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ANNIHILATE THE GIANTS



AN ADVENTURE FOR CHARACTERS LEVEL 7 - 11

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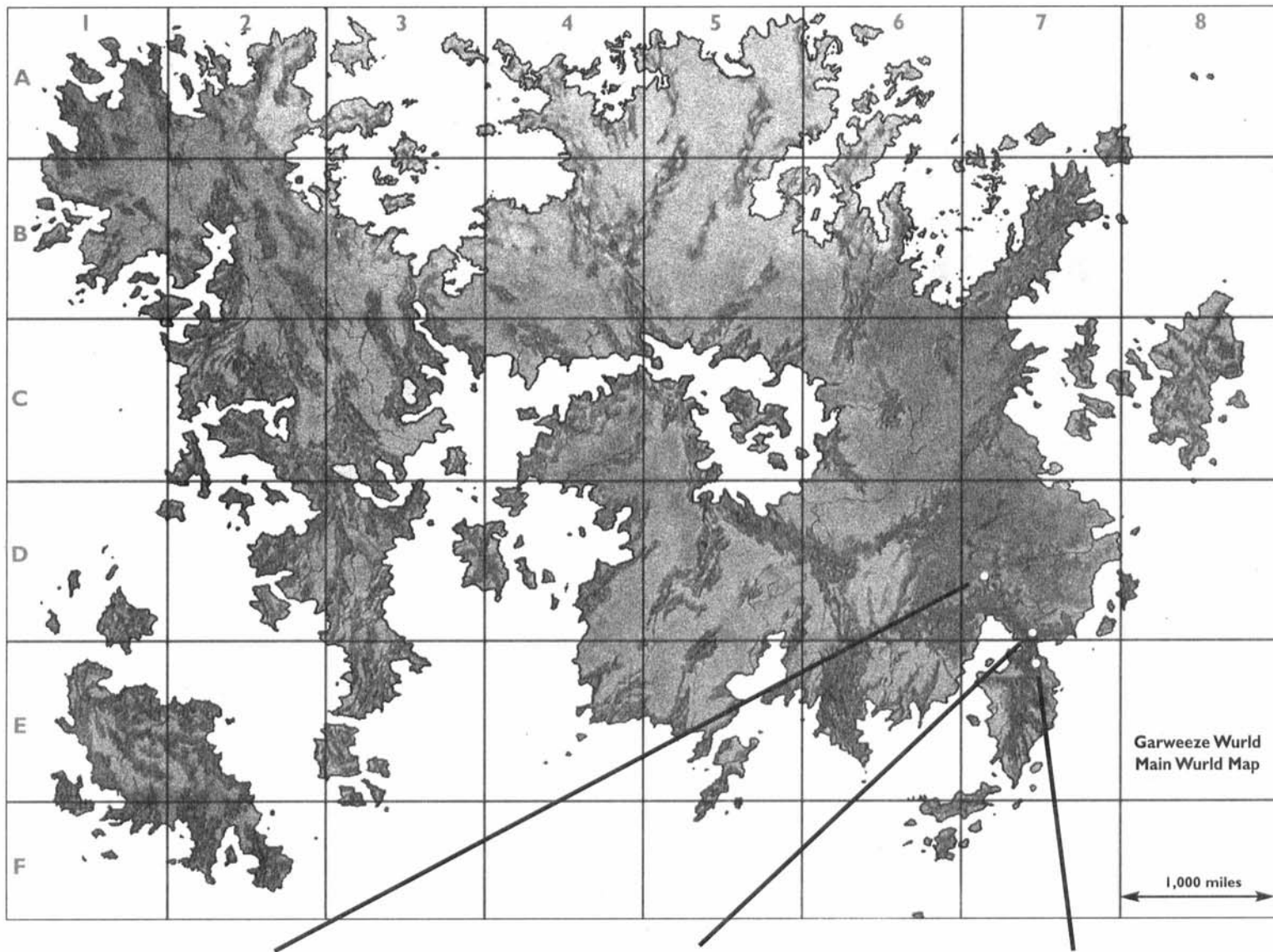


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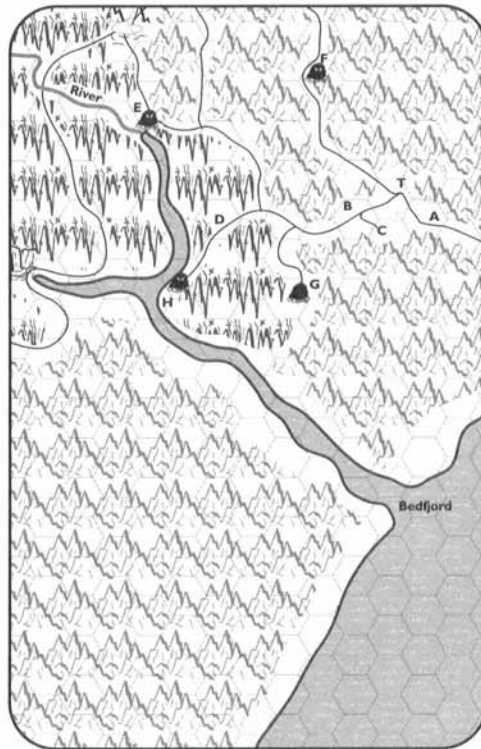
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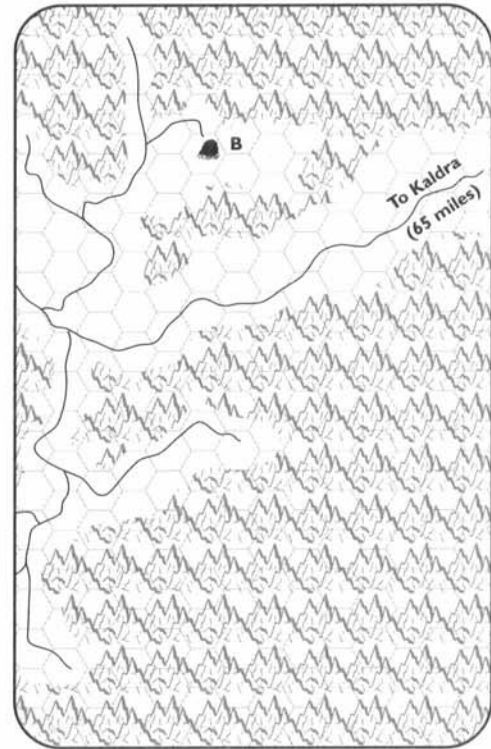
1 = Villa of the Hill Giant Chieftain



2 = The Glacial Cliffs of the Frost Giant Karl



3 = Hall of the Fire Giant Prince





ANNIHILATE THE GIANTS

AN ADVENTURE MODULE FOR CHARACTERS LEVEL 7-11

* GAMEMASTER'S EYES ONLY *

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Annihilate the Giants is based on the

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Hall of the Fire Giant King by Gary Gygax.

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An Adventure Module for GameMasters of HackMaster: The Role-Playing Game 4th Edition

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PUBLISHER'S NOTE:

This is a work of fiction. Names, characters, places and incidents either are the product of the author's imagination or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

Introduction

Prepare yourself my friend, for you are about to embark on a journey into a land where magic and monsters lurk in every darkened corner. This is not a place for the meek spirited or the wuss of heart. The Garweeze Wurld™ campaign setting is a land embroiled in an epic struggle that has raged for countless eons: where the forces of evil war against those of good, where law struggles to keep chaos in check, where adventure and the art of hack are the meat and drink of all who would seek to carve their niche in such a hostile, forbidding and unforgiving environment. This is the realm of the HackMaster™ role-playing game.

A WARNING TO PLAYERS

What the hell do you think you're doing? If you plan to play in this module and participate in the gore and carnage it offers you, then you should damn well STOP reading now. What are you thinking? The information in ALL HackMaster modules is strictly for GameMaster's (GM) Eyes Only! Attempting to glean clues from this module will not only spoil the surprises and excitement of the game but it's unethical. Reading any further will result in harsh penalties and possible banishment from the HackMaster Association (HMA). Be a man (or a woman as the case may be) of honor and put this module down NOW! Then step away. And should you choose to ignore this friendly warning then a hex on thee, you scoundrel — A GM's Curse on your dice!! May they fail you and consign you to an endless cycle of untimely Player Character deaths! May misfortune hound your every step in the game till the end of time.

[Note: In the event you later receive your GM credentials and thereby qualify to possess knowledge contained herein, this curse can be removed by sending a sincere 1,000 word apology along with a photocopy of your HMGMA membership card and a check for \$25.00 processing and handling to the HMA offices. Should the HMA, after reviewing the matter, decide to reject your apology, no refund shall be given and the curse will remain in effect.]

A WARNING TO GAMEMASTERS

Fellow GameMasters, despite the above stern admonishment to players, you know as well as I that player-types love to flock together between adventures and share secrets and information. If many copies of this module are available to the players in your local gaming circle you can bet your lucky tender that some of the secrets of this module have already been leaked. Not to worry, as GM you shall have the last laugh yet. If you suspect that your players are bellying up to the table with information they shouldn't have, you are strongly encouraged to alter sections of these adventures with an eye toward regaining your advantage. Then you can sit back with a smug grin on your face as you watch your players grow wide-eyed with terror and squirm as it slowly dawns on them that you are wise to them.

MODULE OVERVIEW

Players should begin the adventure with characters of about seventh to ninth level. Characters of lower levels had best adventure in large groups (utilizing their sidekicks, protégés and henchmen) while experienced larger parties should be discouraged from dragging along their entourages as playtesting revealed that a party of nine 9th level PCs may not be adequately challenged. Should your players fall into the latter category, you may be well advised to beef up some of the encounters prior to play. A party attempting this adventure should contain several fighter-types, one or more clerics and magic-users and at least one thief.

Certain cities and place names, when mentioned for the first time are followed by a set of brackets containing a series of cryptic looking numbers. For example: Fraduir [D7.14.G06]. These are map coordinates which indicate the place name's precise location on Garweeze Wurld. Refer to page 340 of the HackMaster GameMaster's Guide for details on how they are used.

Throughout this book, encounter areas are listed with a convenient format for the GM. Read aloud text is denoted by the use of a gray box. Creature statistics and other information is included in an abbreviated format including some or all of the following:

DEFINITIONS OF ABBREVIATED TERMS

HF = Hackfactor

EP = Experience Points

Int = Intelligence

AL = Alignment

AC = Armor Class

MV = Movement Rate

HD = Hit Dice

HP = Hit Points

SZ = Size

#AT = Number of Attacks per round

D = Damage

SA = Special Attacks

SD = Special Defenses

Lang. = Languages known

Hon = Honor value (can be a specific number or a general term like average, dishonorable, great Honor or too much Honor.)

ML = Morale value of creature

TOP = Threshold of Pain (see GMG p105). Usually this is half of a creature's full hit points. N/A indicates that the creature has an infinite TOP.

Crit BSL = Critical Hit Base Severity Level (see GMG p110). This is defined in terms of the defender's AC plus or minus an integer.

FF = Fatigue Factor. See page 107 of the GMG. The Fatigue Factor represents how many rounds of exertion it takes before a creature must save versus fatigue. The fatigue save is an ability check against a creature's combined average Constitution and Wisdom scores.

HOB = Hacklopedia of Beasts

GETTING STARTED

To play this adventure, it is necessary to have the Player's Handbook, and the GameMaster's Guide or GameMaster's Shield. You will also find a copy of the Hacklopedia of Beasts useful, as the creatures that appear herein are fully described in that reference work.

Since the adventure presented is quite large, one might think it is unreasonable to demand or even ask that you, the referee, read or skim all the material before beginning play. Well, wouldn't it be nice if an actor could only memorize his lines for the first act instead of the whole play? Look, if you want to hold the prestigious title of GM you need to become familiar with the organization and parts of the module. Look at the various maps and identify when they are needed. Doing this will make it easier for you to quickly find information when you need it. The last thing you want is to become flustered at some strange player question about the adventure. Trust me, if they smell fear, they'll go for the throat.

The Villa of The Hill Giant Chieftain

Background

There are giants of various types (hill, frost and fire) raiding the villages in the southern reaches of the Kingdom of Melet (Garweeze Wurd sector D7.14). The humans of the area need mercenaries to go to the lair of the giants and "bring the noise." The giants are not acting alone. They have been mobilized into an organized raiding force by a greedy drow noble named Eclavrda Eilserves. She ultimately intends to use the treasure and power gained from working with the giants to usurp control of the NetherDeep in preparation for an eventual invasion of the surface world. For more information on her story, see Appendix A: Notable Personalities.

PLAYER'S BACKGROUND

Play begins with the player characters assembled in the presence of the Duke of Fraduir (in the City of Fraduir D7.14.G07) to receive an assignment of the utmost importance. Use any random encounters you wish as the players make their way to Fraduir. When the players are ready, read the following boxed text.

You have been assembled for an audience with the Duke of Fraduir. Wasting no time, as soon as you are all present, he begins to speak. "Giants have been raiding the lands of Garweeze Wurd, causing widespread death and destruction – and great consternation to we noble rulers sworn to protect the life and goods of certain influential members of the populace. Therefore, a party of the bravest and most powerful adventurers was assembled and given the assignment to punish the miscreant giants. Unfortunately they charged too much so you will have to do! You must deliver a sharp check to the giants, or else return and put your heads upon the block for the headsman's axe (or at the very least 18 months in a medium security "re-education" facility). This charge is not as harsh as it may seem, for you all will be fully equipped with all standard items needed for both wilderness and dungeon exploration; and each of you will likewise be given the finest horse available. Note, however, that these are only 'loaners' and you bear the entire risk of loss or damage to the rented equipment or mounts. Guides are available to escort you to the great fortress of the Hill Giant chieftain. This chief, one Ivar, is a huge and thoroughly despicable creature, sly and vicious, loving ambush and backstabbing.

