Pregmere surrendered.

Shortly after the new red-headed fire giant rulers of the town established themselves, the hill giants (apparently suffering from some form of agoraphobia) sought to leave the open plains of Geoff and return to their homes in the mountains. The fire giants refused to let them go, and a short civil war started between the two races of giants. Many of the enslaved humans took this opportunity to escape, dragging their chains with them. The fire giants succeeded in putting down the hill giant rebellion, clapping the smaller giants in irons and putting them to work as menial laborers.

Now Pregmere grows crops and raises animals for food for many of the followers of the Sakhut. The enslaved hill giants are used as draft animals, allowing the farmers to plow huge tracts of land and resulting in phenomenal crop yields. This allows more animals to be well fed, which means more healthy animals and thus more surviving offspring. Oddly enough, Pregmere produces more food now

as a slave city than it ever did when it was free. The people are worked hard, but all eat well, and still have plenty to give when it is time for the giants to collect shares of wheat, oats, and livestock.

There are scattered members of a resistance movement working to free the three hundred or so townspeople from the giants, although this is difficult because any human not in leg-irons immediately stands out. The leader of the resistance is a priest of Pholtus named Flerd Trantle (human male C11 [Pholtus], hp 60; Dex 17, Con 16, Wis 16, Cha 18, *staff of striking, hammer +1, platemail +2, portable hole*). A lean, gray-haired man, Flerd is an experienced adventurer, part of the band who defeated the last giant invasion years ago and a friend of Faffle (see **Derelion**), Fonkin Hoddypeak (see **Derelion**), and Gleep the Eyebiter (see **Cloud Islands of the Sakhut**). He keeps his armor and weapons hidden in the *portable hole* and wears a trick set of shackles that can be easily removed.

### Government

The fire giants of this city come from a more southern region of the Crystalmists than King Mogthrasir's tribe, but they respect his strength and enjoy ruling over the little

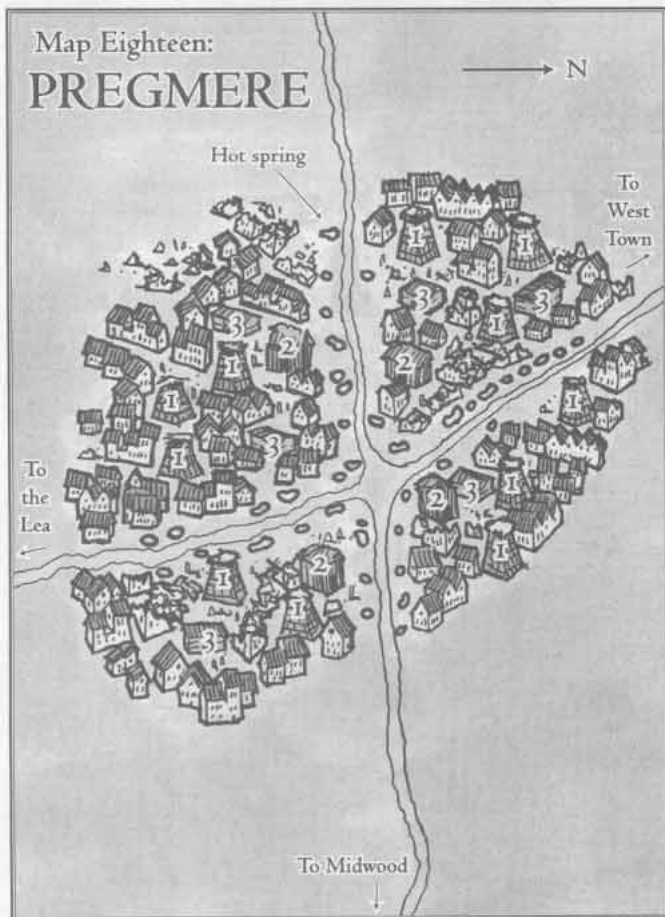




humans. The leader of these giants is Ulfrun (hp 73, giant-sized *two-handed sword* +2), the younger brother of the chief of his tribe. Ulfrun makes monthly reports to Mogthrasir about the status of the city and its resources. He runs this town in typical fire giant fashion: like a military camp. He has ten fire giants serving under him; every three months another group of five giants arrives, and then five of those stationed here are allowed to go home and visit their families. At any one time a typical representation of his inferiors will have the following hit points: 86, 84, 82, 80, 79, 78, 74×2, 73, 61. The fire giants follow a chain of command with Ulfrun at the top, themselves in the middle, and all other creatures at the bottom.

## Ulfrun's Laws

- All dwarves, elves, and gnomes are to be slain on sight.
- Attempting to escape is punishable by hard labor until death.
- Those not meeting minimum harvest standards will be put on double work detail for one month.
- Striking a fire giant is punishable by execution.
- Spellcasting by any human is punishable by execution.
- Carrying a weapon other than a work tool is punishable by execution.



## The Town

Buildings that suffered damage from the attack have been repaired (if part of a building the giants deemed necessary) or torn down (if not). Several barracks have been built on the open lots resulting from this policy, as well as large slave-buildings used to lock up the hill giants at night. The rest of the buildings have either been converted to food warehouses or simply been boarded up.

In the morning the fire giants let the humans and hill giants out of their prison-homes and put them to work. In the evenings they are collected and locked up again after a count is made for missing workers. The fire giants spend their days supervising the hill giants, patrolling the lands around the city, or relaxing in the hot springs. The pools are just big enough for one of them to lie in, and they're the closest thing to a decent temperature in the entire region as far as the giants are concerned. Some of the water gets displaced when the giants soak in them, and the exotic fish are often crushed or stranded high and dry, but the water replenishes itself after a few days. Thus druids will be happy to know that so long as the giants rotate which spring they use, the fish have a chance of surviving.

The humans work all day and don't have time for much frivolity in the evening. The weaker survivors of the attack have died from the work, leaving only the strongest and hardiest humans to toil for the giants (minimum 4 hp each). Even merchants and craftsmen have been pressed into working the fields and corrals, although certain trades like blacksmithing and tanning are still operating normally.

The fifteen hill giants (hp 77, 74, 73, 67×2, 66, 64, 63, 59, 58, 57×2, 56, 53, 51) are treated the same as if not worse than the human slaves. Stupid, strong, and unused to working hard, they are heaped with insults and abuse by the victorious fire giants, who don't even allow them to take out their anger on the humans. They are restrained with large steel collars and leg shackles, all connected to each other with heavy chains. As a result of this treatment, these hill giants are leaner, meaner, and tougher than most of their kind.

**1. Hill Giant Prison:** Each of these large sturdy buildings holds 1d2 unhappy hill giants at night. The places are filthy, smelly, and somewhat battered from the giants' attempts to smash their way out. The door is locked, barred, and reinforced with iron plates—anyone other than a fire giant with the proper key will need strength and skill to open it. If freed, the hill giants will bat any creature standing between themselves and freedom out of their way (even their rescuers), their pent-up resentment finally having an outlet for expression. They will seize anything that would make a suitable club and attempt to sneak out of the city and back to the mountains, fighting only if they have to, even leaving the removal of their chains to when they are no longer being pursued. Note that a *knock* spell will remove one set of restraints from one giant, which would make that giant slightly less hostile toward his rescuers but just as determined upon immediate escape.

**2. Barracks:** These barracks house 1d3+1 fire giants, with the northwest barrack being the permanent home of Ulfrun. The fire giants have 2d100 cp, 2d100 sp, 3d100 gp,



and 1d20 pp each; Ulfrun has 3d100 cp, 3d100 sp, 4d100 gp, and 3d10 pp.

**3. Slave Barracks:** There are six of these buildings, each of which holds fifty townspeople. The humans have been allowed to sort themselves out so that families stay together (the fire giants prefer their slaves happy so long as it doesn't interfere with their working and are glad to find the humans orderly, as this appeals to their Lawful nature). The giants can't be bothered to learn all the slaves by name or face, so men or women of similar build can sometimes swap places when two work teams are in the fields together, with their masters being none the wiser. In this way, the whole town keeps in touch without risking punishment for being caught plotting or exchanging information. Flerd's plan involves waiting for the right moment, when he and two hundred of the able-bodied adults will attack, distracting the giants while the remaining adults get the children and non-combatants safely away. Morale is good among the supposedly docile slaves, and they will be quick to take advantage of the unexpected—such as a sudden attack by adventurers. The astonished giants may mobilize to fight adventurers, only to find themselves facing a full-scale slave revolt.

**Hot Springs:** There are over forty pools of various sizes that dot the two lanes whose crossroad forms the center of Pregelme. Each is the temperature of a hot bath; the ground nearby is comfortably warm. Sitting in a pool is very relaxing; anyone who strips and spends at least an hour resting in one will recover an extra hit point when he or she next rests (armor or bulky clothing negates this benefit). This effect is not magical, so carrying away the water of the pool will not provide any healing ability.

## Preston

### History and Current Status

Preston was an elven outpost built to protect the Oytwood from incursions by humans of all types when Suel and Oeridian immigrants first moved into what is now Geoff some nine hundred years ago, joining the Flan settlers who were already there. As the various human races merged and their descendants showed that they could be trusted, the elves relaxed their vigil somewhat and allowed men and women who had demonstrated their love of the land to visit their woods. Over time relations between the humans and elves become closer, especially after a young noble wed an elven bride in 223 CY. The outpost became a town, an elven city with a small population of half-elves and like-minded humans. The sylvan elves who worked here produced elven clothes, weapons, food, and armor, trading them with other places for music, worked goods, and news.

The invading force of giants that come into the Oytwood was weary but determined. The Sakhut knew that the elves would be difficult to conquer and so promised great rewards to their minions who fought in this place. Dozens

of giants fell to elven swords and arrows, but one by one the giants were able to smash into the homes and fortifications of Preston. In the face of extermination, the elves accepted defeat, retreating into the forest in small untraceable groups and allowing the giants to assume control of their arboreal city.

Eight years later, the elves have recovered emotionally from their losses and have bolstered their numbers with elves from the Dim Forest and woodsmen from the Gran March. As the giants grew lax in their defenses and overhunted the forests around Preston, they were forced to wander further and further from the city in search of game, becoming easy targets for the stealthy elves and their allies. By now the giants are fully on the defensive, having learned the mistake of sending parties out to find the elves only to later stumble over their comrades' dead bodies or never hear from them at all. The giants here have sent word to the Sakhut several times over the past year, requesting reinforcements if not a full-fledged aerial bombardment from the cloud-island.

So far, the Sakhut's response has been indifferent. The giants of Preston produced little that was of any use to the cloud giants and hold a relatively insignificant post on the fringe of Goroda's empire. The giantess has instead been sending the worst giants possible—troublemakers, political enemies, and the incredibly stupid—to "help" in Preston. If these transferees are killed, she isn't losing much, and if they manage to hold the town against the elves, they might learn something, if only that they shouldn't cross her. Meanwhile, King Mogthrasir is drawing up contingency plans to burn the entire forest down should this prove necessary (i.e., if Preston falls), believing that a "scorched earth" policy would considerably blunt the threat upon his borders.

Meanwhile, the elves are confident but patient. They have plenty of time to pick off giants one by one and can easily survive in the forest for years without being discovered. Some of the more hot-headed half-elves have proposed charging the giant fortifications to drive them out all at once, but saner heads have overruled them, knowing that in a head-to-head fight the elves are at a disadvantage. Any independent groups—say, an intrepid band of adventurers—who would be willing to sneak into the giant city as a distraction would be a welcome diversion, of course, and might even find an elven archer or two willing to accompany them "for the sport."

### Government

Preston is currently under the administration of a hill giant named Bok (hp 64). Not a particularly clever giant, he is at a loss for what to do. If giants are allowed to hunt singly or in small groups, they get killed. If they go out in large groups, they have problems finding game. If they go out to find elves, they get killed. The giant's leader is close to the breaking point and considering outright desertion; only fear of Goroda keeps him in line. If he left, another giant would assume leadership (probably through a contest of strength or a game of chance).





## Bok's Laws

- None. Bok gives people orders as needed, but there are no general laws in effect within Preston. The unwritten laws are "do as little as possible," "try not to get killed," and "don't cross Bok."

## The Town

Preston was built by elves and takes advantage of that race's affinity for the forest. Many buildings were built high up in the trees in key positions for defending large areas of ground-based residences. During the besiegement of the city many of these buildings were crushed by boulders or the trees that housed them were burned or chopped down. In the subsequent giantish occupation most of the rest of them were destroyed, as they weren't designed to hold such massive creatures. Now the giants live in crude shacks made from the wreckage of elven homes or in the handful of surviving ground-based buildings (mostly stables).

In addition to Bok, there are eight other hill giants (hp 75, 61, 60, 54×2, 51×2, 50), three frost giants (hp 77, 66, 57), four fire giants (hp 84, 82, 73, 59), and one cloud giant of the Sakhut (hp 83). All but the hill giants are here because of incompetence or problems with their superiors; the cloud giant, Nashu, publicly derided one of Goroda's plans during a meeting and was sent here as punishment (that she had dared flirt with another giant Goroda had her eye on at the time made her doom certain). The hill giants each have 10d6 cp, 8d6 sp, and 5d6 gp. Fire giants have 1d100 cp, 2d100 sp, 2d100 gp, and 1d10 pp. Frost giants have 5d6 cp, 2d100 sp, 10d10 gp, and 1d20 pp. Nashu has three pieces of jewelry (worth 200 gp, 250 gp, and 300 gp) and 98 gp.

Nashu is just bitter enough to try turning the giants of Preston against the rest of the Sakhut. With her leadership, intelligence, and magic, this mixed "tribe" of giants could be a powerful force to be reckoned with, either as raiders or mercenaries. There has been some interest among the other giants, although fear of reprisal for such treachery (and reluctance to follow a female leader) makes them cautious. If the player characters make a determined assault on this place and then withdraw, any survivors who fail their morale checks will desert with Nashu and attempt to escape by forcemarching their way to the Dim Forest and thence trying to make their way across Gran March by night until they reach the Lortmils.

## Tika Town

### History and Current Status

Founded in part by adventurer veterans of the Battle of Emridy Meadows, Tika Town started in 569 CY as a lowland camp for a copper mine. The land proved to be fertile, and more folk came to settle when small deposits of agates were discovered in close proximity to the mine. The town had grown to a mixed human and demihuman population of nearly eight hundred when the giants struck in 583. Many

settlers were killed and some fled, leaving only about three hundred survivors (all human) to be captured and enslaved. Initially smashed by giants and ogres, the town has been only partially rebuilt. Many buildings are still burned out or lie in ruin, offering plenty of pieces of stone within reach that would serve as a hurled missile for a giant.

Today Tika Town is a shadow of its former self, although it enjoys a curious sort of artificial prosperity. Every month, shipments of metal, food, and lumber are carted into Tika Town and up into the Barrier Peaks. The caravaneers return empty-handed, and the human population of Tika Town assumes the goods are being delivered to a giant stronghold concealed in the mountains. The caravaneers spend a few days enjoying this place and then head back to their own town.

The town provides copper, brass, gems, and food for the cloud giants and also acts as a way-station for deliveries from other towns; its proximity to the mountains makes it a natural choice for deployment of resources intended for the cloud fortress. The caravans take the goods to Nurok Fort and deposit them with the giants stationed there, waiting for the next time the Sakhut come by to claim their tribute.

## Government

The current "mayor" of Tika Town is Eshirg, an old mountain giantess (hp 55). Too old to bear any more children, she was cast out of her family unit and wandered the mountains for several months before falling in with a group of hill giants; she unofficially took a leadership role for the group of brutes. It was during this time that she was approached by the cloud giants and coerced into leading her band into the lowlands. Through some fortuitous events during the sacking of Tika Town she acquired a *medallion of ESP (30' range)* and has since used it to maintain control of "her" city. Initially reluctant to participate in the raid, she has come to enjoy the perks of her position. The cloud giants ask little of her personally, and she is able to do what she pleases otherwise.

Eshirg is assisted by Tog, Radoo, and Zerag, three hill giants (hp 75, 71, 60) from her adopted tribe, all of whom know of the cloud giants' existence but not their flying lair. Somewhat erratic order is enforced in the town by eleven ogres (six male, five female; hp 27, 25, 22×4, 20×3, 18×2) who answer to Eshirg or the hill giants; they only know that Eshirg reports to someone in the mountains. The ogres are very brutal in carrying out their orders, having been known to kill and eat people caught out after curfew. This behavior makes the ogres hated and feared by the populace, but also means that people are very careful about following Eshirg's few vague laws. As long as they don't try to escape and continue to produce food and ore, the residents are only nominally slaves and are able to do what they please; most live dull, tired lives of near-starvation under the oppressive glare of oversized invaders. A small resistance movement has been slowly arming some of the population as well as smuggling people (mainly children) into neighboring countries.



## Eshirg's Laws

- No humans allowed out between sunset and sunrise.
- The giants and ogres will be provided with as much food and drink as they want.
- All valuables belong to Eshirg.
- Striking an ogre or giant is not permitted.

## The Town

Although most of the human survivors of the attack on Tika Town live in the town itself, the people suffered such losses that almost half of the place remains demolished simply because those buildings are not needed. Surviving families live singly or in groups in repaired buildings, and people go about their daily business—selling goods, making clothes, and tending animals, mining, and so on—under the watchful eyes of the ogres, who punish all “troublemakers” with brutal glee. Anything of value has already been salvaged from the damaged buildings, with most of the portable items (gold, jewelry, etc.) being claimed by the invaders, while the more utilitarian items (blacksmithing tools, looms, etc.) going to the townsfolk. Some buildings may still contain corpses, although they will have rotted away to mere skeletons in the years since the invasion (the townspeople having buried all the bodies they could retrieve).

The town should be considered to have the normal sorts of establishments that a town this size would hold, including inns (which cater mainly to the caravan guards and drovers). Everything in the town (including the people) is beat up, dirty, and in poor shape. There are disproportionately few children in Tika Town; most residents are adults, young adults (in their late teens), or infants, the others having been eaten or smuggled to safety. The outlying farms and ranches provide wheat, maize, mutton, and beef to the inhabitants, with the giants and giant-kin getting the lion's share. The following locations are atypical or unusual in some way (see *Map Nineteen*).

**1. Eshirg's Residence:** Formerly a small ore warehouse burned during the initial attack, this place was rebuilt to suit its new resident. It has large barn-like doors, high planked-over windows, and smells as bad as its owner. Inside the one-room structure is a giant-sized bed (which Eshirg sometimes shares with one of the hill giants), table, chair, and kitchen area, as well as several chests of varying sizes containing clothes, bottles of good wine, and her personal treasure (2,590 cp, 678 sp, 520 gp, three gems worth 50 gp, four gems worth 100 gp, one gem worth 500 gp, a jeweled gold necklace worth 500 gp, a silver necklace worth 300 gp, and a gem-set copper ring worth 100 gp; she wears the jewelry items and the *medallion* at all times). Eshirg has one personal servant, a human female in her twenties named Alda (hp 2); the woman sleeps on a small bed in one corner of the room. Although Alda has had many opportunities to poison or attack the giantess (such as at night), she fears the giantess so much that she would never consider acting on her homicidal thoughts. Still, Alda cannot help but overhear a good deal and could be a valu-

able source of information to the heroes if they can overcome her terror and win her trust.

The giantess conducts most of her business from here, although there is little that actually requires her attention; her role is more military than administrative, with lawbreakers being dealt with quickly and ruthlessly. She is not particularly evil nor unreasonable, but she likes having things her way and has little tolerance for those who disobey her. When she has to hear complaints, she drags her chair near her door and the petitioners line up outside. The outside of her home is patrolled by two ogres at all times.

**2. Tog's Home:** This small temple to Berei (a lesser goddess of home, the family, and agriculture) was broken into and looted during the giant raid. Afterwards Tog claimed it as his own and had the damaged parts boarded up. Although he has to duck and squeeze through the doorway, the hill giant likes the colored glass in the windows, the simple paintings on the walls, and the great brass bell. Eshirg has forbidden him from ringing the latter unless there is an emergency, as the sound annoys her; he sometimes taps it softly when he thinks no one can hear. He sleeps on a large pile of smelly, insect-ridden furs; when he is sleeping he buries his bag of treasure (790 cp, 230 sp, 155 gp, four gems worth 50 gp each, and one gem worth 100 gp) under the furs.

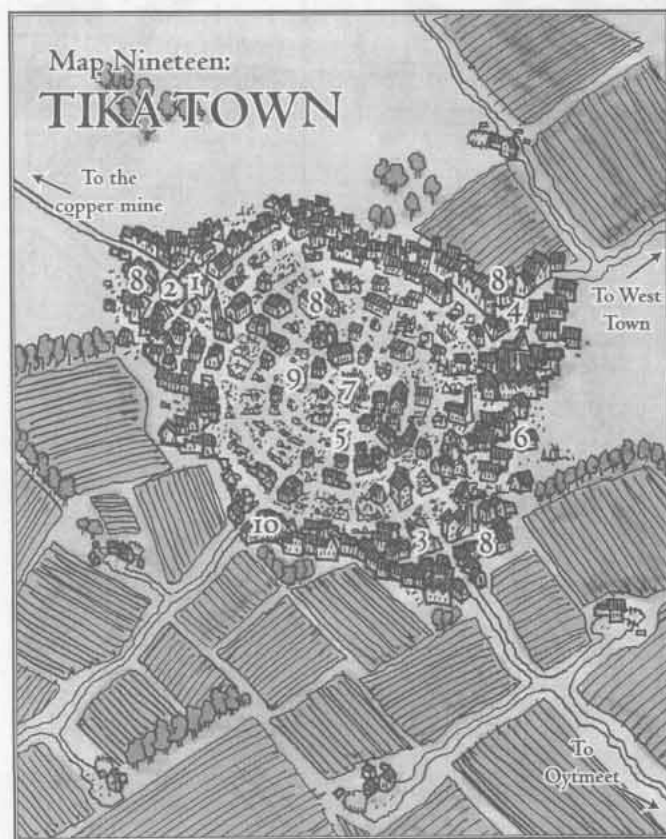




**3. Radoo's Home:** Radoo lives in a ruined inn, sleeping in the common room. The other rooms are all blocked with broken furniture and debris from nearby buildings. His bed is a great pile of mattresses and pallets salvaged from the bedrooms. He keeps his bag of belongings (1,015 cp, 300 sp, 99 gp, three gems worth 100 gp each) in the large cooking pot when he's at home. Radoo is a particularly ugly hill giant, with a long warty nose that has been broken multiple times.

**4. Zerag's Home:** Zerag lives in the large root cellar of what used to be a grocery store. Mildly agoraphobic, he avoids going about in large open spaces and so rarely leaves the immediate environs of the city during the day if he can help it. He is also unusual for a hill giant in that he wears a (too-large) helmet which he won in a dice game from a fire giant. His treasure (98 cp, 360 sp, 150 gp, eleven gems worth 50 gp each) is thrown into a corner of the cellar when he is home.

**5. Hochtritt's Loom:** This small building is part-store and part-residence. The proprietor, a fierce-looking little man named Hochtritt, provides most of the town with its cloth—and even Eshirg likes the man's work. Hochtritt is actually a ranger who was recovering from a mauling by a troll when the giants attacked Tika Town. He defended the locals as best he could until badly wounded, whereupon he concealed himself under some debris when he realized the giants could not be stopped. The townspeople nursed him back to health



along with the other wounded and keep his secret, pretending that he has always lived here. Hochtritt has been instrumental in smuggling children out of the town (not entirely an altruistic act—a true loner, he cannot stand children and doesn't want them around him), as well as providing arms for the locals with the help of Hearn the Blacksmith. When the right time comes, he will be ready to lead the townsfolk against the giants.

**Hochtritt, hm R3:** AC 5 (studded leather, Dex bonus); MV 12; hp 26; THAC0 18 (17 with arrows +1 and Dex bonus); #AT 2; Dmg 1d6/1d4 (shortsword/dagger) or 1d6+1/1d6+1 (shortbow, 16 arrows +1); SA Two-handed fighting style; SD Hide in Shadows 20%, Move Silently 27%; SZ M (5'6" tall); ML champion (15); Str 13, Dex 16, Con 14, Int 13, Wis 14, Cha 10; AL NG; XP 270.  
**Special Abilities:** Tracking (14), Animal Empathy.  
**Species Enemy:** trolls.  
**Personality:** terse, driven.

**6. Hearn's Smithy:** This small blacksmithy on the edge of town services the town's needs for creating and repairing metal items. Hearn the Blacksmith (F1, Str 15, hp 10) and his two assistants Jedo and Jessa (hp 5, 4) are kept very busy, being responsible for the upkeep on the crude ogreish swords. Hearn has made a concealed space under his main anvil in which he stores small scraps of metal and the numerous knives that he has made in secret. He gives these knives to Hochtritt, who distributes them to promising townsfolk (Alda has one but cannot work up the courage to use it—see area 1). Hearn knows that if he is caught making or hoarding weapons, he will be killed promptly and unpleasantly, a thought which keeps a near-constant sheen of sweat on his pudgy face even when he's not at the forge. His teenage assistants—budding fighters both—would gladly help adventurers come to free their town, even to the point of taking foolish risks.

**7. Skull Pillars:** A legacy of the initial invasion, the giants created this monument to remind everyone who was in charge. Pounding several tree trunks into the ground of the town square, they hung or tied the severed heads of the dead to them as a public display. The flesh has decayed and been consumed by scavengers, leaving a score of skulls. Those that have fallen to the ground are taken away and buried by the townsfolk, but none dare to take any that still hang from the crow-haunted pillars. From time to time a fresh head (from the ogres' latest victim) joins the bare ones.

**8. Ogre Dwelling:** These four dwellings each house 1d2+1 of the town's ogres. They rotate residences fairly regularly due to disagreements with each other or mate-swapping. All four homes are high-ceilinged affairs (former residences of some of the more wealthy townsfolk), now cluttered with junk and smelling foul. At any given time, four of the ogres are on patrol, two are guarding Eshirg's domicile, 1d4+1 are sleeping, and any others are wandering the town looking for trouble, drinking, or otherwise up to no good. Each ogre has 2d4 × 10 gp and 1d2 gems of 1d5 × 10 gp value on his or her





person; this treasure is kept close by, even when they are sleeping.

**9. Mother Trin's Soup Kitchen:** This old woman (hp 2) lost both of her sons in the invasion. The only reason the giants have allowed her to live is that she is an excellent cook (two of them smelled her cooking and stopped fighting long enough to sample it). The giants have directed people to donate food to her kitchen, which she prepares and feeds to the giants, ogres, and the poor (in that order). She has considered poisoning the monsters but has no access to anything that might severely harm them and knows that she would be the prime suspect if such a thing happened. Whenever possible she slips food to ailing townspeople but can only do so when the ogres' greedy eyes are elsewhere.

**10. Butcher Shop:** This place on the southwestern arm of the town is run by Rindos, a grim-faced older man of huge proportions (Str 15, Con 16, hp 7). Rindos had served as the town's butcher for many years before it was invaded and kept his life and livelihood, spared to serve the great appetites of his new masters. He has been experiencing a great gnawing pain in his belly for the past few months and knows that he is dying; he is considering doing something crazy to upset the ogres, knowing that he has little time remaining anyway. He would like to serve up one of their number to the others in the form of chops and steaks, if only he could figure out a way to kill a lone ogre without raising the alarm (easier said than done).

## West Town

### History and Current Status

West Town was originally little more than a small monastery devoted to the worship of Pelor, founded some seven hundred and fifty years ago. When a minor sickness in Pregmere broke into a low-level epidemic (294 CY), it was the reclusive monks of Pelor who were able to stem the tide of disease and keep it from causing serious harm to the town. In gratitude, nearly a hundred swore to devote themselves to the Sun God and moved themselves to the outlying areas of the monastery. By 583 CY the place had expanded to about five hundred inhabitants and had even started to make a name for itself both for the small silver mine established (412 CY) on the fringes of the Barrier Peaks and for its tradition of raising fine young heroes in the name of Pelor. The attack came as a complete surprise, for although monsters were seen in the mountains with increasing frequency for the preceding few months, the town itself had not been attacked during human memory. A force of ogres, trolls, and hill giants blasted into West Town, overwhelmed its defenders, and claimed it as their own. The surviving humans and demihumans were enslaved and most of them have been eaten (in fact, all non-human slaves have been eaten since the attack, as demihuman flesh is a taste that few ogres can resist).

West Town is now in the middle of a strange sort of

near-civil war, the larger humanoids (hill giants and their progeny) vs. the smaller trolls and ogres. Some of the original raiders stayed in the wreck of the religious village and have since crossbred to an extent. While the trolls and ogres outnumber the hill giants by a wide margin, in recent years the giant/ogre and giant/troll crossbreeds (horags and giant trolls, respectively) have reached their adult size and are now vying for control. So far the lines are split with trolls and ogres on one side and the much larger hill giants, giant trolls, and horags on the other. The small creatures still have the advantage of numbers, but the normal-sized trolls suffer from their aversion to daylight and hide in their troll-holes when the sun is up. The giantish monsters are fewer but much, much more powerful and can function equally well in the day or night. While no outright fighting has yet broken out, the large creatures have taken to bullying the smaller ones. If a fight does break out and the large creatures win (a likely possibility), the ogres will probably be eaten first and the trolls used to extend the victors' food supply (the giants have no qualms about tearing off a troll's arm for food, leaving the victim to regenerate another arm, only to have it happen again and again).

The remaining townspeople hope that the two groups will soon take violent action on each other, allowing the humans to escape their slavery or even (should the monsters kill each other off) reclaim their homes. However, the unnatural regenerative ability of the troll-kin leads most to believe that outright destruction of the invaders is impossible and escape is the most one can hope for. As there are less than a hundred humans left, and a handful are being killed or dying each month, this monstrous insurrection will need to occur soon to benefit the humans at all; within another year the original population will be extinct.