Furthermore, I caution you to expect a secret force, some motivational guru behind this unusual banding of different races of giants. More surprises might be in store... Finally, you may keep any and all loot from the giants that you chance upon, this to be your reward for the perils you are to face – that and your continued freedom... You are to follow any clues discovered if such point towards the sinister hand suspected of guiding the rising, but report back at once if you should determine exactly the reason or force behind the alliance of evil. After all, some dark relic might be at hand... or it might not. Who knows. Regardless, there's plenty of giants to hack and treasure to loot. Lots of it. Annihilate them all if you must. One way or another, the raids have got to stop.

Now I command you good sirs, in the name of Honor, gather your supplies and travel to a small village named Morton's Grove some 22 miles south of here. There you must meet up with a servant of the Meletian Kingdom, one Torwald Ookvie. He will guide you where you need to go.

Duke Fraduir will be very impatient to get the PCs going on their mission. He will quickly brush off any questions they might have as being unimportant to the mission and use the threat of incarceration or worse to get the PCs moving along. When the PCs do head south for the mission (there is a dirt road), roll for whatever random encounters you choose to throw at them. When they arrive at Morton's Grove read the following.

You travel south on the dirt track as the Duke commanded and eventually come to a partially ruined village. Boulders lie amidst shattered wooden walls of ruined buildings. There, amidst the rubble left by a recent giant raid, you meet up with Torwald Ookvie, a ranger in the service of the Meletian Kingdom. After a night's rest in the hastily repaired inn, you set out on a two-day trek through rugged terrain covered in dry scrubby underbrush. As dusk descends on the second day, you reach a cave whose entrance is cleverly camouflaged by a briar patch. Waiting just outside is an elven fighter named Alajo who seems to know your guide. The two confer briefly.

Torwald tells you to take a break for a few hours since there seems to be an unusually high level of activity at the site. "We'll give 'em a few hours to simmer down and reassess the situation." Alajo silently moves forward to reconnoiter the objective.

About 1 A.M. the elf scout returns. "Rise and shine gentlemen. It's time to go." They lead you along a tortuous path. Just before a steep rise, the scouts signal a halt. Alajo scampers up the track while Torwald turns to you and says, "The Giants' villa is just on the other side of this hill. This will be the rally point. After you reduce the target, link back up with us here and we'll guide you back to the staging area. What are your questions?"

Torwald will do his best to address any concerns the party may have. The scouts will not accompany them onto the target as this violates protocol. After the PCs have had an opportunity to ask questions, read the following.

Alajo returns. "Looks like you guys have got a clean approach. I didn't see anyone up in the watchtower. Sounds like there's some sort of bash going on and apparently their guard is down." Torwald then speaks, "C'mon guys, let's move out." They take you over the hill to the edge of a clearing. There you see an enormous stone villa flanked by a palisaded courtyard. "Make a beeline for those doors," says Torwald as he motions toward two great doors on the east wall of the villa. "that's the quickest way in. But be careful 'cuz there's usually a guard or two around. Good luck guys."

It's now 2 A.M. There are no windows visible and no giants - or any other creatures - can be seen about the place, although occasional bursts of shouting and laughter can be heard faintly from within. The time has come to see what is afoot!

NOTES FOR THE GAMEMASTER

There is considerable information contained herein that is descriptive and informative with respect to what the players see and do. Note that this does not mean that you, as GameMaster, may abdicate your hallowed role and become a mere script reader. You must supply considerable amounts of additional material. You will have to make up certain details of areas. There will be actions that are not allowed for here, and you will have to judge whether or not you will permit them. Finally, you can amend and alter monsters and treasures as you see fit, hopefully within the parameters of this module, and with an eye towards the whole, but certainly to thwart your particular players should they threaten to run amok. Morale should not be a factor in most giant actions.

The giants will organize traps, ambushes, and last ditch defenses against continuing forays into their stronghold. You must work up such cases and plans according to existing circumstances, but assuming adequate military training having been given to the giants. As a starting point, subsequent incursions will see the giants armoring and arming themselves with whatever they can salvage from the Armory (area 3) or from fallen comrades. Alert guards will be posted and intoxication will no longer be an issue. If given an uninterrupted week, the orc rebellion will be quashed (and all rebels slain) thereby freeing up the bugbear guards to serve as additional reinforcements. All of this will require diligent preparation on your part.

If the party decides to retire between forays against the Villa, they may be assured of relative safety at the well-camouflaged staging area established by the Meletian scouts - provided they follow orders and heed the advice of these troopers. There are sufficient supplies there for several weeks' stay. Each time they return to this staging area they may receive experience points, if any, accruing to them from the previous adventure. Magic-users must have brought along traveling spellbooks if they wish to relearn spells. Note that the scouts will strongly discourage the use of such items as a portable forge both for safety reasons (see notes below on attempting to set the Giants' compound alight) and the risk of discovery such noise would entail. Should the players obstinately persist in setting up a repair shop for their battered armor, you have the option of either ambushing them with a patrol formed from selected Giants and their lackeys or, if they've really irritated you, ruling that they started a forest fire (see below for the horrific consequences.)

Finally, be certain to keep track of the fate of important giants and their allies or captives. The former will generally flee to the next higher-ranking stronghold, and the latter will be available for assistance to some parties. This assumes survival, of course, as well as opportunity. Some provision for movement of surviving giants is shown in the subsequent adventures but you will have to modify or augment these groups according to the outcome of previous adventuring by your players. This principle will also hold true with regard to any additional scenarios that you use if they concern any of the creatures connected with this series. Such continuity of encounters will certainly tend to make the adventures of the party more meaningful and exciting.

Upper Works:

The map shows the huge stronghold of the local clan of Hill Giants. All outer walls are of fieldstone of at least 10 feet thickness. Inner walls dividing rooms and the like are about 2 feet thick, and doors are great iron-bound log affairs of one foot thickness - single doors being approximately 7 feet wide and 18 feet high. All inside floors are of stone. Ceiling height varies from about 20 feet at the edges to 40 feet at the center, and there are great blackened rafters above that hold up the red tile roof. The Villa is in a gorgeous Mediterranean scrub climate that, unfortunately, has seen precious little rain over the past two years. All wood in the place is very dry and quite flammable. Even normal fire will automatically set the wooden palisade and out-

Table G1: Hill Giant's Bag Contents

Dice Roll	Item In Bag Or Other Container
1-3	old axe blade for use as hand chopper
4-17	boulders, small (1-4)
18-19	bowl and spoon, tin or pewter, battered
20-21	brass items, various and sundry, bent
22-23	caltrops, iron, large (1-6)
24-25	cheese, hard, slightly moldy and stinky
26-30	cloak, shabby, wool or hide
31-32	comb and hairpins, bone
33-40	cooking pot, iron
41-43	horn, drinking
44-47	knife, skinning
48-53	linens, various, soiled, patched
54-60	meat, haunch of
61-64	money, copper (100-400 pieces)
65-67	money, silver (20-80 pieces)
68-69	money, gold (10-40 pieces)
70-76	pelt, fur, worthless and mangy
77-83	rope, 10-120-foot long coil, very strong
84-85	salt, small bag or box of
86-90	sandals, old
91-98	skin, water or wine, full
99-100	teeth or tusks, animal, no ivory value (1-8)

It is suggested that no item be duplicated until the entire list has been exhausted; roll again if any given roll indicates a duplicate item.

building afire. The main building, however, will resist such attempts due to its stone construction and tile roof. If the party should manage to set portions of the compound aflame, they will start a forest fire of epic proportions. The entire countryside will go up like a torch as the dry underbrush catches fire. Sadly, barring something on the order of a Teleport spell, there will be no escape for the PCs should this occur. It is suggested that you collect their character record sheets and light each one on fire as a little demonstration of their fate.

Chances to open all doors are halved due to their great size and weight. Doors will stay open if left that way. Fireplaces are indicated, but the locations of cressets and braziers are not. Location 26, is an open stockaded yard, while rooms 27.-30, make up an outbuilding that is connected to the main lodge by a huge palisade of tree trunks 3 feet in diameter and 30 feet tall.

Giant's Bag Contents:

There will be numerous occasions when the party will search bags and chests. The contents of these containers may be determined randomly by using the table above. The number of items in the bag or other container is simply determined by rolling five four-sided dice (5d4) to obtain a random number of items between 5 and 20. A roll for each item is then made on Table G1: Hill Giant's Bag Contents.

Key to the Upper Level

WANDERING MONSTERS:

Note: Use the stats from the area mentioned for creatures indicated as originating from that area.

Encounters occur 1 in 8 ("1" on d8). Check each turn. Roll a d10 to determine encounter:

1. 5-12 harried Orc servants rushing to get more snacks for the festivities in the Great Hall or simply shirking their duties.

Orc, highland (1d8+4) (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 10 (unarmored), MV 12", HD 1+1, hp 30 each, SZ M, #AT 1, D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB), SA

Nil, SD Nil, Lang: common, giant, orcish, Hon: Average, ML 11, TOP 15, Crit BSL: Def AC -1, FF 4, Reference HoB 6 p 37)

2. 2 lame Hill Giants from 22 going to sleep
3. 3 nervous Ogres from 22 going to get one of the guards
4. 1 Hill Giant from 22 going to the outhouse
5. 1-4 Hill Giants heading for 21 from 22
6. 1 Mist Giant from 22 out for a stroll
7. 1 Flat-footed High Ogre from 22 heading for front gate
8. The giantess coming from 22 to get her cave bear
9. 1 Hill Giant with 1-4 Dire Wolves on patrol

Hill Giant (1) (HF 14, EP 3,000, Int 6 (Low), AL CE, AC 1 (giant chain mail), MV 12", HD 12 +1, hp 75, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge club + Strength), SA hurling rocks 3-30, SD catch large missiles 30%, Lang: common, hill giant, Hon: Average, ML 14, TOP 37, Crit BSL: Def AC +13, FF 7, Reference HoB 3 p 58)

Dire Wolves (1d4) (HF 1, EP 120 each, AL N, AC 6, MV 18", HD 3 +3, hp 42 each, SZ M, #AT 1, D 2d4, SA Nil, SD Nil, Hon: ave, ML 11, TOP 21 each, Crit BSL: Def AC +3; FF 8, Reference HOB 8 p 90).

10. 2-8 young giants from 5. going to raid the pantry at 19.

Young Giants [as Giant, Verbeeg] (2d4) (HF 6, EP 650 each, AL CE, AC 6 (unarmored), MV 12", HD 5+5, hp 49, SZ M, #AT 1, D 1d6 (clubs), SA +3 to-hit & +6 damage due to Strength, SD none, Lang: hill giant, Hon: ave, ML 14, TOP 24, Crit BSL: Def AC+13 [+8]; FF 7, Reference HOB 3 p 65).

ENCOUNTER AREAS:

I. ENTRY AND CLOAK ROOM

The enormous wooden door creaks open to reveal a huge foyer. The place is dimly lit by sputtering torches placed in sconces twenty feet off the ground. The place is bare, but there are many pegs along the walls, and various items of giant outerwear (cap, cloaks, etc.) and bags hang from them. (Use random bag contents for any opened.) On the ground before you lie two snoring Hill Giants. Several enormous pewter tankards litter the sticky floor and the distinct smell of beer is evident.

Hill Giants, wasted (2) (HF 14, EP 3000 each, AL CE, AC 4 (hide armor), MV 8", HD 12+1, hp 80, 81, SZ H, #AT 1, D 2d8 (huge long swords), SA -2 to-hit/+7 damage due to strength and wasted level of intoxication, SD none, Lang: hill giant, Hon: ave, ML 17, TOP 40, Crit BSL: Def AC+8; FF 7, Reference HOB 3 p 58).

Unless attacked and slain immediately, any molestation will enable one of these fellows to wake up and shout an alert to the other guard at 2. If attacked, consult Table 8W: Assassination Success (GMG p. 102) for the chance of slaying them outright.

2. WATCHTOWER

Steps lead up to the watch tower. Another Hill Giant guard is dozing on a pile of mangy hides. Several enormous tankards

are placed on the ledge on the tower. An iron hoop and straight bar hangs on ropes from a rafter above. Two huge heavy crossbows are lying haphazardly on the ground while on the northern wall is placed a case containing dozens of huge quarrels.

Hill Giant, wasted (1) (HF 14, EP 3000, AL CE, AC 4 (hide armor), MV 8", HD 12+1, hp 71, SZ H, #AT 1 D 2d8 (huge long sword), SA -2 to-hit/+7 damage due to strength and wasted level of intoxication, SD none, Lang: hill giant, Hon: ave, ML 17, TOP 40, Crit BSL: Def AC+8; FF 7, Reference HOB 3 p 58).

The hoop and iron bar will alert the place if struck together. The giant wears a belt with a gem-set gold buckle. The 6 gems are worth 100 gp each. The gold in the buckle is worth 100 gp, but as a piece of jewelry, the item has a value of 1,400 gp.

3. ARMORY

An arsenal of enormous weaponry is neatly arrayed within this chamber. On the far (north) wall are two parallel weapons racks containing an array of oversized melee instruments. On the west wall are stacked a score of what appear to be body shields. Also on this wall as well as the south wall are hung many suits of enormous body armor, most of which look like hide armor but several suits of chainmail can also be seen.

A shelf fifteen feet off the floor holds a score of gigantic helmets. On the eastern wall are hung four extremely large crossbows nearly the size of small siege weapons. What can only be surmised to be cases for equally large quarrels also hang from this wall.

The weapons rack contains 34 huge spears, 21 huge clubs, 4 huge long swords, 2 huge footman's maces, 15 huge battle axes and 21 huge javelins. The shields number 26 in all. Behind the 7th one checked will be found a (normal-sized) **war hammer** +2. One other hammer is out of sight in a corner (behind a suit of gigantic chain mail), and it is seen by close inspection. This weapon has a **Magic Mouth** spell placed on it to speak to a dwarf: "Short people got no reason to live. They got little hands, little eyes. They walk around tellin' great big lies.", so until it has spoken it will radiate magic very strongly. There is a total of 17 suits of gigantic hide armor and 8 similarly sized suits of chainmail. 30 gigantic helmets rest on the shelf and four huge light crossbows hang from the eastern wall. Each quarrel case contains 20 bolts sized for these weapons.