The actual adult nonhuman population is four hill giants (see areas 8a, 8b, and 8c), fifteen ogres (hp 27, 25 × 2, 23 × 3, 20 × 4, 18 × 3, 17 × 2), twelve trolls (hp 48, 42 × 2, 39, 36, 33, 30 × 3, 29, 28 × 2), three horags (see area 9), and three giant trolls (see area 10). There are also four young ogres (treat as orcs with 7 hp each) and three young trolls (treat as hobgoblins, hp 6, 5, 3) who will gladly torment townsfolk but only fight armed opponents if they absolutely cannot flee.

### Government

There is no government to speak of in West Town. The monsters follow no true chain of command and take whatever they want from their human slaves. The slaves work the fields or tend the animals, and a rare few are sent into the mines to bring out more silver. Sheer brute strength determines who commands whom, which means that the human slaves are on the receiving end of abuse from everyone.

Small amounts of tribute are given to the traveling caravans every few months; the cloud giants are known to the invaders (it was they that first encouraged the hill giants to gather allies and sack the town), but it is not known that they have a flying castle (it is assumed that they have a grounded stronghold in the Barrier Peaks, probably near Tika Town).



## Laws

There are no laws officially observed in West Town. The human slaves still follow the precepts of Pelor as best they can (although they are not allowed to worship openly) and treat each other as civilly as possible under the circumstances, but their large neighbors take anything they want, break anything they want, and do anything they want. The only true code of behavior that seems to be universal among the trolls, ogres, and giant-kin is "we in charge, humans our slaves."

## The Town

The town (see **Map Twenty**) is a wreck. Although it has not been burned (mostly because of the trolls' fear of fire), almost all of the unused buildings have been broken apart by the giantlings for sport or out of boredom. Only about a third of the scraggly buildings remain, with those showing much abuse. This town is almost entirely dead. The humans are treated like animals and do not engage in normal business or trade, and visitors are few (and often short-lived!). Remnants of businesses exist in the town (long ago sifted through for valuables), but they have been unvisited by humans in some years.



The remaining townsfolk are quiet, tough, and heading toward middle age; the very young have been eaten by now and the older ones have died from abuse or overwork. Any children the survivors bear are quickly discovered by the ogres and eaten; this has accelerated the decline in population as well as morale. The more outspoken members of the group have all been eaten by now, leaving only the meek, downtrodden, and resigned. It is these folks who tend the wheat and maize crops and herd the goats that provide sustenance to the inhabitants.

**1. Monastery:** This building of stone, baked mud, and wood was once the center of religious life for this town; it now sits a barren husk. Its low outer wall is largely broken, and its inner building has been smashed into by ogres and trolls; only a few of the interior doorways are undamaged. Most rooms have some sort of skylight, although they have invariably been broken due to abuse or neglect since the giants' attack. The monastery once consisted of a central worship area, a small room for the Abbot, a somewhat larger room for the other monks, a mess hall, and a narrow stairway leading to a small root cellar. The monks defended their town and their people as best they could, with most of them being slain while making a last stand in the temple itself. As the last monk was being killed (pulled apart) by one of the trolls, she called out to Pelor to cleanse the temple of its defilers. As her lifeblood ran over the alter, the stone cracked and the trolls were driven from the room by a great light and noise. Now any evil creatures that try to enter the temple are again accosted by the strange force (equal to a *protection from evil* spell on the entire room). The shriveled bodies of the monks remain where they fell in the room, kissed daily by the light of their patron god.

**2. Goat Pen:** When this was an isolated monastery, the residents kept their small herd of goats in this pen at night and in inclement weather. As the place became a town, this pen was expanded slightly to accommodate more animals when needed. Since the invasion, it has been used to temporarily house the animals taken from the outer fields for the purpose of feeding the invaders. The trolls, giants, and ogres disdain refinements in food preparation (such as cooking) and throw whatever scraps remain into the slave pens. Although they used to go through several animals a day, one of the wiser ogres realized that they were running out of food quickly; now they derive additional sustenance from crops and secondary animal products like eggs, milk, and cheese, which has kept the goat supply from being completely depleted—although the ogres and trolls are carnivores by nature, like most intelligent species they can adapt to a diet that isn't entirely meat-based.

**3. Chicken Coop:** This used to house the small peep of chickens kept by the Pelorian monks. Most were eaten soon after the attack, and those few that fled quickly perished in the wilds. Now the coop is sometimes used to restrain unruly ogre or troll infants, but it is usually abandoned.

**4. Monk's Garden:** This overgrown garden was once the source of most of the vegetables in the monks' diet. The trollkin ignore the garden but allow human slaves to scav-



enge from it to add to their meager rations; such scrounged food is shared among those in the slave pens. Onions, squash, carrots, and cabbage grow wild here.

**5. Miner Slaves:** The sturdier slaves are forced to work in the mines, bringing back small amounts of silver that are then distributed among the conquerors. There are fifteen miner slaves total, all male (hp 4×6, 3×9). Each week the men are escorted to the mine by a group of four ogres; they work there under ogre supervision for five days, then haul the results of their labors back to the town, where they are allowed to rest for two days. Even with these rest periods, the work is extremely tiring on the miners, as the ogres demand much and they aren't given much time to rest during their work days. The miners are considered to be proficient with hammers and pickaxes and would be willing to fight their ogre captors while away from the town if they only had a leader willing to inspire them.

**6. Ogre Lair:** This is a lair for two to three ogres, normally some medium-sized building with a reasonably high roof. All of these lairs have been lived in for quite some time and have acquired the characteristic stench and filth of their inhabitants. The combinations of ogres in these places is rather stable; most are small family units, and half of the lairs house one of the young ogres in addition to the adults. The adult ogres each have 1d4×10 gp plus 1d100 sp worth of silver nuggets as their personal treasure, which they carry with them at all times. Four ogres guard the miners (five days out of every seven), and during the day roughly half of the rest will be outside watching over the other slaves in the fields; night causes them to draw together a bit more and roam the town less.

**7. Troll-Hole:** These are actually former residences or businesses with cellars or basements; the trolls sleep in the underground sections during the brightest days. The lairs have become befouled by the trolls and smell too bad for humans to tolerate living here. Each of these homes houses 1d3+1 adult trolls, with the smaller groupings having custody of the young trolls. Adult trolls have 1d6×10 gp plus 8d10 sp worth of silver nuggets; most leave this in a corner of their domicile or bury it under their sleeping area. The trolls roam the city at night, killing and consuming any humans or stray animals that have managed to get out. They also spy on the giants, giant trolls, and horags when possible.

**8. Hill Giant Homes:** Each of these places is a small warehouse that has been converted into a home for one or more hill giants. The places are all run down and will probably collapse after a few more years' abuse. The front doors have been yanked from their hinges and are simply wedged into position when the giants wish privacy or security.

**8a. Krov and Nott's Lair:** This is the home of a mated pair of hill giants, Krov (hp 61) and Nott (hp 50). They have been mates for some time, and were the informal leaders of their small family of hill giants before being recruited by the fire giants to join up with the smaller creatures and invade; Shab and Dok are Nott's younger brothers. They enjoy their role as

conquerors of the town and have little fear of the ogres and trolls. Krov carries a gigantic sword traded to him by the cloud giants (proportionally equal to a longsword, doing 2d8+7 damage), while Nott uses a great club (2d6+7 damage). Treasure: 398 cp, 884 sp, 252 gp, 24 pp, and three gems (50 gp, 100×2 gp).

**8b. Shab's Lair:** Shab (hp 41) is a smallish hill giant and father of the town's horag population. He is proud of his children despite their halfbreed status and knows that he can count on them if the "little folk" ever get the idea of taking over. In fact, Shab has been contemplating for several weeks how troll flesh might taste. He fights with a human-sized two-handed sword (for 1d10+7 damage) in one hand and a giant club (2d6+7) in the other. Treasure: 305 cp, 620 sp, 172 gp, 10 pp, and two gems (100 gp, 500 gp).

**8c. Dok's Lair:** Dok (hp 43) is another scrawny hill giant; he is the father of all three of West Town's giant trolls. He has little sympathy with the ogres and trolls, despite his past dalliances—smaller creatures are meant to serve larger ones, in his mind. His weapon is a huge club pierced with iron spikes (2d6+9 damage). Treasure: 201 cp, 550 sp, 48 gp.

**9. Horag Home:** The three horags of West Town (hp 40, 37, 30) are relatively young but still growing fast. The brothers (Barg, Tak, and Fen) are extremely loyal to their father, the hill giant Shab, and to each other, having overtaken the ogres in size at an early age. They are also friendly with their hill giant aunt and uncles and giant troll cousins, respecting them for their size, power, and familial relationship. Treasure: 150 sp, 35 gp, and six gems (worth 10 gp each).

**10. Giant Troll Lair:** Although smaller than their horag cousins, the giant/troll crossbreeds possess the trollish regeneration ability, which more than makes up for any slight size difference. Veshek, Kazhak, and Ortal (hp 48, 39, 35) have been quiet about the feud in the town but support their bigger relatives. They all fight with giant-sized clubs, gleefully smashing their opponents into nearby trees and buildings. Treasure: 50 cp, 220 sp, and 40 gp.

**11. Slave Pens:** These four buildings each hold twenty to thirty human slaves of both genders. Each building has been boarded up and emptied of anything that could be used as a weapon, armor, or shield. The slaves who live here sleep on straw or rag pallets, often huddled in groups for warmth or comfort. Each has only 1d2 hp and little will or strength left to fight after years of being kept perpetually exhausted, underfed, and without hope. They have only the ragged clothes on their backs.

**12. Bridge:** This stone bridge is one of the few intact structures left in the vicinity of West Town. Spanning the river at one of its narrow points, this shallow arch is overgrown with moss and lichen except where the miners and ogres cross it twice a week. When the invasion came, the ogres and trolls used the bridge while the giants simply forded the river; the bridge was not intended for such great weights and certainly would break under the feet of giants.





## Cloud Islands of the Sakhut

### Nature

While some cloud giants live in the skies, only some clouds have the right combination of matter and magic that make them capable of supporting solid objects, especially something as massive as a giant. From the underside, these clouds appear like any other and may be any sort of shape or color typical of clouds, although most aren't particularly large (rarely more than a mile across). The tops of these clouds tend to be flat or hilly, and the groves of enormous fruit trees that grow on them are probably seeded by the wind or birds. Some clouds even have herds of magically adapted herd animals that subsist on fruits, vegetation, and even pure cloudstuff.

### Environment

The fringes of an enchanted cloud island are just like any other sort of cloud—wet, semi-opaque, and insubstantial. Towards the center the cloud becomes more firm, capable of supporting light creatures (such as birds) and eventually becomes as solid as any piece of earth. In these solid places, the “ground” is white and somewhat spongy, almost like walking on a thick bed of moss. Normal cloud material floats over this like a bank of fog, typically two to five feet deep. If dug up, the solid cloudstuff has the consistency and strength of hard-packed snow—those planning on anchoring pitons or grapples in the ground should think twice about depending on these items to save their lives. The cloudstuff and the plants that grow on it have barely enough nutritional value to allow a normal grounding creature to survive on them. The cloud giants, cloud-plants, and adapted herd animals are able to fare much better, although like the cloudstuff itself they still have only as much taste as plain snow. The cloudstuff is affected by spells that affect water (*part water, lower water, etc.*), although it has a Magic Resistance of 50% against spells that would destroy it (such as *destroy water*).

**Map Twenty-one: Cloud Islands of the Sakhut** shows the edges of the combined cloud-islands as well as a rough limit to the areas that can support the weight of a land creature. To the eye, it looks like a rolling landscape of hills and valleys. However, anyone attempting to take a short cut between one hill and another without using one of the bridges is in for a nasty shock. Anyone walking near those borders may (Wisdom check) notice the softening of the ground as they begin to sink into the cloud the closer they approach its edge, eventually falling through the bottom side and plummeting toward the ground far, far below. The width of the transition zone varies, and sometimes a single step can mean the difference between safety and sudden death. Not surprisingly, the Sakhut are adept at taking advantage of their home terrain; if fighting near the borders, many like to hurl their non-flying enemies off of the solid regions, making them fall to their deaths. Others might *levitate* in unstable areas, making it

look as if they were standing on or walking over solid ground, luring those who close to melee into falling to their deaths.

The air at the normal elevation of the cloud is somewhat thinner than at sea level, but not intolerable; characters exerting themselves (for example, participating in combat) for a turn or more should make Constitution checks or have a -1 penalty on all actions until they rest for at least a turn. Two turns of constant activity cause a -2 penalty, three turns a -3 penalty, and so forth, with correspondingly greater recovery periods. The cloud giants are used to the thinner air, of course, and suffer no penalties.

### Moving the Clouds

Normally the cloud islands drift with the wind. However, when they are occupied by cloud giants, the giants can choose to exert a bit of mental influence over the island and hold it in place in any winds of less than hurricane strength. The giants may also focus their innate *levitation* ability singly or collectively and force the cloud to move in any direction they choose at a rate of 2 (MV fly 2 [E]) for each giant so concentrating. It is possible that other magical creatures who spend their lives in the skies (such as ki-rin) might also be able to move the enchanted clouds (DM's option). Spells that affect the weather can move an uncontrolled cloud.

### The Sakhut Clouds

Claimed during a conclave of cloud giants, seven of the eight linked islands of the Sakhut were established homes that had been under the control of giants for decades. The last one was discovered while crossing the last of the Sulhaut and attached to the cluster. Each of the islands except the smallest has natural groves of fruit trees and a small herd of cloud-adapted shaggy reindeer, which provide milk (and occasionally meat) for the giants. There are several types of sky-adapted small animals such as mice, insects, and white crows, but these are no threat to any adventuring party.

The original buildings constructed on the clouds suffered during the long voyage, for each was designed for only a handful of giants and the Sakhut initially numbered over sixty. Overcrowding and lack of resources caused some homes to fall into complete disrepair, and many giants were forced to sleep outside under the stars. Attempts were made to expand the residences with tanned hides stretched over reindeer bones taken from those slaughtered for food, but the materials were insufficient and overflimsy for giant dwellings, with a tendency to collapse whenever bumped.

Things have greatly improved in the years since the giantish occupations of Sterich and Geoff, at least from the cloud giants' point of view. The homes of the Sakhut have been rebuilt and increased in size with lumber and stone taken from the conquered lands below. These homes are domed huts sixty feet or more in diameter, made of bent slats of wood rising from a stone foundation, with other pieces of wood fitted over the slats. Many have been painted in muted earthtones with images of giants, reindeer, and plants. A typical Sakhut hut contains a central fireplace, several beds of



cloth, straw, and furs, a table, and boxes or chests containing household items, clothing, and treasure. The cloud giants have enthusiastically indulged in a conspicuous consumption possible only to the young, and all their homes are decorated with valuable items looted from Geoff and Sterich: tapestries, brocades, rugs, some large paintings, and finely wrought musical instruments. Each home has 1d3 such items of art worth 10d100 gp each, as well as a stash of 1d6×100 cp, 1d10×500 sp, 3d6×50 gp, and 3d4 gems of 4d6×25 gp value each. Additional or unusual items will be included with each home's description; they are assumed to be carried by the adults of that home unless otherwise noted or unrealistic (a giant would not be carrying a human-sized shield or armor, for example).

### The Bridges

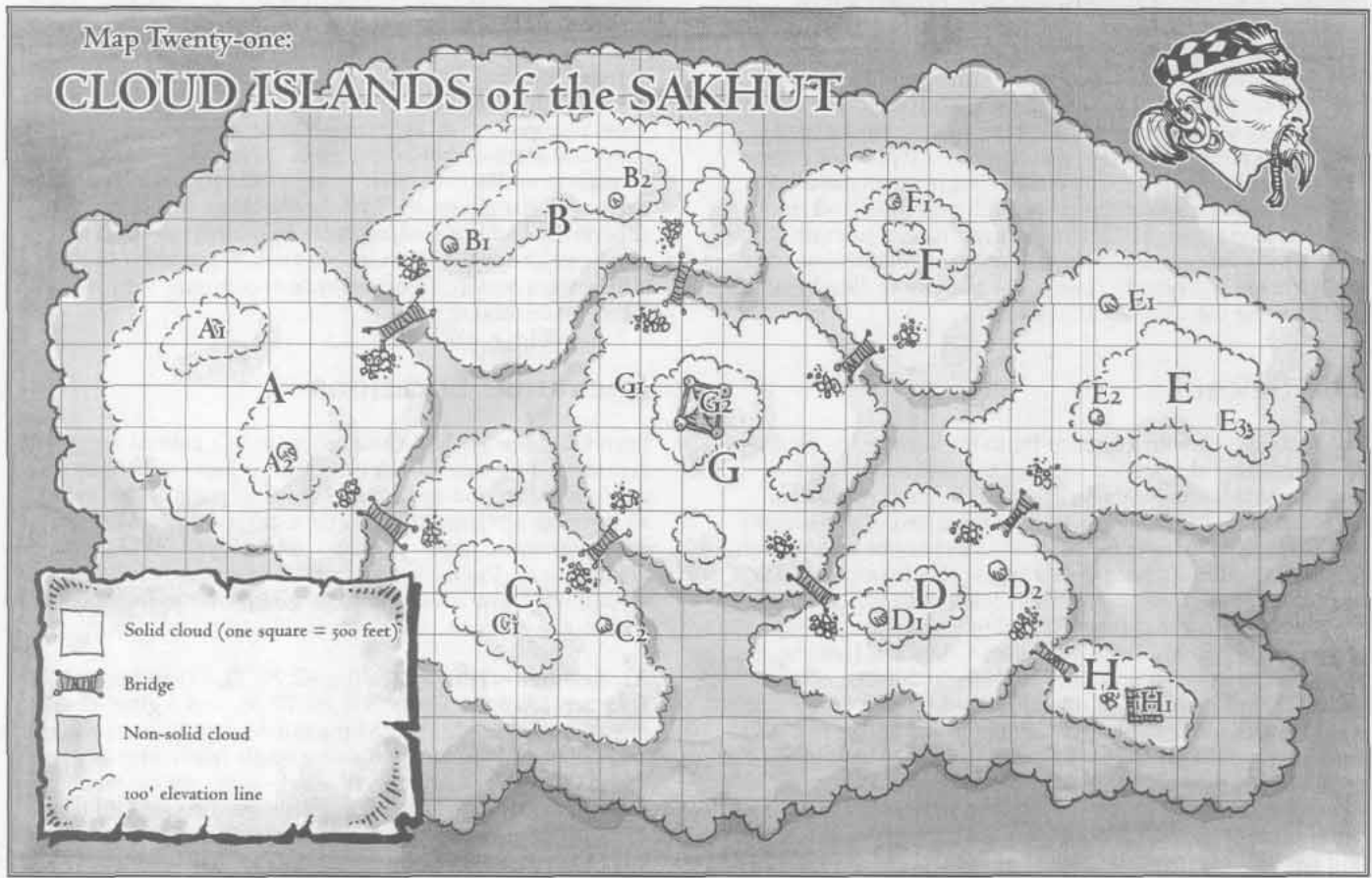
The individual islands are connected by large bridges of stout wood and extremely thick ropes attached to twenty-foot-tall pillars of stone set deep in the surface of the islands; these loose connections allow for some natural flexibility between the islands, which would fragment a solid bridge of stone or wood. The smallest island has a similar sort of bridge but is only firmly tied on the end where it connects to the main cluster; the near end is somewhat loose and can easily be freed. The giants use this small island as a roving fortress,

scouting around their territory and deploying or recalling its garrison as necessary (it is this small island that comes to the forts to pick up tribute). When pulling free, the giants on it untie the near end of the bridge and allow the loose end to fall away; when returning, a giant on the main cluster throws over rocks tied to the bridge's lead ropes, which are then pulled across and secured normally.

The bridges are thirty feet wide and vary between sixty and a hundred feet long; they sway only slightly and are easy to walk across (being giant-wide). A well-placed *fireball* or *disintegrate* spell will make the bridges dangerous to cross, and 50 or more points of edged weapon damage to the binding ropes will sever them, freeing one end. The bridges are far too heavy for anyone without giant strength to reattach, as it takes at least two cloud giants (Str 23) to reconnect bridge and island, usually aided by their *levitation* ability.

### Defenses

Traditionally cloud giants keep a large supply of throwing boulders on their islands for those rare times when they are attacked. The Sakhut continue this tradition, having at least twenty boulders on each end of the connecting bridges and a like number near their homes. Their range (240 yards) is such that they can easily reach targets on a different cloud island. If caught without throwing rocks, they can simply scoop up





large pieces of cloudstuff and throw them like giant snowballs, doing 1d6 points of damage to a target up to 100 yards away. Note that if attacked, a cloud giant can easily draw the attention of his or her kin by shouting, such shouts carrying nearly a mile even in the thinner air.

Goroda also has two trained wyverns that live near the palace and generally fly over the cloud-cluster (see building G1). These wyverns have been trained to not attack the cloud reindeer or giants but have no compunction against preying upon any other creature that they see (most of their hunting being done in the lowlands, as there is little to eat on the cluster other than giants and reindeer).

Each fruit garden is guarded by 1d5+3 gargoyles, servants of the cloud giants. They pose on pedestals, in fountains, or prone upon the ground, awaiting the opportunity to attack intruders. They are otherwise very bored. Finally, a single snow serpent (hp 50) lives in the cluster. Discovered by the Sakhut during one of their visits to the frost giants, it took their fancy, leading to their capturing it and releasing it on their cloud lair. After a lean adjustment period, it has adapted to its new environment. The wary serpent avoids the giants and wyverns, preying upon the reindeer and only crossing bridges in the dark of night.

## The Last Resort

Should the giants be attacked and have to make a final retreat, they will pull back to island E, F, or H, as these three each have only one bridge connecting them to other islands. They will then sever that bridge and pull their island away from the cluster, using hurled rocks to keep attackers at bay. Once safely away, they will lick their wounds and plan a strategy to retake the rest of the cluster. Any plan they come up with will probably involve attacking from an elevated position, although burrowing through a cloud-island from below is also a possibility. Unless given reason to think otherwise, they assume the cluster will probably be drifting with the wind (as it generally does in the absence of cloud giants; see "Moving the Clouds" above).

## The Sakhut

The Sakhut hail from a culture far to the west of the Flanaess. Although they abandoned some of the restrictive ways of their parents when they rebelled, they retain their cultural habits in three key ways. First, they have strong shamanistic beliefs—spirits of animals and ancestors may be called upon for aid and advice (the DM should use this to impart a distinct roleplaying flavor; otherwise, it has little effect on gameplay, as their priests gain spells like other priests, having access to the All, Animal, Divination, Guardian, Healing, and Weather spheres). Second, they raise their children communally, with all members of the household participating regardless of relationship to the child. Third, males and females are of equal status, able to choose their own place in their society; therefore all Sakhut have approximately the same skills at fighting, harvesting, and storytelling. Like all cloud giants, the Sakhut are very fond of music—each home will have at least one giant-sized musical instrument, and

from time to time they have kept a captive bard caged like a songbird until they tired of his tunes.

Most of the differences between the Sakhut and their parent clans stems from their temperament and youth. The Sakhut do not believe in equal relationships with other beings—for them, cloud giant superiority in size and power simply means that they are therefore superior beings. Other types of giants are considered second-class citizens (always excepting the aloof storm giants, whom they respect but avoid). Any other creature is a pet, slave, or food (these categories are not mutually exclusive). While many Sakhut know the "common" tongue of their former lands, this language is unlike the Common of the Flanaess, being more like a strange offshoot of Ancient Baklunish than anything else (of great interest to sages, although opportunities for studying it are regrettably limited). Thus to the cloud giants, creatures such as humans appear to be babbling cretins imitating words heard from their betters. These giants are Neutral Evil and see nothing wrong with cooking and eating humans (and demihumans) because they consider humans to be unintelligent animals, no higher on the moral scale than parrots or chattering monkeys.

The giants are also young, according to the lifespan of their kind, and immature in their outlook in life—the world revolves around them, so far as they are concerned, and they should be able to do what they want. Deferred gratification is a concept they consciously reject. This casual attitude has resulted in a large number of births among the giants and a failure to form stable pairs, as the adults tend to change partners every few months (the children, the eldest of whom are not quite twenty years old, all have 2 HD; no hit points are given for them, as they are noncombatants). The Sakhut also dress to excess, wearing outrageous amounts of jewelry; each giant and giantess has 1d4+2 pieces of jewelry worth 5d100 gp each in addition to other treasure. In any roleplaying scenario with the giants, the DM should stress this attitude of superiority and self-centeredness. In most cases the cloud giants won't speak to non-giants at all, responding to them as if they were mindless vermin or speaking over their heads as if they were talking mice.

## Encounter Locations

**Fruit Gardens:** Each of these locations is a natural grove of gigantic fruit-bearing trees (fifty feet or more in height). The gardens are an odd mix of trees from all parts of the world, all thriving: apricot, apple, banana, cherry, fig, galda, kara, lemon, oranges, peach, pear, usk, and yarpick. While the trees are oversized, the fruits are normal. As stated before, each garden will have 1d5+3 gargoyle guards in random locations within.

**A1. Residence:** Four adults (hp 97, 79, 72, 67) and one child. Treasure: 230 cp, 1,076 sp, 390 gp, 70 pp, and a giant-sized ring of protection +1. The 72-hp giantess is a 4th-level wizard; her spellbook holds the following spells (each scribed in Cloud Giantish, of course): 1st level—*affect normal fires*, *cantrip\**, *light*, *magic missile\**, *mending\**, *read magic*; 2nd level—*darkness 15' radius\**, *glitterdust\**, *improved phantasmal force* (\* indicates preferred spell for memorization).





**A2. Residence:** Five adults (hp 102, 94, 86, 79, 75) and two children. One giant has a *morningstar* +1 (giant-sized). The 86-hp giant is a 4th-level shaman (typical spells: 1st level—*cure light wounds* ×2, *faerie fire*; 2nd level—*charm person* or *mammal*, *slow poison*). Treasure: 160 cp, 960 sp, 450 gp, and 55 pp.

**B1. Residence:** Five adults (hp 89, 84, 79, 76, 70) and three children. Treasure: 180 cp, 1,201 sp, 631 gp, 82 pp, a *luckstone*, a *potion of clairaudience*, and a human-sized *shield* +1 (painted with Geoffite heraldic devices) hung on one wall as a trophy. The 79-hp giantess is a 4th-level shaman (typical spells: 1st level—*animal friendship*, *bleed*, *cure light wounds*; 2nd level—*silence* 15' radius, *speak with animals*). If she is attacked by spellcasters she will cast *silence* on her feet and engage in melee (the giantess is tall enough that her head would be out of the area of effect, thus enabling her to still cast spells and communicate with others of her kind. In addition, the shaman has a scroll of six cleric spells (*forbidance*, *part water*, *stone tell*, *transmute water to dust*, *weather summoning*, *word of recall*), which she will not be shy about using at need.

**B2. Residence:** Five adults (hp 94, 87, 82, 78, 73) and two children. Treasure: 210 cp, 650 sp, 205 gp, 53 pp, and a giant-sized *ring of protection* +2. One giant (the one with 87 hp) has a +2 *morningstar* (giant-sized). The 94-hp giant is the owner of the magic ring and is also a 4th-level wizard. His spellbook holds the following spells: 1st level—*charm person*, *comprehend languages*, *friends*\*, *light*\*, *read magic*, *shield*\*; 2nd level—*detect evil*, *invisibility*\*, *pyrotechnics*\* (\*preferred spell).

**C1. Residence and Smith:** Five adults (hp 101, 87, 85, 81, 68) and two children. Treasure: 340 cp, 1,360 sp, 316 gp, 85 pp, a *scroll of protection from undead*, a *potion of healing*, and *Quall's feather token* (bird). The 81-hp giantess has the scroll and is a 4th-level wizard. Her spellbook holds the following spells: 1st level—*chill touch*\*, *detect undead*, *erase*, *magic missile*\*, *protection from evil*\*, *read magic*; 2nd level—*bind*\*, *irritation*\*, *wizard lock* (\*preferred spell).

Near this residence is a building mostly made of stone; it is in this smithy that the raw tribute materials (precious metals and gems) are brought and made into giant-sized jewelry. The smiths also craft and repair items of iron (such as weapons), but there is less of a need for these items in this sky-born paradise, especially with all the lesser land-bound giants to fight their battles for them. The smithy will contain 1d6+1 unfinished pieces of jewelry and the typical stash (see page 87), but the latter will be in the form of metal nuggets, rich ore, uncut gems, and so on.

**C2. Visiting Mage:** The wizard Gleep Wurf ("The Eyebiter") has been living on this spot for the past month, casting *Leomund's secure shelter* spells to put a roof over his head. Accompanying him is his "wife," a charmed medusa who goes about with a submissively lowered gaze plus a thick veil and hooded cloak. A veteran of the heroic adventuring group that defeated a major giantish incursion years ago, Gleep had his alignment changed to evil by a cursed item and left his friends to serve the Hierarchs of the Horned Society. When the demigod Iuz attacked the Horned Society during the Blood Moon festival of 582 CY,

Gleep was away, traveling with Hierarch Nezmajen, and so escaped being killed. He later fell out of favor with his evil mentor and now seeks to convince the cloud giants to turn northeast to the lands of Iuz and attack while the Old One is weakened. So far, the giants continue to ignore him, and he might be flung off of the cloud in the next few days. Gleep is careful not to use spells on the giants, as they may wear off at an inopportune time and foil his plans to redeem himself in the eyes of Nezmajen.