Specifications on these weapons and armor are listed in Tables E1-E5 in the appendix. Should the players be forced to retreat, a second foray into the villa will find the Hill Giants armed with whatever weaponry and armor they can salvage from this room.

4. BARRACKS

Ten huge beds are lined up against the west wall each with a large black wooden chest at the foot. Several of the lids are open revealing a jumble of clothing and personal items. None of the beds is made. Thunderous snoring can be heard from two of the beds.

The two soundly sleeping giants had too much to drink and went back to their barracks to crash. They will not awaken unless attacked or if the party makes a needless amount of noise. If attacked, consult Table 8W: Assassination Success (GMG p. 102) for the chance of slaying them outright. If not slain, they defend themselves by punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB).

No treasure is in the room, save a small pouch in the first chest searched, which will contain 110 pp. Consult Table G1: Giant's Bag Contents if the PCs insist on rummaging through all of the chests.

Hill Giants, wasted (2) (HF 14, EP 3,000 each, AL CE, AC 4 (hide armor), MV 8", HD 12+1, hp 63, 68, SZ H, #AT 1, D 2d8 (huge long swords), SA -2 to-hit/+7 damage due to Strength and wasted level of intoxication, SD none, Lang: hill giant, Hon: ave, ML 17, TOP 31, 34, Crit BSL: Def AC+8; FF 7, Reference HOB 3 p 58).

5. PLAYROOM

If the PCs listen at this door read the following.

Beefy smacks, shouts, laughter, etc. are easily heard by anyone listening at this door.

On entering the room, read:

This room is a complete shambles. Numerous human-sized pieces of furniture lie toppled and scattered throughout the chamber. Several bowls of porridge lie at the base of the eastern wall, their former contents dripping down the wall in a gooey mess. A dozen children, albeit brawny and six foot tall ones, are beating the crap out of one another in the middle of the room.

12 young giants, having been neglected by their care-givers (who are currently at area 13 looking to get some from the giant warrior they are fawning over), are doing what comes naturally to them – namely breaking things and fighting. Upon seeing the PCs, they will charge and attempt to beat them up. Each wields a club.

Young Giants [as Giant, Verbeeg] (12) (HF 6, EP 650 each, AL CE, AC 6 (unarmored), MV 12", HD 5+5, hp 49 each, SZ M, #AT 1, D 1d6 (clubs), SA +3 to-hit & +6 damage due to Strength, SD none, Lang: hill giant, Hon: ave, ML 14, TOP 24 each, Crit BSL: Def AC+13 [+8]; FF 7, Reference HOB 3 p 65).

There is no treasure, but by wearing the young giants' garb, with suitable padding, the party could pass as the youngsters to any intoxicated giant and any others if not seen closer than 20 feet.

6. SUB-CHIEF'S ROOM

This room, obviously quarters for someone of higher rank, is unusual in that it is kept in a relatively orderly state. On the north wall stands a 25 foot tall wardrobe in front of which are placed two highly polished pairs of gigantic black boots. Just beside it a ballista-sized crossbow hangs on the wall. Beneath the weapon is an enormous chest. The eastern wall is adorned with the rack of a giant elk that has been mounted on a body shield. On the south wall sits a desk though its surface is too

high to view the contents. Before it is a wooden chair which is neatly pushed in. A 25-foot long bed rests against the west wall - conspicuous in the manner in which its bedclothes have been messily piled atop it.

Under the bedclothes is a sleeping giantess who will awaken on a 1 in 4 or if a loud noise occurs in the room. She is both wasted and naked - having recently, ummm, performed for the sub-chief. (The sub-chief, of course, returned to the party in the great hall to be greeted with high-fives from his subordinates.)

The wardrobe contains a hill-giant sized suit of chain mail (in well-maintained condition) and several sets of buckskin garments. A giant great helm sits on the base of the wardrobe. The chest contains 40 huge quarrels in two separate cases, 980 cp, 320 sp, 1,500 gp, a beaten silver comb set with four 50 gp gems (value 300 gp), a copper mirror (200 gp), and a large gold hairpin with a 500 gp pearl (800 gp value). The sub-chief likes to use the hairpin as a prize to lure giantesses into his chambers but has yet to give it away. The 'ballista' hanging on the wall is a huge heavy crossbow. On the desk are a number of documents. If deciphered (for they are written in the language of the Hill Giants), they will seem to be a duty roster and an operations order for an attack. The operations order has a number of notes written in the margins in human-sized script (but still in the hill giant language). Characters with either the Military: Operations or Military: Small Unit Tactics skills will observe that the notes are very insightful and contributed significantly to the document.

Hill Giantess (1) (HF 14, EP 3000, AL CE, AC 6 (unarmored), MV 12" [8"], HD 12+1, hp 67 [70], SZ H, #AT 1, D special, SA +3 [-2] to-hit & +6 damage due to Strength, SD none, Lang: hill giant, Hon: ave, ML 14 [17], TOP 33, Crit BSL: Def AC+13 [+8]; FF 7, Reference HOB 3 p 58).

If awoken, she is wasted (see GMG p. 170). Bracketed stats reflect this. She will not initiate combat but if attacked will defend herself by punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB).

If bribed with the hairpin, she will tell all she knows (which is the complete layout of the upper lair including all creatures). She will not agree to lead the party anywhere instead preferring to grab some clothes and flee for her life.

7. MAIN GUEST CHAMBER

There are 6 beds, 4 chairs, 4 stools, 7 chests, and two tables in this room. Various skins and hides cover the floors, several hang on the walls, and there are giant garments on several pegs. A twenty foot long fishing pole rests in the northwest corner. One smoky torch burns at the western end of the room in a wall sconce; at the other end is an unlit torch.

The Mist Giant and the Flat-foot Ogre (now at 22.) are lodged here. Nothing readily seen is of any particular value. The contents of all chests and the four bags tucked under the beds are also mundane.

The unlit torch is actually a human-sized **Footman's Mace +2**, **Giant Slayer** covered by a **Perpetual Illusion** which will be dispelled upon grasping it. This weapon is intelligent with 14 Intelligence, 8 ego, and speaks hill, stone, and frost giant languages in addition to the common tongue and the language of neutral good (which is the alignment of the weapon). It detects evil in a ten-foot radius, but the mace has no other powers.

8. CHIEF'S SMOKING LOUNGE

This room is hung with rugs and skins and there are hides on the floor. The air is foul with the odor of stale cigars. A large octahedral shaped table is in the center of the room around which are placed five chairs. A sideboard against the west wall has three kegs and a large, half-full glass bottle sitting atop it. A thick chain is set into one wall.

The chief uses this room to stage card games and other manly entertainment since he will never hear the end of it from his wife if he uses the formal dining room. Two of the kegs are empty while the third contains about 5 gallons of common ale (now flat). The glass bottle holds Bitter-Korn whiskey (about 200 human-sized drinks remain). Inside the sideboard are 11 pewter tankards, 5 human-sized glasses (employed as shot glasses by the giants), three decks of playing cards, poker chips and several sets of dice. The place is relatively tidy since the maids were here this morning.

None of these items is of any particular value. The chain is for his cave bear which he likes to keep around despite (or perhaps because of) the fact that it scares the crap out of many of the giants.

9. FORMAL DINING ROOM

Numerous interesting things fill this hall. In the center of the room is a 50 foot long, highly polished oak table. Around it sit 12 chairs also constructed of oak and in front of each is a table setting of highly polished silver. An enormous fireplace dominates the north wall. On its mantle rest five ornamental tankards, two painted statues of an elderly troll couple and a pair of silver candlesticks. Astride the fireplace are mounted several trophies. On the right is the greenish, scaly hide of a huge winged reptile. On the left is a gleaming suit of human-sized full plate armor, 3 heavy lances and - mounted on a body shield - the white head of a heavy war horse. On the south wall hang eight shields bearing various heraldic devices.

The shields bear devices of various dwarven and gnome titan clans. An average Heraldry skill check will reveal this to anyone who is interested in such information.

The chief's wife keeps this room in pristine condition and it is strictly "off-limits". It is her hope to advance her social standing by impressing other giant chieftains' wives with her skills as a hostess. Unfortunately Ivar only seems to invite over crass thugs (another point of marital contention between the two).

The table settings (each comprising a plate the size of a medium shield, knife, fork, spoon and goblet) are worth 7,500 gp as a complete set though if broken up they will net only half as much. The tankards are pewter and worth 100 gp each if sold to a bar owner (50 gp otherwise). The troll statues are each 3 feet tall, carved from wood and of remarkable craftsmanship. They are highly collectible and worth 500 gp each (1200 for the pair is sold together). Each silver candlestick is valued at 150 gp.

The suit of full plate armor appears shiny and new. If examined by anyone with the armor maintenance skill, it will be seen to be serviceable though it has sustained some battle damage (27 hp worth) which has only been cosmetically repaired. Any paladin will immediately know that the horse's head was formerly attached to a paladin's warhorse.

One of the shields is a medium shield of missile attraction -1. The unfortunate dwarven officer who carried it into battle was subjected to a long range volley of hurled rocks and died where he stood. The sight of this deadly fusil-

lade broke his troops' morale leading to a rout. The chief is unaware of its properties or the role it played in the giants' victory that day.

10. CHAMBER OF THE CHIEF'S WIFE

This boudoir is obviously that of a noblewoman for the bed on the north wall is has a quilt cover woven of chintz and the small table beside is draped in a white lace doily. A large stuffed chair is placed in the southwest corner. A wardrobe flanked by two enormous chests rests against the east wall and the floor is covered in a huge 20 foot by 30 foot woolen rug of seemingly fine construction. From beneath the bed a cave bear lumbers forth to attack!

The chief and his wife have not been on good terms for years (due to his heavy drinking) and sleep in separate rooms. She is very protective of her finery and thus keeps her pet cave bear as a guard to prevent any of the clan's women from poking around in her chambers. It also serves to warn her of the approach of her husband. It cannot be surprised and immediately attacks any intruder, having smelled them at the door.

The wardrobe and chests contain only clothing, as she wears her jewelry, but hidden under the mattress is a leather pouch with 29 gems in it: 1 5,000 gp, 3 1,000 gp, 4 500 gp, 8 100 gp, 5 50 gp, and 8 10 gp value. None of the other items is of any particular value save the doily (worth 75 gp) and the rug. Undamaged it could fetch 800 gp. However, if it is covered in blood - likely the case if the cave bear is butchered atop it - it will become valueless.

Cave Bear (1) (HF 2, EP 650, AL N, AC 6, MV 12", HD 6+6, hp 62, SZ H, #AT 3, D d8, d8, 2d6, SA hug, SD none, Hon: ave, ML 9, TOP 31, Crit BSL: Def AC+5; FF 12, Reference HOB 1 p 56).

11. ANTECHAMBER

A gruesome collection of trophies hangs on the wall of this chamber including several desicated gnome titan corpses. Several appropriately sized pieces of battered armor and shields are tastelessly arranged around the poor fellows. Several harpies hover in the air as if to rush toward you.

This is the location of the better [his wife would say tackier] trophies of the chief. The harpies are stuffed and pose no danger. There are also four huge but ratty fur capes whose smell reveals that they have yet to be touched by soap. Although there is no real value to most of the items herein, there are two carefully concealed **Boomeranging Javelins of Lightning**. These, along with three javelins of the normal variety, are 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 leaning against the wall in front of it.

12. CHIEF'S BEDROOM

This room is appointed in typical bachelor fashion. An unmade bed rests against the west wall and half full drinking vessels cover a table next to the bed. Clothes are strewn about the floor, apparently where the occupant discarded them before going to sleep. A closed wardrobe flanked by two open chests rests against the south wall.

This is Chief Ivar's bedroom. He is seldom here except to sleep. Careful examination of the floor will reveal that there are scratches on the floor where the bed has repeatedly been moved aside. This is a clue to the fact that the bed blocks the secret door on the west wall which leads down into the Chief's treasure room.

The bed itself is full of breadcrumbs (the chief being a late-night snacker). The wardrobe contains a gigantic suit of chainmail, two huge longswords and a shuttered hooded lantern. This lantern has a **Continual Light** spell cast upon it which is not immediately evident because the shutters are closed. Ivar uses this lantern when going down into his treasure room because not only does it provide illumination but it also renders dormant the Yellow Mold which has grown over that chamber.

The chests are full of unwashed clothes rudely packed away. Beneath these clothes are a sack of 257 pp and a pair of loaded dice. These dice are not blatantly rigged, as the chief's gaming buddies have gotten wise to that scam. They are merely skewed to yield results not predicted by the law of averages but nonetheless close enough not to raise undue suspicions!

13. 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. Six scantily clad female giants are clustered around a surprisingly well-kempt male. He appears extremely annoyed at your intrusion and draws a very large sword.

The giant warrior is preening for his adoring harem and will immediately engage in melee in order to impress them. He will not raise a cry for help unless brought to 50% or less of his hit point strength. On the round this happens, he will raise help by shouting with a 60% chance each round of being heard (consult the wandering monster table in this instance).

The 6 giantess maids are noncombatant forty-somethings [teenagers in human terms]. If threatened they will pout and possibly cry but will not fight back.

Hill Giant Warrior (HF 14, EP 3,000, Int 6 (Low), AL CE, AC 1 (giant chain mail), MV 12", HD 12 +1, hp 86, SZ H, #AT 1 (+3 to-hit for Strength), D 2d6-2/2d10/6d6 +7 (huge two-handed sword + Strength), SA hurling rocks 3-30, SD catch large missiles 30%, Lang: common, giant, Hon: Average, ML 14, TOP 43, Crit BSL: Def AC +13, FF 7, Reference HoB 3 p 58)

14. MAIDS' CHAMBER

Eleven beds are arrayed in this room, six on the north wall and five on the south. Four giantesses are bickering amongst each other. Upon seeing you, they turn to attack led by a vicious old crone.