**Gleep Wurf** ("The Eyebiter"), hm M12: AC 2 (*bracers* AC 4, *ring of protection* +1, Dex bonus); MV 12; hp 55; THAC0 17; #AT 1; Dmg 1d4 (dagger); SA spells, *wand of fire* (9 charges); SD spells, *robe of blending*, *philtre of love* (half-full); SZ M (5'8" tall); ML elite (14); Str 10, Dex 15, Con 16, Int 16, Wis 12, Cha 13; AL NE; XP 6,000.

**Personality:** enthusiastic, manipulative.

**Spellbook (4/4/4/4/1):** 1st level—*burning hands*, *charm person*\*, *color spray*, *comprehend languages*, *detect magic*, *feather fall*\*, *gaze reflection*, *identify*, *magic missile*\*, *phantasmal force*\*, *read magic*, *sleep*; 2nd level—*blindness*, *detect invisibility*\*, *fog cloud*\*, *hypnotic pattern*, *invisibility*\*, *knock*, *mirror image*, *web*\*; 3rd level—*dispel magic*, *fly*\*, *haste*, *lightning bolt*\*, *monster summoning I*\*, *sepia snake sigil*, *tongues*\*; 4th level—*charm monster*\*, *ice storm*\*, *Leomund's secure shelter*\*, *monster summoning II*, *rainbow pattern*, *wall of ice*\*; 5th level—*Bigby's interposing hand*\*, *magic jar*\*, *teleport*\*, *wall of stone*\*; 6th level—*eyebite*\*, *stone to flesh*. (\*preferred spells).

**Margeet, medusa:** AC 5; MV 9; HD 6; hp 30; THAC0 15; #AT 1 or 2; Dmg 1d4 (dagger) or 1d6/1d6 (bow); SA petrification, poison; SW vulnerable to own reflection, currently *charmed* by The Eyebiter; SZ M (6' tall); ML elite (14); AL LE; XP 2,000.

**D1. Residence:** Four adults (hp 95, 89, 82, 64) and three children. Treasure: 77 cp, 1,211 sp, 360 gp, 41 pp, four pieces of *incense of obsession*, a dwarf-sized suit of *ringmail* +1, and a (giant-sized) *ring of regeneration*.

**D2. Residence:** Six adults (hp 109, 98, 95, 84, 73, 69) and one child. Treasure: 140 cp, 1,098 sp, 294 gp, 21 pp, and a giant-sized *ring of protection* +1. The 69-hp giant is a 4th-level wizard and has the magic ring. His spellbook contains the following: 1st level—*affect normal fires*\*, *detect magic*, *gaze reflection*\*, *identify*, *read magic*, *ventriloquism*\*; 2nd level—*forget*\*, *irritation*, *locate object*\* (\*preferred spell).

**E1. Residence:** Four adults (hp 93, 86, 79, 71) and two children. The oldest adult has a giant-sized *morningstar of speed* (equivalent to a *scimitar of speed* in terms of magical effect). Treasure: 120 cp, 985 sp, 403 gp, and 45 pp.

**E2. Residence:** Five adults (hp 96, 95, 84, 78, 77) and two children. The 84-hp giantess is a 4th-level shaman (typical spells: 1st level—*bleed*, *cure light wounds*, *faerie fire*; 2nd level—*augury*, *messenger*). Treasure: 205 cp, 1,127 sp, 396 gp, and 53 pp.



**E3. Residence:** Six adults (hp 89, 88, 76, 70, 61, 60) and three children. The 76-hp giantess is a 4th-level wizard; his spell-book contains the following spells: 1st level—*burning hands*, *cantrip*\*, *enlarge*\*, *erase*, *message*\*, *read magic*; 2nd level—*invisibility*\*, *summon swarm*, *Tasha's uncontrollable hideous laughter*\* (\*preferred spell). Treasure: 187 cp, 1,050 sp, 430 gp, and 39 pp.

**F1. Residence:** Four adults (hp 101, 91, 81, 78) and three children. Treasure: 226 cp, 1,066 sp, 424 gp, and 47 pp.

**G1. Wyvern Roost:** Goroda's two wyvern pets (hp 48, 32) roost here when they are not out hunting. It is built much like the other giant homes except that the doorway is much larger (wider) than normal. If present, the wyverns will attack any non-giant that approaches. They have no treasure.

**G2. Palace:** The palace is not a single building, but five large homes connected by pleasant arches, all covered by a huge canvas tent. Ten adults (hp 123, 112, 110, 106, 93, 89, 82, 78, 71, 60) and six children live here. The treasure, divided among the various homes, is as follows: 425 cp, 2,216 sp, 701 gp, 110 pp, a *potion of animal control (mammal/marsupial/avian)*, a *longsword +1*, a scroll of two wizard spells (*non-detection*, *sepia snake sigil*), *boots of levitation*, a *wand of magic*

*detection* (25 charges), a scroll of six wizard spells (*dig*, *Evard's black tentacles*, *extension I*, *plant growth*, *rainbow pattern*, *stone-skin*), a *shield +3*, a *potion of extra-healing*, and a giant-sized *vorpal longsword*.

One of the giants (hp 82) is a 4th-level wizard. His spell-book contains *dancing lights*\*, *detect magic*, *feather fall*\*, *message*, *read magic*, *sleep*\*, *blur*\*, *hypnotic pattern*\*, and *Melf's acid arrow* (\*preferred spell). Goroda (the 112-hp giantess) lives here, attended by her closest friends and current lovers. One of the homes is used to house the three kidnapped frost giant youths from Mount Rungnirheim (hp 68, 65, 50); Goroda treats them well (if condescendingly) and has a twisted sort of affection for the jarl's son Skadis, calling him "*sti'ixo me'ek-this*" ("pretty boy"). The frost giants are annoyed at being treated like children and wish to go home; they will aid anyone who attacks the cloud giants and try to bargain with their "rescuers" for a means back to their clanhome.

Goroda and her retinue will be outraged that anyone would dare attack their cloud island, especially if they reach the palace, and will kill or capture the intruders without mercy (anyone captured will be cooked and eaten). Goroda's personal magic items are a powerful *ring of protection* (-4 bonus to AC, +2 bonus to saving throws, making her AC -4) and a *necklace of missiles* (with one 10 HD, two 8 HD, and two 6 HD missiles); she can hurl these out to her normal boulder-throwing range (240 yards). For up close and personal combat, she wields an enormous *morningstar of impaling*. This fearsome weapon gains a +5 bonus to damage and attacks. In addition, it inflicts double damage on any successful strike if she rolls 5 points or more above the number needed to hit (signifying that the target has been impaled on one of its three-foot-long spikes) for a total of  $(6d4+11+5) \times 2$ , or 44-88 points of damage.

**H1. Fort:** Unlike the residences, this fort is made mostly of stone. It has a large window in each of the four sides which can be covered with a giant-sized metal shield to deflect attacks. Two of the giants from the other clusters are posted to the fort when its cloud is attached to the cluster; when this smallest cloud-island is on patrol, this number is tripled. There are twenty throwing boulders within the fort and forty without; these boulders are restocked whenever the island returns to the cluster.

## Winning

If the characters are able to kill or drive off all of the adult Sakhut, or somehow convince them to redirect their attention to another part of the world (such as the lands of Iuz, which would please Gleep no end), they should be awarded an additional 25,000 experience points each for their success. Without the threat of the Sakhut hanging over them, any giants still left in Geoff will be more likely to retreat to their mountain homes if confronted, making the task of freeing Geoff from the shackles of these monsters much easier. Even King Mogthrasir would be hard-put to hold the alliance of giants together and will probably be forced to withdraw back into the mountains in order to preserve his clan from being wiped out, although he will hold onto his kingdom for as long as possible.





While a great deal of wealth might have been liberated by the player characters, the current and displaced residents of Geoff will certainly want to have a say in what happens to it. After all, most of those valuables were taken by force from Geoffite families, and the raw metals and gems were taken from mines owned by the government and the people. Good-aligned (or compassionate) characters should also take into account the impoverished state of the nation and consider returning some or most of it to Grand Duke Owen I, rightful ruler of Geoff, so that he may help his people rebuild. With adequate funds, Owen could also make arrangements with mercenary troops for adequate protection from his neighbor nations while the restoration occurs; selfish interests from Gran March, Bissel, and even Sterich might otherwise look to vulnerable Geoff as an opportunity for expansion. Greedy characters might claim portions of the land for themselves, or attempt to pry landed titles from the Grand Duke for their services. Others might wish to advance the cause of their church, their order, or some other group or faction to which they belong or whose cause they champion. Despite the removal of the Sakhut, Geoff faces considerable turmoil in the next few years, making her an ideal place for many further adventures that might affect her fate.

## Appendix B: New Monsters

### Horag

CLIMATE/TERRAIN:	Any hills and mountains
FREQUENCY:	Very Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (7)
TREASURE:	M, Q
ALIGNMENT:	Chaotic Evil
NO. APPEARING:	1 or 1-3
ARMOR CLASS:	6 (4)
MOVEMENT:	12
HIT DICE:	8+3
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d12 (or by weapon +6)
SPECIAL ATTACKS:	+3 to hit
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	Large (12')
MORALE:	Elite (13-14)
XP VALUE:	2,000

The horag is a very rare crossbreed that arises from a union between an exceptionally large ogre and a relatively small hill giant. They associate with either hill giants or ogres, acting as somewhat more effective tacticians for the former and thundering damage-soaking behemoths for the latter.

A horag takes features from both of its parents, resembling a typical ogre in most cases but with a greater height, long arms, and stooped shoulders of a hill giant. Most horags weigh in at about 1,000 pounds, and almost 90% of them are male. A horag speaks ogre or hill giant, depending upon which group it was raised with. They live for about 100 years (only slightly longer than an ogre) and cannot use clerical or priestly magic. A horag's natural AC is 6, although the skins and piecemeal armor that most of them wear reduces this to AC 4.

**Combat:** A horag either uses its great fist to inflict incredible crushing wounds (1d12 damage) or uses ogrelike weapons such as huge swords or clubs (which inflict weapon damage +6 for Strength). They affect disdain for missile weapons, preferring instead to close with prey and destroy it with their bare hands or hand-held weapons. However, when a horag is advising a group of hill giants it will recommend that the giants strike with thrown rocks before moving in for melee; the truth is that horags are not quite strong enough to use boulders as an effective missile attack and hide this shortcoming by ferocity in melee.

**Habitat/Society:** Most horags will be found with either ogres or hill giants—their immediate relatives. Those that live away from their blood kin tend to be loners, and prefer medium-sized open caves in hilly areas. These caves will often be partially blocked by loose rubble and large stones, as the horag will take pains to conceal and protect its lair. As there are so few of their kind, most horags end up mating with ogres or hill giants, the offspring being a somewhat odd-looking but essentially normal member of the other parent's race.

**Ecology:** Horag are much like their giantish parents—omnivorous but preferring meat, occasionally raiding humanoid settlements or trading with another humanoid race. They have even been known to hire on as mercenaries to evil armies, although in those cases they only truly feel comfortable if ogres or half-ogres are present.

## Appendix A: Giant Names

For the sake of simplicity and space, most giants in this product have not been named. Should the player characters get into a situation where a giant needs a name, here are lists of suitable names for that purpose.

### Male Frost/Fire Giants

Aegir, Allvaldi, Alsvid, Angeyja, Atla, Aurgelmir, Aurnir, Baugi, Beli, Bergelmir, Beyla, Blthorn, Bor, Byleist, Delling, Eggther, Egil, Eistla, Eyrgjafa, Farbauti, Fimafey, Geirrodd, Gilling, Greip, Gymir, Helblindi, Hildir, Hlebard, Hler, Hresvelgr, Hrimgrinnir, Hrungrner, Hrym, Hymir, Idi, Im, Imdur, Lodin, Mimir, Mne, Mundilfari, Naglfari, Narfi, Nervi, Norvi, Nott, Skoll, Skrogg, Skrymir, Suttung, Svarang, Thiassi, Thudgelmir, Tjasse, Ud, Ulf, Utgardsloki, Vafthrudnir, Vanir, Ylfing, Ymir.

### Female Frost/Fire Giants

Angurboda, Arinnefia, Bestla, Fenja, Gerd, Gjalp, Grid, Gunnlod, Hrimgerd, Hyrokkin, Jarnsaxa, Jord, Menja, Nat, Ran, Skadi, Sol.

### Sakhut Names

Amosh, Arol, Axo, Chavash, Chemor, Chona, Danug, Domar, Draufft, Ektros, Ershash, Exthosh, Gelat, Godot, Gontos, Karameta, Keffon, Kolag, Lamatag, Ledonish, Lodok, Magnath, Monovat, Mothrok, Namut, Nedra, Nothog, Radoth, Renol, Rogot, Sagakathan, Shathak, Somox, Thaxol, Thomak, Torgat.

### Other Giant Names

Barsht, Bek, Bren, Dav, Dosa, Durg, Fep, Foog, Fron, Gan, Grond, Grot, Hakat, Hoff, Hoz, Kell, Krot, Kurz, Lanag, Lev, Lort, Nev, Nok, Nora, Pesh, Pok, Pont, Ravvit, Reeto, Rosh, Sek, Sharg, Shum, Tam, Took, Tosh, Valp, Vant, Vog.





## Appendix C: New Magical Items

### Firestone

A *firestone* is a large piece of rock enchanted by priests of Surtur, god of the fire giants. After a week of ritual, prayer, and study of the ambient magical energies of the rock's location, a single piece of stone up to eight cubic feet in size (normally a ten-foot-by-ten-foot area to a depth of one foot, or a two-foot diameter boulder) begins to radiate heat. Fire giants use *firestone* to warm their lairs to a comfortable temperature when they are forced to live in an environment that is generally too cold for their tastes.

The temperature of the *firestone* rises to about 150°F (66°C), hot enough to cause a point of damage if touched with bare skin, or 1 point per round of exposure through metal, wood, or thick leather (such as by standing on a *firestone* floor). Alternately, the priest can focus the magic onto a three-foot-square area of stone, which causes it to heat to a temperature just under that of burning paper (about 400°F); momentary contact with this surface does two points of heat damage, and continued contact causes 1d4 damage per round. This variant is normally used to make a cooking surface, especially in places in which wood is scarce.

A *firestone* is relatively fragile in terms of magical durability; a *dispel magic* spell can easily dispel it, as will exposure to any sort of magical cold. Breaking or moving the *firestone* will also cause its magic to fade as it loses its connection to the magical energies flowing from its environment.

### Cambion Ice

Said to have been forged with the blood of a half-demon, the broadsword known as *Cambion Ice* is made of bright steel and engraved with narrow runes inlaid with blue enamel. A +3 *defender*, it can also freeze liquids once per day (as the frigid globe version of *Otiluke's freezing sphere*) or transmit a *chill touch* to its target once per day (the spell adding to the damage of the weapon). Its bearer gains a +2 bonus on all saves against fire damage of any sort. There are rumors of a companion weapon to this sword, created from the blood of an alu-fiend, although its name and powers are unknown.

### Enid's Glittering Carpet

Created by a thief-wary wizard of Sterich who was fond of cold climates, this glittering carpet is a beautiful weave of what appears to be metal threads and spindly pieces of ice. It acts as a normal *carpet of flying* (six feet by nine feet in size) and gives anyone on it a +2 bonus to all saving throws against cold-based attacks. However, the carpet is extremely vulnerable to heat and fire; for every point of damage the carpet takes from heat or fire, its movement rate (originally MV 24) is permanently reduced by 1. Likewise, for every day the carpet spends in an environment in which the temperature is above the freezing point of water, the movement rate is reduced by 1. The carpet loses 2 points of movement per day spent in a temperate climate—about 77 degrees (25° C) or more. When the carpet's movement rate drops to 0, it dissolves into a puddle of water and soft metal (the metal threads are made of gallium, a metal that melts at just above room temperature). Enid devised this drawback to make her carpet useless to thieves who might steal it and try to sell it in the lowlands.

## Appendix D: Compiled Monster Stats

**Bandit:** AC 7 (studded leather); MV 12; HD 1; hp 1d6; THAC0 20; #AT 1; Dmg 1d8 (longsword) or 1d6 (club); SZ M; ML average (9); Int average (9); AL CE; XP 15.

**Bugbear:** AC 5 (scalemail); MV 9; HD 3+1; THAC0 17; #AT 1; Dmg 2d4 (spiked club) or by weapon; SA stealth (surprise opponents 50% of the time); SD infravision (60'), keen senses (-3 to be surprised); SZ L (7' tall); ML steady (12); Int average (8); AL CE; XP 120.

**Carnivorous Ape:** AC 6; MV 12, brachiation 9; HD 5; THAC0 15; #AT 3; Dmg 1d4/1d4/1d8 (fist/fist/bite); SA rends for 1d8 additional damage if both fists hit same target; SD keen senses (only 1-in-10 chance to be surprised); SZ L (7' tall, very broad); ML steady (12); Int low (7); AL N; XP 175.

**Carriion Crawler:** AC 3 (head) or 7 (body); MV 12; HD 3+1; THAC0 17; #AT 1 or 8; Dmg special (tentacles) or 1d2 (bite); SA tentacles paralyze target for 2d6 turns (save vs. paralyzation to resist); SZ L (9' long); ML fearless (attacks as long as there are unparalyzed foes); Int non- (0); AL N; XP 420.

**Cave Bear:** AC 6; MV 12; HD 6+6; THAC0 13; #AT 3; Dmg 1d8/1d8/1d12 (claw/claw/bite); SA hugs for 2d8 additional damage if rolls 18+ on paw attack; SD fights for 1d4 rounds at 0 to -8 hp; SZ H (12' tall); ML average (10); Int semi- (3); AL N; XP 650.

**Cavemen:** AC 8; MV 12; HD 2; THAC0 20; #AT 1; Dmg 1d6 (spear or club); SZ M; ML average (9); Int average (8); AL N; XP 15.

**Centaur Noble:** AC 5; MV 18; HD 4; THAC0 17; #AT 3; Dmg 1d6/1d6/by weapon (typically bow or club); SZ L (9' tall); ML elite (14); Int average (10); AL CG; XP 175.

**Chimera:** AC 2 (dragon head, flank) or 5 (lion head, front) or 6 (goat head, rear); MV 9, fly 18 (E); HD 9; THAC0 11; #AT 6; Dmg 1d3/1d3/1d4/1d4/2d4/3d4 (claw/claw/gore/gore/bite/bite); SA breath weapon (3d8 fire damage, 5 yard range, save vs. breath weapon for half-damage); SZ L (5' at shoulder); ML elite (13); Int semi- (3); AL CE; XP 5,000.

**Cloud Giant:** AC 0; MV 15; HD 16 + 2-7 hp; THAC0 5; #AT 1; Dmg 6d4+11 (morningstar) or 1d10+11 (unarmed); SA hurl rocks for 2d12 damage (240 yard range); SD rarely surprised (1-in-10 chance); SZ H (24' tall); ML fanatic (17); Int very (12); AL NE; XP 10,000.

**Note:** Sakhut cloud giants can also *levitate* themselves plus an additional ton thrice per day, create a *fog cloud* thrice per day, and create a *wall of fog* once a day, all as a 6th-level wizard.

**Cloud Giant Spellcaster (as 4th-level Priest or Wizard):** AC 0; MV 15; HD 16 + 2-7 hp; THAC0 5; #AT 1; Dmg 6d4+11 (morningstar) or 1d10+11 (unarmed); SA spells, hurl rocks for 2d12 damage (240 yard range); SD spells, rarely surprised (1-in-10 chance); SZ H (24' tall); ML fanatic (17); Int very (12); AL NE; XP 13,000.

**Note:** Sakhut cloud giants can also *levitate* their own weight plus an additional ton thrice per day, create a *fog cloud* thrice per day, and create a *wall of fog* once a day, all as a 6th-level wizard.

**Cryohydra (7 heads):** AC 5; MV 9; HD 7; THAC0 13; #AT 7 (one per head); Dmg 1d8 each (bite); SA each head can breathe frost for 8 hp (save vs. breath weapon for half-damage, range 10' wide and 20' long); SZ G (30' long); ML average (10); Int semi- (2); AL N; XP 3,000.

**Cyclops:** AC 2; MV 15; HD 13; THAC0 7; #AT 1; Dmg 6d6 (club); SA hurl rocks for 4d10 damage (150 yard range); SZ H (20' tall); ML champion (16); Int low (6); AL CE; XP 4,000.



**Cyclopskin:** AC 3; MV 12; HD 5; THAC0 15; #AT 1; Dmg 1d6+4 (club or throwing spear) or 1d6 (sling); SW poor depth perception (-2 attack penalty with missile weapons); SZ L (7' tall); ML elite (13); Int low (7); AL CE; XP 270.

**Dire Wolf:** AC 6; MV 18; HD 4+4; THAC0 15; #AT 1; Dmg 2d4 (bite); SZ L (9' tall); ML average (10); Int semi- (4); AL N; XP 175.

**Drow Special Abilities:** Silent Hand language (30' range), superior infravision (120'), rarely surprised (1-in-10 chance), detect secret doors (as normal elf). Spells (all): *dancing lights, darkness, faerie fire*; Spells (4th-level and above): *detect magic, know alignment, levitate*. Magic Resistance (50% +2% per level), +2 bonus to saving throws (all magical attacks).

**Drow Special Weaknesses:** equipment decays in sunlight; -3 attack penalty when in bright light, opponents gain +3 saving throw bonus.

**Drow Guards (male F2):** AC 2 (*drow chainmail +1, drow buckler +1*); MV 12; HD 2; hp 30; THAC0 19 (18 with *dagger +1* or *shortsword +1*); #AT 1; Dmg by weapon (*drow dagger +1, drow shortsword +1, drow hand crossbow*); SA drow sleep poison, drow abilities; SD drow abilities; SW drow weaknesses; MR 54%; SZ M (5' tall); ML elite (14); Int high (13); AL CE; XP 975.

**Drow Guards (male F3):** AC 0 (*drow chainmail +1, drow buckler +1, Dex bonus*); MV 12; HD 3; hp 18; THAC0 18 (17 with *dagger +1* or *shortsword +1, 16 with drow hand crossbow*); #AT 1; Dmg by weapon; SA drow sleep poison, drow abilities; SD drow abilities; SW drow weaknesses; MR 56%; SZ M (5' tall); ML elite (14); Dex 16, Int 13; AL CE; XP 2,000.

**Drow Guards (female F4):** AC 1 (*drow chainmail +1, drow buckler +1, Dex bonus*); MV 12; HD 4; THAC0 17 (16 with *shortsword +1, dagger +1* or *hand crossbow*); #AT 1; Dmg 1d6+1 (*drow shortsword +1*) or 1d4+1 (*drow dagger*) or 1d3+poison (*drow hand crossbow*); SA drow sleep poison, drow abilities; SD drow abilities; SW drow weaknesses; MR 58%; SZ M (5' tall); ML elite (14); Int high (13); AL CE; XP 3,000.

**Drow Lieutenants (male F4):** AC -2 (*drow chainmail +2, drow buckler +2, Dex bonus*); MV 12; HD 4; hp 24; THAC0 17 (16 with *dagger +1* or *shortsword +1*); #AT 1; Dmg 1d6+1 (*drow shortsword +1*) or 1d4+1 (*drow dagger +1*) or 1d3+poison (*drow hand crossbow*); SA drow sleep poison, drow abilities; SD drow abilities; SW drow weaknesses; MR 58%; SZ M (5' tall); ML elite (14); Int high (13); AL CE; XP 3,000.

**Drow Lieutenant (female F5):** AC -4 (*drow chainmail +2, drow buckler +2, Dex bonus*); MV 12; HD 5; THAC0 16 (15 with *dagger +1, 13 with shortsword, 13 with hand crossbow plus Dex bonus*); #AT 1; Dmg 1d6+3 (*drow shortsword +3*) or 1d4+1 (*drow dagger +1*) or 1d3+poison (*drow hand crossbow*); SA drow sleep poison, drow abilities; SD drow abilities; SW drow weaknesses; MR 60%; SZ M (5' tall); ML elite (14); Dex 18, Int 13; AL CE; XP 4,000.

**Drow Commander (male F6):** AC -2 (*drow chainmail +2, drow buckler +2, Dex bonus*); MV 12; HD 6; hp 35; THAC0 15 (14 with *dagger +1* or *shortsword +1*); #AT 1; Dmg 1d6+1 (*drow shortsword +1*) or 1d4+1 (*drow dagger +1*) or 1d3+poison (*drow hand crossbow*); SA drow sleep poison, drow abilities; SD drow abilities; SW drow weaknesses; MR 62%; SZ M (5' tall); ML elite (14); Int high (13); AL CE; XP 5,000.

**Drow Elite Guard (female F4):** AC -3 (*drow chainmail +2, drow buckler +2, Dex bonus*); MV 12; HD 4; THAC0 15 (13 with *dagger +2* or *shortsword +2*); #AT 1; Dmg 1d6+2 (*drow shortsword +2*) or 1d4+2 (*drow dagger +2*) or 1d3+poison (*drow hand crossbow*) or 1d6+poison (*javelin*); SA drow sleep poison, drow paralysis poison, drow abilities; SD drow abilities; SW drow weaknesses; MR 58%; SZ M (5' tall); ML champion (16); Dex 17, Int high; AL CE; XP 4,000.

**Drow Commander (female F8):** AC -5 (*drow chainmail +5, drow buckler +3, Dex bonus*); MV 12; HD 8; hp 60; THAC0 13 (9 with *shortsword +4*); #AT 3/2 (*shortsword*) or 1 (*hand crossbow*); Dmg 1d6+4 (*drow shortsword +4*) or 1d3+poison (*drow hand crossbow*); SA drow sleep poison, drow abilities; SD drow abilities; SW drow weaknesses; MR 66%; SZ M (5' tall); ML champion (16); Dex 15, Int 13; AL CE; XP 6,000.

**Special Magic Items:** three *magic darts* (*stunning, blinding, and vapors*).

**Drow Commander (female F9):** AC -5 (*drow chainmail +3, drow buckler +3, Dex bonus*); MV 12; HD 9; hp 54; THAC0 12 (10 with *javelin and Dex bonus, 9 with shortsword +3 or mace +3*); #AT 3/2; Dmg 1d6+3 (*drow shortsword +3*) or 1d6+4 (*drow mace +3*) or 1d6+poison (*javelin*); SA drow sleep poison, drow abilities; SD drow abilities; SW drow weaknesses; MR 68%; SZ M (5'); ML elite (14); Dex 17, Int 13; AL CE; XP 7,000.

**Drow Noble (male F4/W6):** AC 0 (*drow chainmail +2, Dex bonus*); MV 12; HD 6; hp 30; THAC0 17 (16 with *dagger +1, 15 with shortsword +2*); #AT 1; Dmg 1d6+2 (*drow shortsword +2*) or 1d4+1 (*poisoned drow dagger +1*) or by spell; SA drow sleep poison, spells, drow abilities; SD spells, drow abilities; SW drow weaknesses; MR 62%; SZ M (6' tall); ML Elite (14); Str 8, Dex 17, Con 9, Int 17, Wis 12, Cha 12; AL CE; XP 6,000.

**Special Magic Items:** *ring of protection +3, wand of viscid globs* (79 ch).

**Drow Wizard (male F7/M6):** AC 1 (*drow chainmail +2, Dex bonus*); MV 12; HD 7; THAC0 14 (15 with *hand crossbow, 14 with shortsword +2* or *dagger +2*); #AT 3/2; Dmg 1d6+2 (*drow shortsword +2*) or 1d4+2 (*drow dagger +2*) or 1d3+poison (*drow hand crossbow*) or by spell; SA drow sleep poison, spells, drow abilities; SD spells, drow abilities; SW drow weaknesses; MR 64%; SZ M (5'); ML elite (14); Dex 16, Int 17; AL CE; XP 7,000.

**Special Magic Item:** *wand of darkness* (23 charges)—*darkness 15' radius* (1 ch), *negates protection from evil* (2 ch), *summon nightmare* (3 ch), *animate dead* (4 ch), *summon shadow* (4 ch).

**Drow Evil High Priestess (Eclavdra, F10/C10):** AC -8 (*drow chainmail +5, drow buckler +3, Dex bonus*); MV 12; HD 10; hp 60; THAC0 11 (7 with *mace +4*); #AT 3/2; Dmg 1d6+5 (*drow mace +4*); SA spells, poison, drow abilities; SD spells, drow abilities; SW drow weaknesses; MR 70%; SZ M (5' tall); ML elite (14); Str 14, Dex 18, Con 10, Int 18, Wis 17, Cha 18; AL CE; XP 9,000.

**Special Magic Item:** *great tentacle rod* (six arms, THAC0 15, +6 to hit, 6 hp damage per hit, *numbs* target if three arms strike in same round (-4 to victim's attacks for 3 rounds), causes permanent loss of 1 point of Dex if all six arms strike same target in a round (plus *numbs* victim for 6 rounds).

**Drow Rival Priestess (Nedylene, F7/C8):** AC -6 (*drow chainmail +5, drow buckler +3, Dex bonus*); MV 12; HD 8; hp 48; THAC0 14 (11 with *mace +3*); #AT 3/2; Dmg 1d6+4 (*drow mace +3*); SA spells, poison, drow abilities; SD spells, drow abilities; SW drow weaknesses; MR 66%; SZ M (5' tall); ML elite (14); Str 13, Dex 16, Con 11, Int 15, Wis 17, Cha 17; AL CE; XP 6,000.

**Special Magic Item:** *demon staff* (touch causes *fear*, damage 4d6, damage cannot be magically healed, *summon Vrock* or transform holder into *Glabrezu tanar'ri*).