Four giantesses are in this room, and there are the usual furnishings about the place. Only the nasty old matron (the strongest of the 4) is inclined to fight, but she dominates the others. If the matron is slain the 3 others will not fight, and will even co-operate with the party by describing rooms 8, 11, and 16. (the chief's sanctums) and telling how to get there safely if they are allowed to have the matron's hoard of treasure. In an iron chest under the matron's bed are 3 gem studded gold bracelets worth 9,655 gp, 4,514 gp and 12,044 gp respectively (bracelets #1 & #3 having exceptional stones) plus 3,030 gp and 4 potions (a **Potion of Extra-Healing**, a **Potion of Hill Giant**

Control, a **Potion of Healing**, and a **Potion of Poison** [Class J]). Note that the maids do not particularly want the potions.

Hill Giantesses (4) (HF 14, EP 3,000 each, Int 6 (Low), AL CE, AC 4 (hide), MV 12", HD 12 +1, hp 64, 65 x2, 68, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge club + Strength), SA hurling rocks 2-16, SD catch large missiles 30%, Lang: common, giant, Hon: Average, ML 14, TOP 32 x3, 34, Crit BSL: Def AC +13, FF 7, Reference HoB 3 p 58)

15. STOREROOM

Passing through the concealed door you enter a room in which an enormous pile of logs is stacked. All have been split and are obviously dried out.

Six scroll tubes are concealed within the pile of firewood. They are all constructed from a pitted black metal alloy sealed and marked with a pair of bars (two parallel rectangles). All are written in giantish [albeit it in a large human-sized script]. The first three are on vellum letterhead emblazoned with the name and logo of Bullion Partners, LLC, and signed "Eclavdra". The fourth tube contains a detailed map of the upper works. [See Player Aid #1]. This map is drawn with blue ink and bears a large red stamp stating (in drow elven) 'Released: 10 May 168'. Adventurers who carefully compare this to a map that they have made of the upper works will note several discrepancies between the two.

TRAP: The fifth and sixth tubes each contain gibberish concealing **Explosive Runes**. MUs examining the latter two tubes have a 5% chance/level of detecting the runes (and thus the option to forgo detonation) while thieves have but a 5% chance. Failing detection, the runes explode for 6d4+6 points of damage – the reader receiving no save but others within the 10-foot radius blast may save for half.

The GM should randomly determine the contents of any particular scroll tube opened.

Memo #1: [dated 6 months ago if PCs are familiar with the giantish calendar] ...Ivar, I'm still waiting for your quarterly status update. Please advise as to progress. Your contribution is vital for the success of the team as a whole. Otherwise, keep up the good work.

Memo #2: [dated 4 months ago if PCs are familiar with the giantish calendar] ...am worried at lack of communication. I'm concerned for your safety...will be sending a consultant to assist you in reporting duties as well as to determine if additional material support is required...

Memo #3: [dated 2 months ago if PCs are familiar with the giantish calendar] ...please advise whereabouts of Mr. Noquar. Headquarters troubled about lack of communication and missing consultant...please respond ASAP!

16. CONFERENCE ROOM

This room contains a long table, a great chair, a lesser chair, and 8 stools. There are several shelves, a smaller table and chair, and some miscellaneous items (a mug, some paper scraps, an old knife, a rock paperweight, etc.). There are hides on the walls and floor. A rough skin map depicting the area hangs on the wall opposite the fireplace.

This room is also used for the council meetings of the chief. The concealed door to 15. is an ordinary door hidden behind a Manticroe hide hung on the wall. The rough skin map of the area shows past and planned raids.

17. OGRE QUARTERS

There are four Ogres here playing craps and drinking from a half barrel of beer. A couple of dozen heaps of blankets scattered throughout the room apparently serve as beds. Against the far wall sits a great iron-bound chest. At your approach they pick up oversized clubs and advance menacingly.

The Hill Giants employ Ogres for scouts, messengers, servants, and the like, for although the Ogres are untrustworthy flunkies as well as lazy, they do work cheap. Really cheap. They're also easy to bully – a definite advantage in an employee.

The balance of the Ogres are in either the great hall or on KP duty. These lazy bastards skipped out on their work to have a little bit of fun and are fairly alert so as not to get caught. Though they've been drinking, only one is more than buzzed for fear of being taken advantage of by their peers. The fifth Ogre is passed out and lying beneath a pile of blankets. He is bare-chested and numerous derisive comments (in ogre) have been scrawled on his chest in charcoal. If examined, the half barrel is stamped "SD". The beer is both flat and warm.

Amidst the itchy woolen blankets on which they sleep (there are 22 such heaps) is hidden a leather sack (heap 15) containing a **Potion of Storm Giant Strength** and a **Potion of Delusionary Extra-Healing**. Locked in a great iron chest with the key held by the strongest Ogre (now at 22) are 955 sp, 705 gp, and 79 pp. The strongest Ogre in the room wears a 1,000 gp gem on a thong around his neck. The creatures have 381 cp as stakes for which they are playing. Noise from this place will attract no attention whatsoever.

Surprisingly, the dice are statistically random though all but the strongest Ogre here would dispute that.

Ogre, Low, Common (4) (HF 2, EP 270 each, Int 8 (Low), AL CE, AC 5, MV 9", HD 4 +1, hp 41 each, SZ L, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge club + Strength), SA Nil, SD Nil, Lang: common, giant, ogre, Hon: Average, ML 11, TOP 20, Crit BSL: Def AC +5, FF 4, Reference HoB 6 p 23)

18. KITCHEN WORKROOM

There are three tables, a long counter, stools, benches, and kitchen gear about. There are numerous sacks, boxes, and barrels containing flour, dried meat, dried fruit, honey, etc. Various cheeses, smoked meats, and sausages hang from the rafters. There are several casks and tuns of ale, beer, mead, and wine. Loaves of bread are stacked on one table.

This is also a ready storage area and eating place for servants.

19. PANTRY

This appears to be a pantry for numerous barrels are haphazardly stored herein. The organization of said barrels leaves much to be desired. Though human-sized creatures may move freely through the chamber, one doubts that a giant-sized creature would be able to do so. On the far wall a stairway leads down.

If the players ask, the barrels are standard commercial sized barrels used by most human merchants throughout Garweeze Wurd. They have been plundered and are not the product of an indigenous giant trading economy. There are a total of 187 barrels which have filled the room to capacity (though an efficient organization would double the room's capacity). Consult the Barrel Contents table for any barrels that the players may sample:

Barrel Contents (d20)			
Result	Code	Letter(s)	Contents
1	TL		Whole barley
2	B		Wheat flour*
3	FT		Rye flour*
4	MK		Salted pork
5	GG		Dill pickles*
6	HU		Raisins*
7	EJ		Salted Cod
8	Y		Dried Cranberries*
9	PF		Dried Peas*
10	SD		Ale*
11	Z		Honey*
12	AW		Wine (watered)*
13	OG		Pickled Cabbage*
14	XR		Dried Peppers*
15	LC		Salt*
16	VW		Lard
17	QS		Beef Jerky
18	RH		Sunflower seeds*
19	UT		Hard candy*
20	JS		Dried mushrooms*

* Barrels of this type can be sold for 2-20 gp to an interested merchant.

20. KITCHEN

This is a fairly typical, albeit tremendously oversized, 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).

The place is bustling with activity as a score of Orcs scurry about struggling with oversized platters. Five giantesses are busily preparing after dinner snacks and hounding a group of a dozen young Ogres.

There are 29 Highland Orc slaves about the place who will run away from any strong looking party. The five giantess serving maids and 14 young Ogre servants will also run, but they will call for help. There is nothing of value. (See area 19 for further details of the items about the place.)

Giantesses have huge rolling pins – treat as normal club

Hill Giantesses (5) (HF 14, EP 3,000 each, Int 6 (Low), AL CE, AC 4 (hide), MV 12", HD 12 +1, hp 64, 65 x2, 68, SZ H, #AT 1 (+3 to-hit for Strength), D 1d8/1d6/1d6-2 +9 (club + Strength), SA hurling rocks 2-16, SD catch large missiles 30%, Lang: common, giant, Hon: Average, ML 14, TOP 32 x3, 34, Crit BSL: Def AC +13, FF 7, Reference HoB 3 p 58)

Ogre, Low, Common (14) (HF 2, EP 270 each, Int 8 (Low), AL CE, AC 5, MV 9", HD 4 +1, hp 35 each, SZ L, #AT 1 (+3 to-hit for Strength), D 1d10 +7 (fist + Strength), SA Nil, SD Nil, Lang: common, giant, ogre, Hon: Average, ML 11, TOP 17, Crit BSL: Def AC +5, FF 4, Reference HoB 6 p 23)

Orc, Highland (29) (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 10, MV 9" (12"), 9" climb, HD 1+1, hp 32 each, SZ M, #AT 1, D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB), SA Nil, SD Nil, Lang: common, giant, orcish, Hon: Average, ML 12, TOP 16, Crit BSL: Def AC -1, FF 6, Reference HoB 6 p 37)

21. BARRACKS

This unlit barracks has 10 cots, 10 boxes, 4 stools, 1 table, 2 benches, and various odds and ends. It appears to be unoccupied.

There is nothing of interest here save to a player with the packrat flaw. Even such a person would only be mildly tempted.

22. GREAT HALL

If the PCs enter the great hall from the west, read the following.

This 80-foot long passageway is dim, shadowy, and generally deserted. A few smoky torches burn along either wall.

In addition to being shadowy, this part of the hall is often ignored, for all of the feasting and fun is beyond in the main part of the Great Hall. If the PCs continue to the east or enter the Great Hall from the north or south, read the following.

You've wandered into what is clearly the biggest party you've ever seen in your life – at very least in terms of the participants. This place contains trestle tables, benches and stools at which are seated a disturbingly large number of Hill Giants and Ogres. All of the tables are full of various sorts of meat, cheese, bread, and drinking containers (horns, mugs, cups, etc.). In the center of the chamber is a fire pit over which a very large winged reptile with greenish scales is roasting on a spit at least eight yards long. To the east of the fire pit is a higher table where a half dozen giants are seated. Hanging from a peg on the wall directly behind them is what appears to be a ballista! Barrels and kegs of ale, beer, and mead stand here and there. There is singing, talking, laughing, shouting, arguing, wrestling, joking, and the like going on, so the place is a veritable din of noise. A squad of Orcs struggling under the weight of enormous platters enters the room from double doors to the southeast.

To the north of the room is a platform on which is placed a table where the chief, his wife, the mist giant, the sub-chief, and the flat foot ogre are seated. On the wall directly behind the chief is a huge heavy crossbow and a case of 20 huge heavy quarrels.

Note to GM: The adventure is about to devolve into a slugathon so you are highly encouraged to be intimately familiar with the giants' tactics – poor as they may be. A detailed map for this encounter is provided in the appendix. It will probably make your life a whole lot easier if you create a large-scale map beforehand (at a scale of 1" = 5 feet) and employ this in conjunction with miniatures to stage this battle.

Giants' Tactics: How the giants react is largely dependent on the players. Suffice it to say, however, that they do not take kindly to party crashers. Jimbo (the sub-chief) will use his military: small unit tactics skill to best advantage so the giants should mount an intelligent defense. Their first ploy will be to overwhelm the assailants in the hope of isolating individual party

members. If prevented from doing this, the other-types, the giants will form a skirmish line to fix the party in position while their fellows concentrate on softening up the weaker rear elements of the party. The chief will fire his crossbow and the remaining giants will hurl a veritable fusillade of full tankards at the rearward party members.

The ogres and a half dozen or so giants will then attempt to outflank the party by leaving the room and circling around through the corridors to the door which the party entered – all the while yelling to alert any other giants in the complex to come to battle. If any sort of fire spell has been cast, Narm (the Mist Giant) will create a cloud of mist (40' x 60') covering himself and as many of the other giants as possible. This will prevent any subsequent fire spells from functioning. Jaque (the Flat-foot high ogre) will leap upon a table and hurl his axes at any perceived spell caster. Should the giants suffer 70% casualties without a proportionate loss to their foes, they will conduct a fighting retreat and take refuge in the lower level.

The following creatures are in this room:

Chief Ivar (NOT #3) & wife:

Ivar, Hill Giant Chieftain (HF 14, EP 3000, Int 10 (average), AL CE, AC 4 (hide armor), MV 12", HD 12+2, hp 112, SZ H, #AT 1/2 or1 (+5 to-hit due to Str & +2 weapon), D 2d8/4d4+2/6d4 (huge heavy crossbow) or 4d4/4d4/4d4 +10 (huge battle axe +2, Str), SA none, SD catch large missiles 30%, Hon: Great, ML 14, TOP 56, Crit BSL: Def AC+15; FF 12, Reference HOB 3 p 58).

Ivar's Wife (HF 14, EP 3000, Int 11 (very), AL CE, AC 4 (hide armor), MV 12", HD 12+1, hp 70, SZ H, #AT 1 (+3 to-hit due to Str), D 2d8/2d6/2d6-2+7 (huge club), SA none, SD catch large missiles 30%, Hon: Great, ML 14, TOP 56, Crit BSL: Def AC+13; FF 12, Reference HOB 3 p 58).

Jimbo the Sub-chief (NOT #4):

Hill Giant Sub-Chief (HF 14, EP 3000, Int 10 (average), AL CE, AC 4 (hide armor), MV 12", HD 12+2, hp 100, SZ H, #AT 2 or1 (both +3 to-hit due to Str), D 2d6/2d6-2/2d6-4 +7 (huge throwing daggers) or 2d6/2d8/2d12 +8 (huge longsword), SA Angawa Battle Cry, SD catch large missiles 30%, Hon: Great, ML 14, TOP 50, Crit BSL: Def AC+13; FF 12, Reference HOB 3 p 58).

Narm Herringbone, Mist Giant visitor (NOT #5):

Mist Giant (HF 28, EP 4,000, Int 11 (very), AL NE, AC 2, MV 9", HD 13, hp 80, SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge club + Strength), SA cloud of mist, SD -1 die of damage from cold, Lang: common, giant, Hon: Average, ML 12, TOP 40, Crit BSL: Def AC +15, FF 10, Reference HoB 3 p 59)

Jaque, Flat-foot High Ogre visitor (NOT #6):

Ogre, Flat-foot High (HF 7, EP 3,000, Int 9 (Average), AL CE, AC 4, MV 9", HD 13+5, hp 82, SZ L, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge throwing axe + Strength) or 2d6/2d6+2/4d4 +7 (huge footman's flail + Strength), SA Nil, SD Nil, Lang: common, giant, ogre, orcish, Hon: Average, ML 16, TOP 41, Crit BSL: Def AC +15, FF 10, Reference HoB 6 p 21)

Cave bear: (beneath chief's table)

Cave Bear (HF 2, EP 650, AL N, AC 6, MV 12", HD 6+6, hp 56, SZ H, #AT 3, D d8,d8,2d6, SA hug, SD none, Hon: ave, ML 9, TOP 28, Crit BSL: Def AC+5; FF 12, Reference HOB 1 p 56).

22 Hill Giants:

Hill Giants (HF 14, EP 3000, AL CE, AC 4, MV 12" [10"], HD 12+2, hp 76 each, SZ H, #AT 1 (+3 [+1] to-hit due to Str), D 2d8/2d6/2d6-2+7



FRAIM

(huge clubs) or 2d6/2d6-2/2d6-4 +7 (hurled huge tankard, full), SA none, SD catch large missiles 30%, Hon: ave, ML 14 [16], TOP 38 each, Crit BSL: Def AC+13 [+11]; FF 12, Reference HOB 3 p 58). All of these giants are Sloshed (see p. 170 of the GMG). Bracketed stats reflect this.

8 Ogres (one a 6 HD chief):

Ogre, Low, Common (7) (HF 2, EP 270 each, Int 8 (Low), AL CE, AC 5, MV 9", HD 4 +1, hp 41 each, SZ L, #AT 1 (+3 to-hit for Strength), D 2d6-2/2d6/2d8 +7 (huge spear + Strength), SA Nil, SD Nil, Lang: common, giant, ogre, Hon: Average, ML 11, TOP 20, Crit BSL: Def AC +5, FF 4, Reference HoB 6 p 23)

Ogre, Low, chieftain (1) (HF 3, EP 975, Int 8 (Low), AL CE, AC 5, MV 9", HD 6, hp 50, SZ L, #AT 1 (+3 to-hit for Strength, +2 as leader), D 2d6-2/2d6/2d8 +7 (huge spear + Strength), SA Nil, SD Nil, Lang: common, giant, ogre, Hon: Average, ML 11, TOP 25, Crit BSL: Def AC +9, FF 4, Reference HoB 6 p 23)

12 Orc servants:

Orc, Highland (12) (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 10, MV 9" (12"), 9" climb, HD 1+1, hp 32 each, SZ M, #AT 1, D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB), SA Nil, SD Nil, Lang: common, giant, orcish, Hon: Average, ML 12, TOP 16, Crit BSL: Def AC -1, FF 6, Reference HoB 6 p 37)

Each giant wears 1 to 4 pieces of jewelry worth 200 - 1,200 gp each. Ogres wear but half that amount worth 200 - 800 gp each. The sub-chief will have four pieces. The chief and his wife also wear four pieces of jewelry, each worth 1,000 - 8,000 gp. The chief's pet bear has a jewel studded collar, with 6 rubies worth 1,000 gp. Consult Table E20: Jewelry and Items Typically Bejeweled (GMG p. 328) for the specific type of item(s) found.

Note that the orc servants will be entering the Great Hall from the south-east.

23. BARRACKS

This unlit barracks has 10 cots, 10 boxes, 4 stools, 1 table, 2 benches. A few cloaks hang from pegs and some ratty hides are covering on the cold stone floor. It appears to be unoccupied.

This place is almost identical to 21 save that 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 in it with a 100 gp gem.

24. OUTHOUSE

This shoddy structure appears to have been built as an afterthought. Using the villa's stone walls as its own back wall, the rickety building extends out for about 30 feet while running 70 feet in width. Two closed doors face into the paddock, each about 10 feet from the shanty's outer wall.

As you might guess, the low fiber/high red meat diet followed by the Hill Giants and their lackeys has transformed someplace that might have been merely dreadful into literal pits of noxious horror. For those unaccustomed to this stench, merely standing within this building is identical to being within the bounds of a **Stinking Cloud** spell.

Against the far wall is a high wooden bench with seven evenly spaced holes. Near the middle of the bench rests a large book. Closer examination will

reveal that the book is bound in Black Dragon hide and expertly constructed. Unfortunately most of the pages have been torn out. Were **Read Magic** to be cast on the tome, the suspicions of magic-user players would be confirmed – these giants have been using a spell book as ersatz toilet paper! Sadly, only the spell **Meteor Swarm** remains intact. The spell that preceded it, **Wish**, has but its last page still in the book.

A warped but logical deduction would be that the balance of this spell was recently removed from the tome and might still be close at hand. This is true. Were someone to remove the sewage from the bottom of the holes and carefully sift through it, they would find the seven soiled pages that comprise the balance of the **Wish** spell (the rest of what is dredged up is too far gone to be salvaged). If each page is meticulously cleaned, it has a 90% chance of surviving the ordeal (a fatal smudge or tear indicated by a 1 or 2 on a d20). Should all the pages survive (a 48% likelihood), the lucky player has just found a **Wish** spell! Of course, merely attempting this process will cause an immediate loss of 35 points of Honor. The smell can never be removed from the parchment either, except perhaps through the use of a **Wish** spell...

25. ORC SLAVE QUARTERS

This shoddy structure appears identical to its neighbor to the west. It too appears to have been built as an afterthought. As in the other structure, two closed doors face into the paddock, each about 10 feet from the shanty's outer wall.

The Orc slaves forced to sleep in this deplorable shack have to contend with a leaky roof, drafty walls and a muddy dirt floor. That pales in comparison to its worst feature, namely that it is indistinguishable from the latrine. All too often drunken giants will mistakenly stumble into the Orc quarters and urinate on these unfortunates – especially since the slave shanty is closer to the rear doors of the villa than the outhouse.

This area is a messy and understandably smelly place filled with garbage the Orcs have been graciously allowed to call their own. All but two of them are working elsewhere, the two in this place being too injured (since iron skillets in the hands of a pissed off giantess can inflict some serious damage on an unsuspecting Orc) to labor. They will grudgingly aid a party that will spare their lives and set them free. Of course, they will try to siphon off as much curing as they can from the party clerics.

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 claim to know only the kitchen area and the Great Hall but in reality they are familiar with the entire upper level. A few well-placed blows may jog their memory.

A close examination of their quarters will turn up a number of interesting items. Hidden under several inches of dirt are the following items: 15 giant-sized silver utensils (12 gp each), 45 gp, 3 hunks of cheese and a rolling pin.

Orc, Highland (2) (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 10 (unarmored), MV 12", HD 1+1, hp 4 [32] each, SZ M, #AT 1, D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB), SA Nil, SD Nil, Lang: common, giant, orcish, Hon: Average, ML 12, TOP 2 [16], Crit BSL: Def AC -1, FF 6, Reference HoB 6 p 37)

Outside of the slave quarters is also a low wooden structure that covers a garbage chute.

26. GRUFF BILLY GOATS

[The following description assumes the PCs enter this area during darkness as part of their initial foray into the villa.]

A clanking of what sounds like cowbells comes from the southeast of this fenced-in area. The patchy bits of grass chewed down to stubble suggest that this is a paddock for some sort of domesticated herbivore. One of the lead characters suddenly steps in a large and foul pile of excrement.

Anyone possessing either the Farming or Identify Animal by Tracks skills may identify those of *really* big goats upon a successful [easy +40%] check.

“Domesticated” may be a bit too generous in describing the temperament of this herd of giant goats. Only the fact that the typical Hill Giant has over two tons of weight to throw around serves as a deterrent to the two billies. Anyone else is fair game as several Ogres can attest to. In fact, the villa’s Orc slaves are so afraid of the goats that they will never enter the paddock alone at night.

Should the PCs walk directly from the villa to the barn, the goats will not investigate as they’re used to a steady flow of traffic. However, if the players veer off to investigate the Orc slave quarters [area #25], the outhouse [area #24] or the rest of the paddock, they will be attacked by the herd’s two billy goats.

Giant Billy Goats (2) (HF 2, EP 270, AL N, AC 7, MV 18”, HD 3+1, hp 41, 38, SZ L, #AT 1, D 2d8, SA charge inflicts 6-20 points of damage and is +4 to hit, Hon: Great (+1 to all die rolls), ML 14, TOP 20, 19, Crit BSL: Def AC+1, Reference HOB 3 p 80).

In addition, nine Giant Nanny Goats watch over their nine kids in the center of the paddock. They will adopt a defensive posture and not attack unless they feel their kids are threatened. Of course, they are quite alarmist and consider anyone approaching within 40 feet of their offspring a threat! Said offspring are feisty enough to defend themselves if attacked but will not initiate combat.

Giant Nanny Goats (9) (HF 2, EP 270, AL N, AC 7, MV 18”, HD 3+1, hp 38, 37, 36 x2, 35 x2, 34, 33, 31, SZ L, #AT 1, D 2d8, SA charge inflicts 6-20 points of damage and is +4 to hit, Hon: great, ML 14, TOP 19, 18 x3, 17 x3, 16, 15, Crit BSL: Def AC+1, Reference HOB 3 p 80).

Giant Kids [per common goat] (HF 1, EP 35, AL N, AC 7, MV 15”, HD 1+2, hp 30 x2, 29 x2, 27 x2, 26, 25, 24, SZ M, #AT 1, D d3, Hon: ave, ML 12, TOP 15 x2, 14 x2, 13 x3, 12 x2, 11, Crit BSL: Def AC-1, Reference HOB 3 p 80).

27. DAIRY

This room is littered in straw. Three giant wooden stools as well as four buckets filled with a brownish liquid are scattered about. A number of cowbells hang from large nails in the wall.

The ‘brownish liquid’ is giant goat’s milk. Though warm, it is safe to drink and rather nourishing.

28. HAYLOFT

This room is stuffed full of hay, so much so that only a fifteen foot area around the door is accessible. Two outlandishly sized pitchforks stand upright about five feet in front of you

This hayloft is used to store fodder for both the goats and the pack animals located in area 29. Though there is nothing of value hidden here, the hay is very flammable.

29. STABLES

Hay covers the floor of this large barn in the center of which are three enormous wagons. Animal stalls are set into the south wall in which are stabled some very large ponies.

These giants have taken to enhancing the efficacy of their plundering raids by bringing along wagons in which to haul off nearly everything that isn’t nailed down. Though seemingly senseless to them, “orders is orders” and the raiders have dutifully complied. The first wagons is full of clothing: 122 pairs of boots (including 3 pairs made of snakeskin), 68 cloaks (65 good cloth and 3 fine fur), 43 pairs of gloves, 22 sets of garments (18 shoddy, 2 common, and 2 fine leather), 4 gowns, 7 laced jerkins, 77 mismatched sandals, 103 woolen shirts, a toga, and 13 tunics. The second is loaded down with household furniture (much is scratched or broken but the lot could fetch 560 gp at auction). The third is full of tools and miscellany: a block and tackle, 4 sets of carpentry tools, 3 crowbars, 2 grappling hooks, a portable forge, 3 sets of merchants scales, 5 10’ ladders, 422 feet of light chain, 2 large tents, and 56 winter blankets.

Ponies, Jumbo variants (6) (HF 1, EP 64, AL N, AC 7, MV 12”, HD 4+4, hp 42 EACH, SZ H, #AT 1, D 1-2+3, Hon: ave, ML 6, TOP 21, Crit BSL: Def AC+3, Reference HOB 3 p 80 & Monster Matrix p. 16).

30. BARRACKS ROOM

This room contains 10 beds, 10 chests, 10 stools, 2 tables, 1 bench, and miscellaneous junk. There are a few hides on floors and walls. Several broken weapons and dented helmets are strewn about.

The place is deserted.

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 is quite good, certainly superior to orcish work, except in a few places. Those with the Stonemasonry or various Engineering skills will note that most of the stonework is old, even that which bears recent chisel marks or is patched with new mortar and shored up with newly hewn stone. Passageway ceilings are arched and buttressed every 10 feet, with the peak of the arch about 20 feet overhead. Ceiling height in most smallish rooms in the dungeon is 20 feet or so, again arched and buttressed. In the large rooms and chambers the ceilings are 30 feet high. The overhead in the natural cavern area (19. - 21.) is of varying height, passages about 10 feet, and large areas about 20 feet or more. The roof of cavern 22. is about 40 feet high.

All natural cave areas have stalactites and stalagmites.

WANDERING MONSTERS:**All Non-Natural Areas: Encounter 1 in 12 check each turn**

1. 4 Ogres seeking some Orcs

Ogres, Low, Common (4) (HF 2, EP 270 each, Int 8 (Low), AL CE, AC 5, MV 9", HD 4 +1, hp 41 each, SZ L, #AT 1 (+3 to-hit for Strength), D 2d6-2/2d6/2d8 +7 (huge spear + Strength), SA Nil, SD Nil, Lang: common, giant, ogre, Hon: Average, ML 11, TOP 20, Crit BSL: Def AC +5, FF 4, Reference HoB 6 p 23)

2. 6 Bugbears (per area 7)

Bugbears (6) (HF 2, EP 175 each, Int 9 (Average), AL CE, AC 5 (chain mail), MV 9", HD 3 +1, hp 36 each, SZ L, #AT 1, D 1d8/1d6+1/1d6 +2 (footman's mace), SA Surprise, +2 damage, SD Nil, Lang: common, bugbear, giant, ogre, Hon: Average, ML 12, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96)

3. 12 Brigand Orcs out raiding for food

Orc, Brigand (10) (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 7 (medium shield), MV 12", HD 1+2, hp 34 each, SZ M, #AT 1, D 1d8/1d6/1d6-2 (club), SA Nil, SD Nil, Lang: common, giant, orcish, Hon: Average, ML 14, TOP 17, Crit BSL: Def AC -1, FF 7, Reference HoB 6 p 35)

Orc, Brigand, crossbowmen (2) (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 10, MV 12", HD 1+2, hp 34 each, SZ M, #AT 1, D 1d8/1d6/1d6-2 (club) or 1d6/1d8/2d4+1 (light crossbow), SA 2 crossbow bolts coated with class C poison, SD Nil, Lang: common, giant, orcish, Hon: Average, ML 14, TOP 17, Crit BSL: Def AC -1, FF 7, Reference HoB 6 p 35)

Other Areas:

No encounters

Rooms and Areas:

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

"G": Posts for rebel Orc guards.