**Dwarf:** AC 4 (chainmail, shield); MV 6; HD 1; THAC0 20; #AT 1; Dmg 1d8 (battleaxe); SD bonus to saves vs. poison and magical attacks; SZ S (4' tall); ML elite (14); Int very (11); AL LG; XP 175.

**Ettin:** AC 3; MV 12; HD 10; THAC0 10; #AT 2; Dmg 2d8/3d6 (left-hand spiked club/right-hand spiked club) or 1d10/2d6 (unarmed left fist/unarmed right fist); SD rarely surprised (1-in-10 chance), infravision (90'); SZ H (13' tall); ML elite (14); Int low (5-7); AL CE; XP 3,000.



**Fire Beetle:** AC 4; MV 12; HD 1+2; THAC0 19; #AT 1; Dmg 2d4 (mandibles); SZ S (2 1/2' long); ML steady (12); Int non- (0); AL N; XP 35.

**Fire Giant:** AC -1 (banded mail, shield) or 5 (unarmored); MV 12 (15 when unarmored); HD 15 + 2-5 hp; THAC0 5; #AT 1; Dmg 2d10+10 (huge sword) or 2d6+10 (club for nonwarriors) or 1d8 +10 (unarmed); SA hurl rocks for 2d10 damage (range 200 yards); SD immune to normal fires and red dragon breath, resistant to magical fires (-1 hp per HD damage), catch boulders (50% chance); SZ H (18' tall); ML champion (16); Int average (8-10); AL LE; XP 8,000.

**Fire Lizard:** AC 3; MV 9; HD 10; THAC0 11; #AT 4; Dmg 1d8/1d8/2d8 +breath weapon (claw/claw/bite/breath weapon); SA can breathe fire while attacking (cone 15' wide and 10' long, 2d6 fire damage, save vs. breath weapon for half-damage); SD immune to all fire-based attacks; SZ G (30' long); ML steady (12); Int animal (1); AL N; XP 3,000.

**Fog Giant:** AC 1; MV 15; HD 14; THAC0 7; #AT 1; Dmg 3d6+11 (club) or 1d10+11 (unarmed); SA hurl rocks for 2d10 damage (240 yard range), ambush (-5 penalty to opponents' surprise rolls when attacking from fog); SD keen senses (+2 bonus to surprise rolls), natural camouflage (80% in mist or fog), traps; SZ H (24' tall); ML elite (14); Int high (13); AL N; XP 5,000.

**Fomorian Giant:** AC 3 (scraps of metal in clothing); MV 9; HD 13+3 hp; THAC0 9; #AT 1; Dmg 2d6+8 (giant-sized club) or 2d4+8 (unarmed); SA stealth (-2 penalty to opponents' surprise rolls); SD rarely surprised (1-in-10 chance); SZ H (13 1/2' tall); ML elite (14); Int average (8); AL NE; XP 6,000.

**Frost Giant:** AC 0 (chainmail, horned helmet) or AC 5 (unarmored); MV 12 (15 unarmored); HD 14+1d4 hp; THAC0 5 (warrior) or 7 (non-warrior); #AT 1; Dmg 2d8+9 (giant-sized battleaxe) or 2d6+9 (club for nonwarriors) or 1d8+9 (unarmed); SA hurl rocks for 2d10 damage (range 200 yards); SD immune to cold; SZ H (21' tall); ML elite (14); Int low (7); AL CE; XP 7,000.

**Gargoyle:** AC 5; MV 9, fly 15 (C); HD 4+4; THAC0 15; #AT 4; Dmg 1d3/1d3/1d6/1d4 (claw/claw/bite/gore); SD immune to nonmagical weapons; SZ M (6' tall plus wingspan); ML steady (11); Int low (7); AL CE; XP 420.

**Giant Rat:** AC 7; MV 12, swim 6; HD 1/2; THAC0 20; #AT 1; Dmg 1d3 +disease (bite); SA disease (5% chance per bite); SZ T (2' long); ML unsteady (7); Int animal (1); AL CE; XP 15.

**Giant Troll:** AC 4; MV 12; HD 8; THAC0 13; #AT 1 or 2; Dmg 2d6+7 (huge spiked club) or 1d6+1/1d6+1 (claw/claw); SA hurl boulders (2d8 damage), hurl opponent, grab opponent and use him or her as bludgeon; SD regeneration (2 hp per round), cannot be killed unless loses at least 10 hp from fire damage, infravision (90'), keen sense of smell; SZ L (10' tall); ML fanatic (17); Int low (7); AL CE; XP 1,400.

**Giant Weasel:** AC 6; MV 15; HD 3+3; THAC0 17; #AT 1; Dmg 2d6 +special (bite); SA blood drain (2d6 damage per round); SZ M (7' long); ML fearless (20); Int animal (1); AL N; XP 175.

**Gnoll:** AC 5 (chainmail); MV 9; HD 2; THAC0 19; #AT 1; Dmg 2d4 (bardiche); SZ L (7 1/2' tall); ML steady (11); Int low (7); AL CE; XP 35.

**Goblin:** AC 6 (studded leather, shield); MV 6; HD 1-1; THAC0 20; #AT 1; Dmg 1d6 (spear or shortsword); SD infravision (60'); SW bright light (-1 penalty to attacks); SZ S (4' tall); ML average (10); Int low (7); AL LE; XP 15.

**Gorgon:** AC 2; MV 12; HD 8; THAC0 13; #AT 1; Dmg 2d6 (head butt or horn gore); SA petrifying breath (four times per day, cone 60' long and 20' wide, save vs. petrification or be turned to stone); SZ L (8' tall); ML fearless (19); Int animal (1); AL N; XP 1,400.

**Gray Ooze:** AC 8; MV 1; HD 3+3; THAC0 17; #AT 1; Dmg 2d8 (pseudopod); SA corrodes metal; SD immune to spells, fire, or cold; SW lightning; SZ M (4' diameter); ML average (10); AL N; XP 270.

**Grizzly Bear:** AC 6; MV 12; HD 5+5; THAC0 15; #AT 3; Dmg 1d6/1d6/1d8 (claw/claw/bite); SA hug (if one claw hits, the bear hugs for 2d6 additional points of damage); SD continues to fight for 1d4 rounds when reduced to between 0 to -8 hp; SZ L (9+' tall); ML elite (14); Int semi- (3); AL N; XP 420.

**Hell Hound:** AC 4; MV 12; HD 7/6/5/4/3; THAC0 13/15/15/17/17; #AT 1; Dmg 1d10 (bite) or 1d6 (pups' bite); SA breathe fire (range 10 yards, damage 1 hp per HD of hound, save vs. breath weapon for half-damage), both bites and breathes fire on attack roll of natural 20; SD immune to fire, keen hearing (1-in-10 chance of surprise, 50% to detect invisible creatures); SZ M (3' tall at shoulder); ML elite (13); Int low (6); AL LE; XP 1400/975/650/420/270.

**Hill Giant:** AC 3 (hides); MV 12; HD 12+1d2 hp; THAC0 9; #AT 1; Dmg 2d6 +7 (oversized club) or 1d6+7 (unarmed); SA hurl rocks for 2d8 damage (range 200 yards); SZ H+7 (16' tall); ML elite (13); AL CE; XP 3,000.

**Hillmen:** AC 7; MV 12; HD 1d6 hp; THAC0 20; #AT 1; Dmg by weapon (hammer or pickaxe); SZ M; ML average (8-10); Int average (8-10); AL N; XP 15.

**Hobgoblin:** AC 5 (scalemail, shield); MV 9; HD 1+1; THAC0 19; #AT 1; Dmg 2d4 (broadsword); SD infravision (60'); SZ M (6 1/2' tall); ML steady (11); Int average (9); AL LE; XP 35.

**Horag:** AC 4 (piecemeal armor); MV 9; HD 8+3; THAC0 13; #AT 1; Dmg by weapon +6 or 1d12 (unarmed); SZ L (12' tall); ML elite (13-14); Int low (7); AL CE; XP 2,000.

**Ice Toads:** AC 4; MV 9, hop 9; HD 5; THAC0 15; #AT 1; Dmg 3d4 (bite); SA radiate cold (every other round, 10' radius, damage 3d6, save vs. spell for half-damage); SZ L (8' long); ML steady (12); Int average (9); AL N; XP 270.

**Ice Troll:** AC 8; MV 9; HD 2; THAC0 19; #AT 2 or 1; Dmg 1d8/1d8 (claw/claw) or by weapon +4; SD immune to ice and cold, immune to nonmagical weapons, regeneration (2 hp per round so long as immersed in water); SW suffer double damage from fire attacks; SZ L (8' tall); ML steady (11); Int average (10); AL CE; XP 175.

**Lurker:** AC 6; MV 1, fly 9 (B); HD 10; THAC0 11; #AT 1; Dmg 1d6 (constriction); SA ambush (-4 penalty to opponent's surprise roll), suffocation (enwrapped victim dies in 1d4+1 rounds); SZ H (20' diameter); ML steady (11); Int non- (0); AL N; XP 2,000.

**Manticore:** AC 4; MV 12, fly 18 (E); HD 6+3; THAC0 13; #AT 3; Dmg 1d3/1d3/1d8 (claw/claw/bite); SA volley of tail spikes (1d6 spikes for 1d6 damage each, four times per day); SZ H (6' tall, 15' long, 25' wingspan); ML elite (13); AL LE; XP 975.

**Mind Flyer:** AC 5; MV 12; HD 8+4; THAC0 11; #AT 4; Dmg 2 hp + extract brain; SA *mind blast* stuns all in area of effect (a cone 60' long and 20' wide) for 3d4 rounds (save vs. rod/staff/wand to resist), tentacles extract brain in 1d4 rounds (struggling target) or 1 round (*charmed* or incapacitated victim), spell-like powers; SD spell-like powers; MR 90%; SZ M (6' tall); ML champion (15); Int genius (18); AL LE; XP 9,000. Spell-like powers (as 7th-level mage, usable once per round, one at a time, -4 penalty to opponents' saving throws): *astral projection*, *charm monster*, *charm person*, *ESP*, *levitate*, *plane shift*, and *suggestion*.

**Mountain Dwarves:** AC 4 (chain, shield); MV 6; HD 1+1; THAC0 19; #AT 1; Dmg 1d8 (battleaxe); SD bonus to saves vs. poison and magical attacks; SZ S (4 1/2' tall); ML elite (14); Int very (11); AL LG; XP 270.

**Mountain Giant:** AC 4; MV 12; HD 15 +3 hp; THAC0 5; #AT 1; Dmg 4d10+10 (club) or 1d8+10 (unarmed); SA hurl rocks for 2d10 damage, summon ogres (1d10+5, 70%), trolls (1d6+3, 20%), or hill giants (1d4, 10%); SZ H (14' tall); ML champion (16); AL CN; XP 7,000.





**Ogre:** AC 5; MV 9; HD 4+1; THAC0 17; #AT 1; Dmg 1d8+6 (longsword) or 1d10 (unarmed); SA gain +2 bonus to hit when using weapon; SZ L (9-10' tall); ML steady (11-12); AL CE; XP 270.

**Ogre Female:** AC 5; MV 9; HD 4+1 (maximum 6 hp per die); THAC0 17; #AT 1; Dmg 1d6+5 (club) or 2d4 (unarmed); SZ L (8-9' tall); ML steady (11); AL CE; XP 270.

**Ogre Chieftain:** AC 3; MV 9; HD 7; THAC0 13; #AT 1; Dmg 2d6+6 (huge club) or 2d6+3 (unarmed); SA gain +4 to hit when using weapon; SZ L (10 1/2' tall); ML steady (12); AL CE; XP 975.

**Ogre Mage:** AC 4; MV 9, fly 15 (B); HD 5+2; THAC0 15; #AT 1; Dmg 1d12 (huge scimitar); SA spells; SD spells; SZ L (10 1/2' tall); ML elite (14); Int exceptional (15-16); AL LE; XP 650. Spell-like powers: The ogre mage can perform the following at will: *fly* (lasts 12 turns), *invisibility*, *darkness 10' radius*, *polymorph self* (to human, demihuman, or humanoid form), *regenerate* (1 hp per round, lost members must be reattached to regenerate). Once per day it may do the following: *charm person*, *sleep*, *gaseous form*, *cone of cold* (60' long, 20' wide at end, 8d8 hp damage, save vs. spell for half-damage).

**Orc:** AC 6 (studded leather, shield); MV 9 (12 when unarmored); HD 1; THAC0 19; #AT 1; Dmg 1d8 (longsword) or by weapon; SW bright light (-1 penalty to attack rolls); SZ M (5 1/2' to 6' tall); ML steady (12); Int average (9); AL LE; XP 15.

**Orc Shaman (5th-level):** AC 6; MV 9; HD 3; THAC0 18; #AT 1; Dmg 1d6 (spear) or by weapon; SA spells; SD spells; SW sunlight (-1 penalty to attacks); SZ M (5 1/2' tall); ML elite (13); Int very (12); AL LE; XP 650.

**Owlbear:** AC 5; MV 12; HD 5+2; THAC0 15; #AT 3; Dmg 1d6/1d6/2d6 (claw/claw/bite); SA hug (on a claw attack of 18+, the owlbear pulls its victim into a hug for an automatic 2d8 points of damage every round thereafter); SZ L (8' tall); ML fearless (20); Int low (6); AL N; XP 420.

**Piercer:** AC 3; MV 1; HD 4/3/2/1; THAC0 19/19/17/17; #AT 1; Dmg 4d6 (4 HD) or 3d6 (3 HD) or 2d6 (2 HD) or 1d6 (1 HD); SA ambush (-7 penalty to opponents' surprise roll); SD camouflage; SZ T to M (1' to 6' long); ML average (9); Int non- (0); AL N; XP 420/120/65/35.

**Polar Bear:** AC 6; MV 12, swim 9; HD 8+8; THAC0 11; #AT 3; Dmg 1d10/1d10/2d6 (claw/claw/bite); SA hug (if a claw attack rolls 18+, the bear hugs its opponent for an additional 3d6 damage); SD fights for 1d4+1 rounds after being reduced to 0 to -12 hp; SZ H (14' tall); ML average (10); Int semi- (3); AL N; XP 1,400.

**Pyrohydra (10 heads):** AC 5; MV 9; HD 10; THAC0 10; #AT 10 (one per head); Dmg 1d8 each (bite); SA each head can breathe fire twice per day for 8 points (save vs. breath weapon for half-damage, range 5'); SZ G (30' long); ML average (9); Int semi- (3); AL N; XP 3,000.

**Rakshasa:** AC -4; MV 15; HD 7; THAC0 13; #AT 3; Dmg 1d3/1d3/1d4+1 (claw/claw/bite); SA illusions, spells; SD ESP (allows rakshasa to appear in the guise of someone the viewer trusts), spells, immune to nonmagical weapons, half-damage from +1 and +2 weapons; SW instantly slain by a blessed crossbow bolt; MR immune to all spells of less than 8th level; SZ M (7' tall); ML champion (15); Int very (12); AL LE; XP 3,000.