"W": Watch points for Bugbear guards.

0. ENGINEERING

The door opens into an 'L' shaped room illuminated by lanterns hanging from the ceiling. Two gigantic tables piled high with papers are set on the north and east walls. A giant is seated before the closest one and appears to be sketching. He doesn't look up but grumbles something at you.

The giant is Kjell, the facilities engineer [NOT #8]. If the party can understand giantish, he is telling them to leave because he's got too much work to do and can't be bothered. If they comply, he will continue in his work and immediately forget they ever came in. If they persist, he will sigh heavily and finally look up – and be surprised at what he sees. "Hey, you're not supposed to be here. Now run along before I tell your supervisor on you." Again, he will be satisfied if they comply and leave. If attacked, he will defend himself with his **huge dagger +2**.

On his table is a floorplan of the entire lower level [Player Aid #2]. He is working on a plan to expand the place and ideas for further tunneling are sketched out in hatched lines. A search of this area will uncover several engineering textbooks – indecipherable as such unless someone can both read drow elven and has some engineering skill.

Kjell (HF 14, EP 3,000, Int 13 (high), AL LE, AC 6 (unarmored), MV 12", HD 12 +1, hp 75, SZ H, #AT 1 (+3 to-hit for Strength), D 2d6/2d6-2/2d6-4 +9 (**huge dagger +2** + Strength), SA hurling rocks 2-16, SD catch large missiles 30%, Lang: common, giant, Hon: Average, ML 14, TOP 37, Crit BSL: Def AC +15, FF 7, Reference HoB 3 p 58)

0a. Bedroom

This tidy chamber contains a cot with a footlocker at its base.

This is Kjell's bedroom. The bed is made and the unlocked footlocker contains his clothing. It is all neatly folded. Underneath the clothing is a wooden box containing 1754 sp, 567 gp and 349 pp all sequentially ordered.

I. MARSHALLING AREA

The stairway you've descended opens up into a large room some 75 feet square lit by a few smoky torches burning along the walls. Several benches and tables are pushed out of the way against the walls, revealing a floor of blackish stone, much worn by the tread of countless feet. Corridors lead out to the south, west and north. On the west wall is a pair of doors, one on either side of the passageway. The north and east walls also each contain doors.

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 other dungeon crew when off duty.

2. CHAMBER OF THE KEEPER

Upon opening the door you are confronted by a huge ape which roars and attacks. Behind him is a ghastly Hill Giant, hunchbacked, twisted, and with but one good eye. He wears chain mail and readies a huge battle axe. The ape seems to respond to his commands.

The Keeper, Alhild, is thoroughly wicked and evil, strong and remorseless. He also does not take kindly to strangers. His two pet carnivorous apes are both in his lair, one guarding to the south of the door, the other on a platform built above it! The latter ape will pounce down on the party (gaining +2 to surprise) and concentrate its attacks on lightly armored foes.

His room has many skins on the floor, a bed, table, chair, 2 boxes, several crates and barrels, 1 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, 5 500 gp gems, 4 100 gp gems, and a large earthenware jug that holds 4 **Potions of Water Breathing**.

Alhild the Keeper (HF 14, EP 3,000, Int 10 (average), AL CE, AC 1 (giant chain mail), MV 12", HD 12 +2, hp 94, SZ H, #AT 1 (+3 to-hit for

Strength), D 4d4/4d4/4d4 +11 (huge battle axe +3 + Strength), SA hurling rocks 2-16, SD catch large missiles 30%, Lang: common, giant, Hon: Average, ML 14, TOP 43, Crit BSL: Def AC +16, FF 7, Reference HoB 3 p 58)

Apes, Carnivorous (2) (HF 4, EP 275 each, Int 7 (Low), AL N, AC 6, MV 12", 9" in trees, HD 5, hp 45, SZ L, #AT 3, D 1d4/1d4/1d8, SA Rending, SD +2 on surprise roll, Lang: none, Hon: Average, ML 11, TOP 22, Crit BSL: Def AC +3, FF 5, Reference HoB 1 p 25)

3. CELL BLOCK

You enter a corridor in which stout barred doors line the north wall. A large brass gong hangs on the wall just inside the door. Two Bugbears in chain mail are in the western end of the corridor. They turn to face you, one dropping a tray spilling several bowls of gruel onto the floor. They draw morning stars but, seeing your superior numbers, do not advance.

The two Bugbear guards are feeding the prisoners. They would very much like to bang the gong near the door to alert their fellow guards. If the PCs hesitate, they will charge forward hoping to make it to within arm's reach of the gong so that one of them might be able to strike it with his morningstar. Failing this, they will parley hoping to distract the adventurers with the skeletons in cell d while edging forward towards the eastern door. Each knows a bit of the common tongue.

If the Bugbears are allowed to parley, read:

We's just worky here. No problem, yes? Say human mans, we's got a trade for you's. Big boss sez we keepa close eye on dees dead guys here. (Points to cell D.) Big magic, no? You keep but no tell or we be trouble plenty. OK Joe?

Should the PCs [stupidly] fall for the Bugbear's ruse or even let their guard down, they will naturally attempt to flee to area #4, banging the gong on the way out.

Bugbear guards (2) (HF 2, EP 270, AL CE, AC 2 (chain mail & large shield), MV 9", HD 3+1, hp 41, 40, SZ L, #AT 1, D 1d6-1/1d6/1d8 +2 (spears), SA: surprise, +2 damage, Hon: Ave, ML 12, TOP 20, Crit BSL: Def AC+1, FF 6, Reference HoB 1 p 96). The stronger of the two has a ring of keys that can open cells a, b, c & d.

Each of the cell doors is made of hardwood with a one foot square barred window and a three inch high slot at the bottom through which food can be passed. Each is locked as well as barred from the outside. The cells contain:

a. Prisoner #1

A human dressed in only a loincloth lopes around the cell. He is hunched over so that his knuckles almost drag on the ground. On becoming aware of you watching him, he stands erect and beats his chest with his fists while emitting a pathetic roar.

This pathetic creature, a [former] human merchant, is now quite insane (delusional – believes he is a pack ape). A PC with the animal handling skill may control him and even be able to employ him as a porter!

b. Prisoner #2

A middle-aged human sits nervously on a chair in the corner of this cell.

This is Maqsood Patel [NOT #14], an engineer kept alive to help with the excavation of new areas of the dungeon. He has been an obedient captive and, given his value, been free from physical abuse.

c. Prisoner #3

An elf lies on a cot in this cell. His left leg is chained to the wall. As he turns to face you, you see that he has a horrible burn on his face.

This is Carlono Oakland [NOT #12].

d. TRAP

Three skeletons are seated on the ground in this cell. Their arms are bound in rusty manacles to the wall above them. Each wears a golden ring set with a large gem.

As noted above, the Bugbear guards will claim that they have been instructed to keep these skeletons safe, as there is something magical (hence valuable!) about them. Their statements, as given in the boxed text, are true enough. They have been instructed to keep watch over the skeletons (a seemingly crazy order to them because the 'prisoners' are clearly dead but an order's an order) but have no idea that they're animated. They have no key to the cell to back up their tale, but the poor quality lock can be forced with ease.

As soon as the cell door is opened, the three skeletons spring to attack. As they do so, they will emit their terrifying telepathic scream. All within a 40 foot radius must save vs. magic or be affected as per the 4th level MU spell Fear (PHB p. 209) for 1-6 rounds (this includes the Bugbears, if still present as well as the other prisoners). Paladins are, however, immune to this effect and clerics receive a +2 to their saves. Affected creatures are likely to drop whatever they are holding when struck by the spell; the base chance of this is 60% at 1st level (or at 1 Hit Die), and each level (or Hit Die) above this reduces the probability by 5%. Thus, at 10th level there is only a 15% chance, and at 13th level no chance, of dropping items. The skeletons continue to emit their scream every round as long as they 'live'. Those saving the first round are thereafter immune to the effect – others may be affected again by the fear.

Individuals running out of the cellblock in stark panic will alert the Bugbears (areas 4-8). Those from area #4 will immediately investigate while those sleeping will awaken, grab large shields and morning stars (there being insufficient time to don their chain mail) and move to area #4 to await developments. The leaders (area #8) will also investigate the commotion thinking that it's a preemptive strike by the Orcs. You will have to play it by ear from this point.

The rings worn by the skeletons are merely brass donned with (worthless) glass gems which appear to the untrained eye to be huge moss agates. These fakes will only be evident to a jeweler who makes an easy [+40%] skill check.

Screaming Skeletons (3) (HF 2, EP 175, AL N, AC 7, MV 12", HD 1+2, hp 27 each, SZ M, #AT 1, D 1d6 (claws), SA: Fear scream, Hon: n/a, ML 20, TOP n/a, Crit BSL: Def AC+1, FF n/a, Reference HoB 7 p 65).

e. Large cell with five captured Orc rebels.

Five well bruised Brigand Orcs are incarcerated in this cell. One speaks to you, "Hey Joe. You lets us free, we help, OK?"

Three others of their number have already been tortured to death and eaten (their bodies were used to prepare a mystery meat stew which was, ironically, fed to the prisoners), so they will be very willing to help any creature promising them escape from the toils of the giants. These Orcs will lead the party to 19, if they wish, and will see them safely past the guards behind "B" if they can handle the Bugbear at "W" to the east of that place (see area 8.).

Orcs, Brigand (5) (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 10, MV 9" (12"), HD 1+2, hp 30 each [currently 16 each], SZ M, #AT 1, D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB), SA Nil, SD Nil, Lang: common, giant, orcish, Hon: Average, ML 14, TOP 15, Crit BSL: Def AC -1, FF 7, Reference HoB 6 p 35)

4.-8. BUGBEAR QUARTERS COMPLEX

These Bugbears serve as the slave drivers and keepers though actual work assignments are received from their superiors. In general, they have performed better than their Ogre predecessors at the task though they are overburdened at the recent influx of new slaves. Their captain, Belko, had complained to his superior Alfhild that there would be consequences if the new slaves were rushed into service without an adequate 'indoctrination' period. Alfhild, true to character, didn't want to deal with the matter and just ordered Belko to, "do his freakin' job, OK?"

Belko's intuition was proved correct and a slave revolt ensued led by a number of newly captured brigand Orcs. Alfhild has hid the extent of the problem from Chief Ivar though he wishes to get rid of the problem before its extent is discovered and he is severely reprimanded.

Staging Areas (Areas #4 & #8)

Both of these areas has a few torches and braziers burning which illuminate the stools and small crates, boxes and the like that are all employed as chairs. A table with cold scraps of food clinging to odds and ends of eating utensils is in each room. Oily rags used to perform weapons maintenance lie on a few of the crates.

Sleeping Quarters (Area #5 & #6)

A stout wooden door, the back of which has bells nailed to it so as to amplify any call to arms made by pounding on the door, provides access to each of these rooms. In each dark chamber a dozen oversized cots are scattered about seemingly at random. On each sleeps a Bugbear with his personal gear tucked beneath. If an alarm is sounded, each can be ready with their chain mail, large shield and personal weapons (hand axe and morning star) within four rounds. The Bugbears sleep in shifts and share beds.

4. STAGING AREA

A mob of chainmail armored bugbears stand in this room. When you open the door, they look at you and speak, motioning toward the east wall.

Though these 12 Bugbears are at ready, upon seeing the PCs they will assume that there is a giant in the rear herding in a new batch of slaves. When they realize this is no slave shipment they will attack. The words they are speaking are, "Put down your gear and line up with your face to the wall."

Each is armored in chain mail, carries a large shield and has a spear and morningstar, the former for hurling. They have 2-8 gp each.

Bugbears (12) (HF 2, EP 175 each, Int 9 (Average), AL CE, AC 2 (chain mail and large shield), MV 9", HD 3 +1, hp 36 each, SZ L, #AT 1, D 1d6-1/1d6/1d8 +2 (spear) or 2d4+1/2d4/1d6+1 +2 (morning star), SA Surprise, +2 damage, SD Nil, Lang: common, bugbear, giant, ogre, Hon: Average, ML 12, TOP 18, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96)

5. SLEEPING QUARTERS

If the PCs manage to get this far without raising an alarm read the following. Otherwise, adjust the description accordingly.

You open the door to see a bunk room with many bugbears lying in the bunks. Their armor and weapons lie next to the bunks.

12 Bugbears asleep. Their equipment lies nearby.

Bugbears (12) (HF 2, EP 175 each, Int 9 (Average), AL CE, AC 10, MV 9", HD 3 +1, hp 40 each, SZ L, #AT 1, D 1d6-1/1d6/1d8 +2 (spear) or 2d4+1/2d4/1d6+1 +2 (morning star), SA Surprise, +2 damage, SD Nil, Lang: common, bugbear, giant, ogre, Hon: Average, ML 12, TOP 20, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96)

6. SLEEPING QUARTERS

This room houses 12 Bugbears as in area 5 above.

Bugbears (12) (HF 2, EP 175 each, Int 9 (Average), AL CE, AC 10, MV 9", HD 3 +1, hp 40 each, SZ L, #AT 1, D 1d6-1/1d6/1d8 +2 (spear) or 2d4+1/2d4/1d6+1 +2 (morning star), SA Surprise, +2 damage, SD Nil, Lang: common, bugbear, giant, ogre, Hon: Average, ML 12, TOP 20, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96)

7. CHAMBER OF THE BUGBEAR CAPTAIN

It is highly unlikely that the Bugbear officers will not have been alerted and committed to battle. The following read-aloud text should suffice:

A large table with five stools set around it is in the center of this room. What appears to be a map is scrawled in charcoal on its surface. A lit hooded lantern hangs from the ceiling.