**Remorhaz:** AC 0 (overall) or 2 (head) or 4 (underbelly); MV 12; HD 10; THAC0 11; #AT 1; Dmg 5d6 (bite); SA snap attack (bury self in snow, strikes from ambush), swallow whole (on natural 20, victim slain instantly); SD back glows red-hot when aroused (10d10 damage if touched, melts nonmagical weapons upon contact), infravision (60'); MR 75%; SZ G (30' tall); ML elite (14); Int animal (1); AL N; XP 6,000.

**Roper:** AC 0; MV 3; HD 10; THAC0 11; #AT 1; Dmg 5d4 (bite) or special (strand); SA each of the roper's six strands can shoot out up to 50 feet to grab targets (on successful hit, save vs. poison or

lose half Str for 2d4 turns and be dragged to maw); SD camouflage (-2 penalty to opponents' surprise rolls), undetectable by infravision, immune to lightning, half-damage from cold; SW vulnerable to fire (-4 on all saving throws versus fire-based attacks); MR 80%; SZ L (9' tall); ML champion (15); Int exceptional (15); AL CE; XP 10,000.

**Salamander:** AC 5 (head and torso) or 3 (tail); MV 9; HD 7+7; THAC0 13; #AT 2; Dmg 2d6+1d6/1d6+1d6 (tail constriction+body heat/heated metal spear+heat); SD immune to nonmagical weaponry, immune to *sleep/charm/hold* and fire-based attacks; SW sensitive to cold (+1 hp damage per HD from cold-based attacks); SZ M (7' long); ML elite (13); Int high (13); AL CE; XP 2,000.

**Shadow Dragon, Adult female (Hasforenses):** AC -6; MV 18, fly 30 (D), jump 3; HD 14; hp 62; THAC0 7; #AT 3; Dmg 1d6+6/1d6+6/3d6+6 (claw/claw/bite); SA breath weapon (every third round), spells, *fear aura* (20 yards, +2 bonus to saving throws); SD Hide in Shadows (65%), *clairaudience* (120'), detect invisibility (60'), spells; immune to level-draining; MR 30%; SZ G (57' long); ML champion (16); Int genius (17); AL CE; XP 13,000.

**Breath Weapon:** A cloud of blackness (40' long, 30' wide, and 20' high); creatures in it lose 1/4 of their energy levels or Hit Dice (round up) on a failed save, half on a successful save (duration: 3d4+2 turns)

**Spells and Spell-like Abilities:** Each of the following may be used at will at the same time as any of her other attacks except for her breath weapon: *mirror image* (thrice per day, 1d4+1 images), *dimension door* (twice per day). She knows the following spells, which may each be used once per day as an 8th-level wizard: 1st level—*audible glamer*, *unseen servant*; 2nd level—*blur*, *continual darkness*; 3rd level—*monster summoning I*, *wind wall*.

**Slow Shadow/Lesser Slow Shadow:** AC 8; MV 12; HD 4; THAC0 17; #AT 1; Dmg 1d4 +special (cold damage from touch); SA touch immediately slows target (no save) and continues to cause 1d4 damage per round while attached, ambush (-6 penalty to opponents' surprise rolls, senses humans & demihumans within 100' range), slain opponents become lesser slow shadows; SD 90% undetectable in dusky or moderate light, 50% in daylight, immune to weapons of less than +2 bonus, immune to cold, lightning, *hold*, *charm* and holy water, may not be turned; SW haste spell drives 2d10 slow shadows away if they are not yet attached to a victim; SZ M (fluctuates between 4' and 6' across); ML fearless (always attacks living creatures); Int low (6); AL CE; XP 975/650

**Slow Shadow (Ogre):** identical to the above except HD 6, THAC0 15, and XP 1,400.

**Slow Shadow (Hill Giant):** identical to the above except HD 10, THAC0 11, and XP 4,000.

**Snow Leopard:** AC 6; MV 15, climb 15, jump 20 (straight up) or 25 (ahead); HD 3+2; THAC0 17; #AT 3; Dmg 1d3/1d3/1d6 (claw/claw/bite); SA if both forepaws hit a target in the same round then both rear claws may rake for 1d4 additional points each, ambush (spring down on prey from above, imposing -3 penalty to target's surprise roll); SD keen senses (only 1-in-10 chance to be surprised); SZ M (4 1/2' long); ML average (8); Int semi- (3) AL N; XP 270.

**Snow Serpent:** AC 5; MV 9; HD 10; hp 50; THAC0 11; #AT 1; Dmg 1d10 (bite); SA constrict for 3d30; SZ G (50' long); ML steady (11); Int animal (1); AL N; XP 4,000.

**Spotted Lion:** AC 5 (forequarters) or 6 (hindquarters); MV 12, leap 30; HD 6+2; THAC0 15; #AT 3; Dmg 1d4/1d4/1d12 (claw/claw/bite); SA if both forepaws hit a target in the same round then both rear claws may rake for 2d4 additional points each; SD keen senses (only 1-in-10 chance to be surprised) SZ L (6 1/2' long); ML elite (13); Int semi- (3); AL N; XP 975.



**Stone Giant:** AC 0; MV 12; HD 14+1d3 hp; THAC0 7; #AT 1; Dmg 2d6 +8 (stone club) or 1d8+8 (unarmed); SA hurl boulders for 3d10 damage (range 300 yards), set avalanches; SD 90% chance to catch thrown boulders, natural camouflage in rocky surroundings; SZ H (18' tall); ML champion (16); Int average (8-10); AL N; XP 7,000.

**Storm Giant:** AC 0; MV 15, swim 15; HD 19 +2-7 hp; THAC0 3; #AT 1 or 2; Dmg 3d10+12 (two-handed sword) or 3d6/3d6 (arrows from composite bow, range 300 yards) or 1d10+12 (unarmed); SA spell-like abilities; SD immune to electricity, spell-like abilities; SZ G (26' tall); ML fanatic (17-18); Int exceptional (16); AL CG; XP 14,000. Special Abilities: at will—*water breathing*; once per day—*lightning bolt* (15d6), *weather summoning*, *control winds*, *call lightning* (three bolts for 15d8 each); twice per day—*control weather*, *levitate* (own weight plus 4,000 pounds).

**Subterranean Lizard:** AC 5; MV 12; HD 6; THAC0 15; #AT 1; Dmg 2d6 (bite); SA attack roll of natural 20 indicates that the lizard has clamped down its jaws for double damage (4d6) plus an automatic 2d6 points per round thereafter; SD can run across walls and ceiling due to suction cup-tipped feet; SZ H (20' long); ML average (8-10); Int non- (0); AL N; XP 650.

**Sylvan Elves:** AC 7 (studded leather); MV 12; HD 1+1; THAC0 19 (18 with bow or sword); #AT 1; Dmg by weapon (sword, spear, or bow); SD 90% resistance to *sleep* and *charm* magic; SZ M (5' tall); ML elite (13); Int high to exceptional (13-16); AL CG/CN/N; XP 420.

**Titan:** AC 0; MV 36; HD 20; THAC0 5; #AT 2 or 1; Dmg 7d6+14/7d6+14 (*maul of the titans*) or 10d6+14 (unarmed); SA spell-like abilities, spells (as 20th-level Wizard or Cleric); SD spell-like abilities, immune to nonmagical weapons, become ethereal twice per day, spells; SZ G (25' tall); ML fanatic (18); Int supra-genius (19); AL CG; XP 21,000. Special Abilities (at will, one at a time and once per round): *advanced illusion*, *alter self*, *animal summoning II*, *bless*, *charm person or mammal*, *commune with nature*, *cure light wounds*, *eyebite*, *fire storm*, *hold person*, *hold monster*, *hold undead*, *invisibility*, *levitate*, *light*, *mirror image*, *pass without trace*, *produce fire*, *protection from evil 10' radius*, *remove fear*, *remove curse*, *shield*, *speak with plants*, *summon insects*, *whispering wind*.

**Troglodyte:** AC 5; MV 12; HD 2; THAC0 19 (16 with troglodyte javelins); #AT 3 or 1; Dmg 1d2/1d2/1d4+1 (claw/claw/bite) or 2d4 (stone axe, troglodyte javelin); SA ambush (chameleon power grants a -4 penalty to opponents' surprise rolls), +3 bonus to hit with troglodyte javelins, stench in melee (opponents must save vs. poison or lose 1d6 points of Strength for 10 rounds); SD infravision (90'); SW speak no language but their own; SZ M (6' tall); ML steady (11); Int low (7); AL CE; XP 120.

**Trolls:** AC 4; MV 12; HD 6+6; THAC0 13; #AT 3; Dmg 1d4+4/1d4+4/1d8+4 (claw/claw/bite); SA severed limbs continue to attack; SD regeneration (3 hp per round, starting 3 rounds after initial injury); SW cannot regenerate acid or fire damage; SZ L (9' tall); ML elite (14); Int low (6); AL CE; XP 1,400.

**Verbeeg:** AC 4 (patchwork armor, shield); MV 18; HD 5+5; THAC0 15; #AT 2; Dmg 1d6+4/1d6+4 (spear, Str bonus); SZ L (9' tall); ML elite (13); Int average (10); AL NE; XP 270.

**Wall of Tentacles:** AC -2; MV 0; HD 10 (each); hp 200; THAC0 11; #AT 20 (tentacles) and 2 (beaks); Dmg 1d20x20 (tentacles) and 1d10 +poison x2 (beaks); SA constriction with tentacles, poisoned beaks (save vs. poison or die); SD immune to nonmagical weaponry, *darkness 20' radius* (casts if attacked with spells or brought below 100 hp); SW *dispel magic* (50 hp damage), *disintegrate* (100 hp damage), *symbol of persuasion* (allows caster and all of the same alignment to pass safely); SZ H (20' wide); ML fearless (20); Int non- (0); AL N; XP 10,000.

**Water Weird:** AC 4; MV 12; HD 3+3; THAC0 15; #AT 0; Dmg 0 (pseudopod); SA attacks as 6-HD creature, drowning (creatures successfully attacked must save vs. paralysis or be pulled into the water; each round thereafter the victim must successfully save or die of drowning); SD minimal damage (1 hp per blow) from piercing or slashing weapons, half-damage from fire (none on a successful save),

disrupted if brought to 0 hp (but reforms in 2 rounds), cannot be seen until reveals itself except by *detect invisibility*; SW intense cold acts as a *slow* spell, killed by *purify water* spell; SZ L (10' long); ML elite (13); AL CE; XP 420.

**Wererat:** AC 6; MV 12; HD 3+1; THAC0 17; #AT 1; Dmg 1d3 (bite) or by weapon (typically shortwords and daggers); SA summon and control 2d6 giant rats; SD shapechange (giant rat form, human form, or ratman form), immune to nonmagical weapons; SW vulnerable to silver weapons; SZ T (2' long) or M; ML steady (11); Int very (11); AL LE; XP 270.

**White Dragon, Mature Adult male:** AC -2; MV 12, fly 40 (C), burrow 6, swim 12; HD 14; hp 100; THAC0 7; #AT 3; Dmg 1d6+7/1d6+7/2d8+7 (claw/claw/bite); SA breath weapon (7d6+7 frost damage), *fear* aura (25 yards, save at +1); SD immune to cold, keen senses (equivalent to *detect invisible* within 70 feet and *clairaudience* within 140 feet); MR 15%; SZ G (32' plus 28' tail); ML champion (15); Int low (6); AL CE; XP 13,000. Special Abilities: *ice walking* (at will), *gust of wind* (thrice per day).

**White Dragon, Adult female:** AC -1; MV 12, fly 40 (C), burrow 6, swim 12; HD 13; hp 92; THAC0 9; #AT 3; Dmg 1d6+6/1d6+6/2d8+6 (claw/claw/bite); SA breath weapon (6d6+6 frost damage); *fear* aura (20 yards, save at +2); SD immune to cold, keen senses (equivalent to *detect invisible* within 60 feet and *clairaudience* within 120 feet); MR 10%; SZ G (28' plus 24' tail); ML champion (15); Int low (6); AL CE; XP 12,000. Special Abilities: *ice walking*.

**White Pudding:** AC 8; MV 9; HD 9; THAC0 11; #AT 1; Dmg 7d4 (digestive acids); SA ambush (50% chance of total surprise), dissolves organic matter in only 2 round, can pursue prey up walls and through cracks as narrow as 1" wide; SD natural camouflage (50% chance of being mistaken for ice or snow), immune to acid, cold, and poison, subdivided into smaller puddings (but not harmed) by *lightning bolts* and blows from weapons; SW digestive acids have no effect on metals, *magic missiles* and fire do normal damage; SZ M (6' diameter); ML fearless (attacks all creatures on sight, never retreats); Int non- (0); AL N; XP 1,400.

**Winter Wolf:** AC 5; MV 18; HD 6; THAC0 15; #AT 1; Dmg 2d4 (bite); SA frost breath (once every 10 rounds, 6d4 damage to all creatures within 10 feet, save vs. breath weapon for half-damage); SD immune to cold; SW fire attacks do an extra point of damage per die; SZ L (12' long); ML elite (13); Int average (9); AL NE; XP 975.

**Woodsmen:** AC 7; MV 12; HD 1d6 hp; THAC0 20; #AT 1; Dmg by weapon (shortsword, spear, bow); SZ M; ML average (8-10); Int average (8-10); AL N; XP 15.

**Wyvern:** AC 3; MV 6, fly 24 (E); HD 7+7; THAC0 13; #AT 2; Dmg 2d8/1d6+poison (bite/stinger) or 1d6/1d6 (talons/talon); SA poison sting (save vs. poison or die, taking 1d6 damage even on successful save), snatch (can swoop down and carry off target on successful talon attack, gaining +4 bonus to hit with bite and sting against captive prey, -2 penalty to opponent's surprise roll to detect dive before wyvern strikes); SZ G (35' long plus 50' wingspan); ML elite (14); AL N(E); XP 1,400.

**Yeti:** AC 6; MV 15; HD 4+4; THAC0 15; #AT 2; Dmg 1d6/1d6 (claw/claw); SA ambush (75% undetectable from more than 30' away), gaze (save vs. paralysis or go rigid with fright for 3 rounds, rigid victim is automatic target for successful claw/claw and squeeze attacks), chill squeeze (on claw attack with roll of natural 20, squeezes opponent and absorbs his or her body heat, inflicting 2d8 damage); SW heat attacks inflict an additional 50% damage; SZ L (8' tall); ML elite (13); Int average (9); AL N; XP 420.

**Zombie:** AC 8; MV 6; HD 2; THAC0 19; #AT 1; Dmg 1d8 (fist); SD immune to *sleep*, *charm*, *hold*, death magic (already dead), cold-based spells, and poisons; SW holy water (2d4 damage per vial), always attacks last in every round, may be turned; SZ M; ML fearless (20); Int non- (0); AL N; XP 65.



# GREYHAWK

ADVENTURE

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