Five Bugbears, the captain and his four lieutenants, are sitting around a crude table discussing a plan to wipe out the Orcs in area 19. The captain was chewed out yesterday by Alfhild the Keeper (see area #2) and has been motivated to put down the rebellion NOW. Supplemental equipment has been taken from the warehouse (area #25) in preparation for the assault. This explains the unusually heavy armor worn by his troops. The Bugbears are planning to storm the lines at five A.M. but circumstance (i.e. the intervention of the PCs) may preclude this.

All these Bugbears have bastard swords which, as size L creatures, they can employ single-handed yet dish out the damage listed under two-handed. The lieutenants have 20-80 gp each. The captain has that plus 31 10 gp gems, the latter hidden in a pouch under his armor.

Bugbear lieutenants (4) (HF 2, EP 175 each, Int 9 (Average), AL CE, AC 1 (bronze plate mail and medium shield), MV 9", HD 4, hp 45 each, SZ L, #AT 1, D 1d4/2d4/2d8 +3 (bastard sword), SA Surprise, +3 damage, SD Nil,

Lang: common, bugbear, giant, ogre, Hon: Average, ML 12, TOP 22, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96)

Captain Belko, Greater Bugbear (1) (HF 2, EP 175 each, Int 13 (High), AL CE, AC 1 (bronze plate mail and medium shield), MV 12", HD 8, hp 60, SZ L, #AT 1 (+3 to-hit for Strength), D 1d4/2d4/2d8 +7 (bastard sword + Strength), SA Surprise, Strength 19, SD Nil, Lang: common, bugbear, giant, ogre, Hon: Average, ML 15, TOP 30, Crit BSL: Def AC +9, FF 7, Reference HoB 1 p 96)

8. GOOD BEHAVIOR GUARD POST AND STAGING AREA

If the PCs enter from the door on the south read the following.

This room is full of a half dozen bugbears "high fiving" each other, speaking enthusiastically to one another and butting heads and fists.

If the PCs enter from the corridor on the north read the following.

A lone bugbear in armor stands with his back to you in the hall-way. He is watching a rubble filled barricade to the west and speaking and the clanking of armor can be heard from an opening to his left (south).

6 Bugbear guards: These tense guards are psyching themselves up for the imminent attack upon the Orcs. One always is at the north exit (indicated by "W") watching area "B." to the west. They are each armored with chain mail and a body shield and armed with 2 hand axes (for throwing) and a morningstar.

Bugbears (12) (HF 2, EP 175 each, Int 9 (Average), AL CE, AC 1 (chain mail and body shield), MV 9", HD 3 +1, hp 43 each, SZ L, #AT 1, D 1d8/1d6/1d6-1 +2 (hand axe) or 2d4+1/2d4/1d6+1 +2 (morning star), SA Surprise, +2 damage, SD Nil, Lang: common, bugbear, giant, ogre, Hon: Average, ML 12, TOP 21, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96)

9.-11. CELL BLOCK (GOOD BEHAVIOR AREA)

Each of these rooms is identical save that the middle one (area #10) is a half again as large as the others and contains an additional six listless Orc slaves. The following text serves to describe each of these cells:

The door to this cell is constructed of hardwood with a one foot square barred window and a three inch high slot at the bottom through which food can be passed. It is locked as well as barred from the outside with a heavy iron rod. Looking through the barred window you see illuminated by a couple of flickering torches set into the wall over a score of scrawny, listless Highland Orcs dressed in rags. Some sit on benches built into the walls while others lie on the moldy straw strewn on the floor. None bother to so much as look back at you.

All of these Orcs have had their spirits completely broken to the point that they no longer even perform their morning ritual. Unfortunately for their masters, in their current state of wretched health they are now nearly useless as laborers. If the PCs enter the cells, they will soundlessly move out of their

way. They will not answer questions unless threatened and even then will reply softly with "I dunno" while staring at the ground.

9. 24 unarmed Highland Orc slaves 24 hp ea [now 11].
10. 30 unarmed Highland Orc slaves 24 hp ea [now 11].
11. 24 unarmed Highland Orc slaves 24 hp ea [now 11].

Orc, Highland (each) (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 10, MV 12", HD 1+1, hp 24 each [currently 11], SZ M, #AT 1, D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB), SA Nil, SD Nil, Lang: common, giant, orcish, Hon: Average, ML 12, TOP 12, Crit BSL: Def AC -1, FF 6, Reference HoB 6 p 37)

12. CELL BLOCK (UNRULY)

Upon walking down this corridor you hear a voice call out from ahead. Eventually, a lone bugbear rushes forward to engage you in the entryway to the room.

Note positions "X" have 1 Bugbear (H.P.: 36 ea) armored with chain mail and a large shield and armed with 2 hand axes and a morningstar (admittedly a fairly ineffective subduing weapon as it tends to imbed itself in the target's skull. Its true effectiveness is against those witnessing the attempted subduing of their ally!) All are very alert. The bugbear in the center of the room is calling out in Bugbear, "Halt! Who goes there?" If given an insufficient response, he attacks. The other two guards support him as needed possibly hiding at first in order to gain a surprise rear attack if the opportunity presents itself.

Bugbears (3) (HF 2, EP 175 each, Int 9 (Average), AL CE, AC 1 (chain mail and body shield), MV 9", HD 3 +1, hp 43 each, SZ L, #AT 1, D 1d8/1d6/1d6-1 +2 (hand axe) or 2d4+1/2d4/1d6+1 +2 (morning star), SA Surprise, +2 damage, SD Nil, Lang: common, bugbear, giant, ogre, Hon: Average, ML 12, TOP 21, Crit BSL: Def AC +1, FF 6, Reference HoB 1 p 96)

A hardwood door with a one foot square barred opening through which the Bugbears can see secures each area. Each door is secured by a lock as well as bolted from the outside. The chambers are unlit, have only scanty straw, and are quite noisome with Orc odor.

The following text will suffice for areas 13 and 14:

Looking through the barred window you see dozens of Orcs milling about.

13. 48 unarmed Highland Orc laborers, fair morale.
14. 24 unarmed Highland Orc laborers, fair morale.

Orc, Highland (each) (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 10, MV 12", HD 1+1, hp 24 each [currently 11], SZ M, #AT 1, D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB), SA Nil, SD Nil, Lang: common, giant, orcish, Hon: Average, ML 12, TOP 12, Crit BSL: Def AC -1, FF 6, Reference HoB 6 p 37)

If freed, they will prefer to avoid the PCs even to the extent of remaining in their cell. If the brigand Orcs have been freed, the later will give a pep talk to these individuals in order to prompt them to action. Each is then allowed a morale check – those passing agree to join the rebellion and follow their brothers.

The following text is to be read for area 15:

Looking through the barred window you see 16 Orcs all alert and seemingly agitated.

If any one of the PCs can understand orcish, continue:

One of the Orcs speaks up. "Hey, we done seen what youse guys did ta dem Bugbears. We be krezzuhzek*. Open door. We ready."

*Though there is no word for 'friend' in the orcish tongue, this could be interpreted as such by someone not intimately familiar with orcish culture. It literally means individuals who share a common enemy.

If freed, the Orcs immediately attempt to grab the weapons of any Bugbears the party has slain. Their leader, the one that spoke up, addresses the strongest looking human (or preferably a half-orc or half-ogre should any of the PCs or their entourage be of such races) and says, "OK boss, howz bout we let our brudderz out ta help us, yes?" Meanwhile other Orcs will be rifling through the Bugbears' belongings looking for keys. If found, they will open the other cell doors, freeing their kin and giving them a quick pep talk. If prevented from freeing the other Orcs, they will put up a fuss but will back down if spoken to harshly. "OK boss. I guess youz knows best."

The Orcs will accompany the party though noticeably avoiding any elves, dwarves, gnomes or halflings. They will fight any Bugbears or giants encountered but only in the company of party fighters. They are astute enough to recognize if they're being used as cannon fodder and will avoid being manipulated into such a position. Once they are in the vicinity of area #8, they will make a break for the Orc lair. If the party comprises fewer than one-third elves, dwarves, gnomes or halflings, they will urge that the PCs follow them to their Klanku (roughly translates to 'fortified position').

Note that these are Brigand Orcs, not the Highland Orcs encountered elsewhere. They are all 'just Orcs' to the denizens of the villa and will be to the PCs as well unless they ask.

Orc, Brigand (16) (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 10, MV 12", HD 1+2, hp 34 each, SZ M, #AT 1, D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB), SA Nil, SD Nil, Lang: common, giant, orcish, Hon: Average, ML 14, TOP 17, Crit BSL: Def AC -1, FF 7, Reference HoB 6 p 35)

16. TORTURE CHAMBER

This large area contains various implements for torturing prisoners large and small. There are an iron maiden, two racks, thumbscrews, iron boots, chains, whips, branding irons, strapadoes, etc. A fire pit in the center of the room gives it all a hellish light. On one of the racks is strapped an unconscious HighlandOrc. Hunched over him is a Hill Giant seeming to enjoy himself while he eviscerates his hapless victim. Upon hearing your entrance, he grabs a handy mace.

The giant is Reidun the Inquisitor [NOT #7], an unlikable fellow even amongst his own kind. He will not throw his life away attacking an obviously superior foe knowing full well that if a band of humans has penetrated this far into the lair that they are certainly dangerous opponents. He wears a gold chain set with a fire opal (2,000 gp as jewelry, 1,300 if damaged) which he

will attempt to bargain with. If attacked, he will defend himself to the best of his ability while trying to move towards the corridor and escape.

Reidun (HF 14, EP 3,000, Int 10 (average), AL CE, AC 4 (giant hide armor), MV 12", HD 12 +1, hp 69, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge footman's mace + Strength), SA hurling rocks 2-16, SD catch large missiles 30%, Lang: common, giant, Hon: Average, ML 14, TOP 34, Crit BSL: Def AC +16, FF 7, Reference HoB 3 p 58)

17. ARMORY AND SMITHY

Stacks of giant-sized arms and armor are piled in this room, all in some half-finished state of fabrication or repair. Propped up near the door are 19 pike-sized spears, 41 6-foot javelins, 16 huge battle axes, 9 huge two-handed swords, and other weapons and armor usable only by giants. A bit further on are some huge helmets balanced on enormous shields and propped up by six each of huge war hammers and huge maces.

If the helmets or shields are touched the whole will fall with a clatter to warn the Armorer and his assistant of trouble.

These two, Gudveig and Ole [NOT #9 & #10], will immediately raise a shout and come to fight. They are by the forges and bellows in the eastern section of the area. There are 7 dwarves chained there, forced to labor making weapons. Six of the latter normal dwarves, somewhat taciturn but willing to lend a hand if one of the party members is a dwarf. One, however, is an 8th level fighter named Tarik [NOT #13] who will serve with the party provided he gets a treasure share equal to his level and they can tolerate him.

The Giants each have a large sock hidden amongst their personal items filled with 3000 +1d1000 gp.

Gudveig and Ole (HF 14, EP 3,000, Int 10 (average), AL CE, AC 4 (giant hide armor), MV 12", HD 12 +1, hp 66, 64, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d4 +7 (huge war hammer + Strength), SA hurling rocks 2-16, SD catch large missiles 30%, Lang: common, giant, Hon: Average, ML 14, TOP 33, 32, Crit BSL: Def AC +16, FF 7, Reference HoB 3 p 58).

Hill Dwarves (6) (HF 1, EP 175, Int 12 (very), AL LG, AC 10, MV 6", HD 1, hp 25 each, SZ M, #AT 1 (+1 to-hit for 15 Strength), D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB), SD: giants are -4 to hit them, Lang: common, dwarven, plus a smattering of giant, Hon: Average, ML 14, TOP 12 each, Crit BSL: Def AC -2, FF 11, Reference HoB 2 p 121).

18. DWARF CAGE

This 10'x10' caged cell contains seven piles of blankets.

The dwarves are locked up in here when off-duty. Gudveig holds the key.

19-21. NATURAL CAVERNS

This place is part of a large area of natural caves and caverns that the builders of the complex have come across. It is now inhabited by 48 escaped Orc slaves, rebels against the Hill Giants, for whom the place is a sanctuary. The Orcs are armed with makeshift clubs, although there are 7 crossbows

amongst them. There are 3 Cloven-hoof Orcs serving as leaders, 12 Brigand Orc sergeants and 39 Highland Orcs.

They obtain food from raiding the cavern containing the Latrine Ambushers (though this is dangerous and usually yields only some pretty vile stuff), supplemented by fungus found in a subterranean cave that is entered through the sinkhole in the southwest of the cavern. This fungus is also the key ingredient from which the poison they use on their bolts is derived.

If approached in a non-hostile manner they will become agreeable if fighting against Bugbears and/or giants is mentioned. A Highland Orc guard stands at each position on the map marked by a "G".

Orc, Highland (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 10, MV 12", HD 1+1, hp 26 each, SZ M, #AT 1, D 1d8/1d6/1d6-2 (club), SA Nil, SD Nil, Lang: common, giant, orcish, Hon: Average, ML 12, TOP 13, Crit BSL: Def AC -1, FF 6, Reference HoB 6 p 37)

19. ORC REBEL REDOUBT

A group of armed orcs is gathered about listening to the ranting of three much taller orcs.

The three cloven-hoof orcs are dressing down their underlings for perceived insubordination. It seems their raiding party was unwilling to mount a kamikaze charge against the bugbears blocking the passageway to the east. Of course, the cloven-hoofs weren't there to lead the charge (such foolishness being detrimental to their position of leadership!)

Any "allied" players will be taken here to 'bow before' the great chiefs while the crossbowmen will keep a wary eye on the players from a safe distance while negotiations are held. The cloven-hoofs will be miffed at the perceived haughtiness of anyone unwilling to bow before them but a sufficiently assertive leader will be able to dampen any aggressiveness on their part. The orcs will be very interested in helping players take on the hated giants and their bugbear lackeys and will lend whatever assistance possible from the rear. Their motivation is simply to escape from this dungeon by any means while conserving as much of their strength. They will never agree to a plan that involves them being used as cannon fodder.

Orc, Cloven-hoof (3) (HF 1, EP 120 each, Int 11 (very), AL LE, AC 5 (leather armor and medium shield), MV 12", HD 3+1, hp 42, 39, 30, SZ L, #AT 1 (+1 to-hit due to 14 Str), D 1d6/1d8/1d12 +2 (longswords), SA Nil, SD Nil, Lang: common, orcish, Hon: Average, ML 15, TOP 21, 19, 15, Crit BSL: Def AC +1, FF 7, Reference HoB 6 p 35)

Orc, Brigand (12) (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 7 (medium shield), MV 12", HD 1+2, hp 34 each, SZ M, #AT 1, D 1d8/1d6/1d6-2 (club), SA Nil, SD Nil, Lang: common, giant, orcish, Hon: Average, ML 14, TOP 17, Crit BSL: Def AC -1, FF 7, Reference HoB 6 p 35)

Orc, highland, crossbowmen (7) (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 10, MV 12", HD 1+1, hp 26 each, SZ M, #AT 1, D 1d8/1d6/1d6-2 (club) or 1d6/1d8/2d4+1 (light crossbow), SA 2 crossbow bolts coated with class C poison, SD Nil, Lang: common, giant, orcish, Hon: Average, ML 14, TOP 13, Crit BSL: Def AC -1, FF 7, Reference HoB 6 p 35)

20. COMMON AREA

Scattered heaps of straw indicate that this is a common area. A fire is smoldering in the center of the room above which is impaled a worm-like creature apparently being barbecued. A

horrible stench hangs in the air. A couple of dozen orcs are scattered about.

The Orcs have caught a Latrine Ambusher and, in desperation, are roasting it for supper. This is the source of the stench. (Orcs can digest this meat about 50% of the time, but even they find its taste revolting.)

The 26 Highland Orcs are making do as best they can. Freed from the shackles of the giants, they are now virtual prisoners of their rescuers. The brigand orcs in particular are rather nasty taskmasters and spare no expense in taunting the presumed cowardice of this group.

Orc, Highland (26) (HF 0, EP 35 each, Int 9 (Average), AL LE, AC 10, MV 12", HD 1+1, hp 26 each, SZ M, #AT 1, D 1d8/1d6/1d6-2 (clubs), SA Nil, SD Nil, Lang: common, giant, orcish, Hon: Average, ML 12, TOP 13, Crit BSL: Def AC -1, FF 6, Reference HoB 6 p 37)

21. CLEARED PASSAGE

There are two features noticeable in this corner of the larger cave. A small stream of running water bubbles out from under some rocks but quickly drains away under the southern cave wall. Just to the east of this water supply is a rough hewn narrow corridor that goes due south.

This underground stream continues through area 22. It gives the rebellious orcs an adequate supply of potable water. They have also burrowed a passage into chamber 22 that houses the Latrine Ambushers. They post a guard to this area at all times.

22. CAVERN OF THE LATRINE AMBUSHERS

The outhouse (area #24 upper level) drains through lead pipes to eventually deposit its noxious effluent into this cavern. The dumpster chute (outside of area 25 upper level) is similarly connected. A number of Latrine Ambushers have been attracted to the rich gourmet so offered and have taken up residence herein. Though unable to crawl up the plumbing to assault their benefactors, there is ample sustenance here to allow a comfortable existence. This has been augmented in recent weeks by the occasional Orc sentry.

A most unpleasant aroma reminiscent of a long abandoned latrine hangs in the air of this large cavern. A few large flies buzz lazily about. All sorts of bones are heaped and piled here and there.

Over the years a litter of bones has built up from the scrap the giants have thrown away. Most of these are from elk or moose though a thorough search will uncover a few humanoid remains. There are two Latrine Ambushers in the northeast finger of the cavern. Every turn there is a 30% chance that 1-3 more of these monsters will appear from the north or south along the stream or by one of the sinkholes. There is treasure in the place, but it will take three persons to search a 10-foot x 10-foot square area in 1 turn. Each area thoroughly checked might discover some treasure, but each such area may be searched only once. Use the following table to determine what the searchers find:

Die Roll	Result
1-50	no treasure
51-80	1 -100 cp
81-100	1 -100 sp

Latrine Ambushers (2) (HF 2, EP 120, Int 6 (Low), AL N, AC 7, MV 6", 12" swim, HD 2, hp 30, 32, SZ M, #AT 3, D 1d4/1d4/1d6, SA Surprise, disease, bone breaking, SD Immune to disease, Lang: none, Hon: Average, ML 5, TOP 15, 16, Crit BSL: Def AC +0, FF 5, Reference HoB 4 p 75)

23. IMPLEMENT 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, others for smaller creatures. The door to the south is locked with a huge padlock.

Examination of the tools will reveal that they haven't been used in some time as they are starting to rust in this damp underground environment. The padlock is of superior quality [-20% to open locks check]. Chief Ivar holds the key.

24. LIQUOR CELLAR

The door to this room is also padlocked.

The padlock is also of superior quality [-20% to open locks check]. Again, Chief Ivar holds the key.

When the PCs enter, read:

A large shelving unit rests against the back wall. On it are scores of glass bottles, many pint and quart sized while others are huge six gallon flasks. A stack of kegs is piled beside it. On either side of the door are several oak barrels and smaller kegs.

This is Ivar's prized store of liquor and no small contributor to his fame! The smaller bottles are all loot taken from raids while the larger ones are either distilled by giants or bottled for their consumption. The following can be found here:

- (21) 1 pint bottles of Dead Viking Ale (2 drinks ea) [worth 21 sp]
- (35) 1 pint bottles of Honey Brew (2 drinks ea) [worth 35 gp]
- (63) 1 pint bottles of Stout Brown Grevan (2 drinks ea)
- (3) 1 qt. bottles of Orluian Brandy (approx. 20 drinks ea)
- (1) 1 qt. Bottle of Liver Squeezings (approx. 20 drinks)
- (5) 6 gal bottles of Grog (approx. 500 drinks ea)
- (14) 6 gal bottles of Bitter-Korn Whiskey (approx. 500 drinks ea)
- (6) kegs (15.5 gal) of Kromian ale (approx. 240 drinks)
- (2) kegs (15.5 gal) of Orluian mead (approx. 240 drinks)
- (1) keg (15.5 gal) of Honey Brew (approx. 240 drinks)
- (2) casks (8 gal) of Blackberry wine (approx. 125 drinks)
- (1) cask (8 gal) of Elderberry wine (approx. 125 drinks)
- (3) barrels (60 gal) of good wine (approx. 950 drinks) [worth 21 sp]
- (5) barrels (60 gal) of common wine (approx. 950 drinks) [worth 60 gp]

Sadly, none of the bottles, casks or barrels is labeled as to its contents. However, characters with the Brewing skill may identify the contents by making an easy [+40%] skill check. Failing this, characters may sample the contents. The consumption of one full drink is necessary to do so. Note that

many of these liquors have special properties (refer to p. 170 of the GMG). For information on the sale value, see the roster.

25. WAREHOUSE

This dark and damp chamber is piled to the ceiling with all kinds of crap the giant's have looted.

Piled up (in no particular order) are:

- 1 set horse barding (full plate)
- 2 sets horse barding (chain)
- 2 sets horse barding (full scale)
- 1 set horse barding (half brigandine)
- 1 sedan chair
- 17 galley oars
- 22 body shields
- 24 medium shields
- 5 small shields
- 4 suits of plate mail (2 human sized, 2 dwarf sized)
- 8 suits of bronze plate mail (4 human sized, 3 elf sized, 1 halfling sized)
- 12 suits of chain mail (all half-ogre sized)
- 31 suits of brigandine armor (all human sized)
- 53 suits of scale mail (all gnome sized)
- 38 battle axes
- 32 light crossbows
- 30 hand axes
- 30 morning stars
- 21 awl pikes
- 27 bardiches
- 17 bec de corbins
- 17 Fauchard forks
- 21 Glaive-guisarmes
- 29 Voulges
- 53 spears
- 10 bastard swords
- 25 broad swords
- 11 long swords
- 1 Trident

All of these items have been properly maintained and are fully serviceable.

26. CHAMBER UNDER CLEARANCE

This chamber appears to be, or rather have been, under construction. The west wall is shored up as though mining were taking place.

A couple of mining picks (now rusting) lie on the floor. It was planned to excavate another storeroom for loot but the Orc rebellion has distracted attention from the project.

27. WAREHOUSE #2

This large stone vault is vacant.

This is the overflow chamber for loot. A caravan loaded down with goods was dispatched some months ago which cleared out much of the excess low value treasure that was once stored here.

28. FALSE TREASURE ROOM

This chamber is empty save for a disorganized stack of coffers along the southern wall. One of them has evidently fallen off the stack and spilled its contents of colored stones.

TRAP: Several well-disguised pressure plates are placed in front of the pile of (empty) coffers. Stepping on any one of them will activate a trap which simultaneously drops a portcullis blocking the passageway to the north while raising the portcullis which keeps the Krueller in area 29 safely incarcerated. Freed from its confinement, the Krueller will arrive the next round to investigate.

The colored stones are, in fact, valueless colored stones. Of course, one would have to have the Jeweler skill and make an easy [+40%] skill check to realize this. Otherwise, the stones appear to be:

- 17 large moonstones (white with pale blue glow) – 1 is genuine and worth 50 gp
- 22 very large chrysoprase (apple green)
- 47 pieces of jade – 3 are genuine and worth 100 gp each

29. PRISON

The following text should be ignored if the Krueller has been released.

Caged behind an unusually thick and reinforced portcullis is a huge purple blob-like creature some eight feet in diameter and four feet tall. A huge maw sits atop the blob with many smaller mouths along its perimeter. It scuttles up to the metal barrier and expels a cone of flame at you.

If still safely within its cage, the only option available to the Krueller is to use its flame jet attack.

This monster (given to him as an infant by his drow advisors) is caged here by Ivar to guard his treasure. It is fed kitchen garbage, but would prefer some tastier fare. If released by means of the trap in area #28, it will scuttle towards that room looking for something to quench its insatiable appetite. The portcullis is super heavy duty and fabricated from dwarven iron. An ordinary portcullis used to be here but the Krueller chewed through it and escaped causing quite a ruckus.

Krueller (1) (HF 12, EP 975, AL CE, AC 5, MV 3", HD 8, hp 76, SZ L, #AT 1, D 4d6, SA may destroy weapons, jet of methane flame, SD: partial immunity to crushing weapons, Hon: Ave, ML 16, TOP 38, Crit BSL: Def AC+6, FF 6, Reference HOB 4 p 67).

Upon encountering PCs, it will position itself so as to engulf as many characters as possible with its jet of flame (a cone 20 feet long and 10 feet wide at the base) and then expel it causing 4d6 damage to all within its area of effect. It will repeat this attack mode every four rounds thereafter. When not using its flame jet, it attacks opponents with its smaller mouths for 4d6 hp on a successful strike. If struck for 15 or more points in a single blow, it will attempt to bite that weapon instead of attacking. This attack is made at –4 to-hit (use the target's normal AC) but if successful the weapon must save versus crushing blow or be bitten in half. Note that if struck by a crushing

weapon, there is an 80% chance that it slides backwards 2d12 feet instead of suffering damage from the blow.

If reduced to 20 or fewer hp, it will attempt to retreat leaving a trail of slippery purple slime eight feet wide. Anyone moving over the slime must make a Dexterity check at –6 or slip and fall.

30. PETTY CASH

Seven enormous and stoutly constructed chests are arrayed before you. Each is locked.

Chief Ivar keeps his petty cash stored here. The chests contain:

1. 13,951 cp
2. 27,320 sp

TRAP: This chest contains a scything blade trap that swings out at anyone opening the chest. Roll to-hit as a 12 HD monster. It inflicts 2-12 points of damage and chops off a limb on a natural 20.

3. 7,140 ep and a Potion of Poison [Class E]
4. 27 copper ingots each worth 400 cp
5. empty.
6. 11 ivory tusks worth 1,000 gp each
7. 980 small turquoise stones (1 gp each)

TRAP: This chest has a poisoned needle trap in the lock [class D].

Note: all locks are average quality.

31. THE CHIEF'S TREASURE ROOM

If the party fails to detect the pit trap inside the door, read:

[Character name(s)] step(s) on a hinged trap door in the floor and falls into a pit.

The hidden pit with a snap closed trap door cover has 4 iron spikes set into the floor 10' below, and each is coated with Class E poison (see Table 16R: Poison Table on p. 206 of the GMG). There is a 75% chance to fall into the pit, each person passing over the area checking – a second line having but a 40% chance of failing in if persons in a leading row drop into the trap.

The pit is only 10 feet deep and causes a mere 1d6 damage. The spikes are another matter. The first PC falling in the pit has an 8 in 10 chance of being impaled on one of the spikes. Each subsequent victim lessens their chance by 2 (i.e. the second character in has a 6 in 10 chance of being impaled). The spikes are placed far enough apart such that only one can possibly impale a character. If a character can control his fall such that he takes no damage (e.g. a 2nd level or higher monk can fall the 10 feet and not sustain damage, PCs with the Acrobatic Skill Suite Talent lessen their falling damage by 5 points and PCs with the Tumbling skill who make a successful skill check [average +20%] take no damage from a ten foot fall), he will be able to avoid hitting one of the spikes. Characters whose armor absorbs the damage are still subject to the risk of landing on a spike!

The spike inflicts 1d6 points of damage and necessitates a save versus poison. Those failing die immediately while fortunate survivors still sustain 2d10 points of damage. **Note:** Should a character's armor absorb all of the spike damage, no save versus poison is necessary.

Upon circumventing the pit trap, read:

A large chest, an iron box, four wooden crates (one of which is broken) and two small coffers are arranged in the center of

the room. In the northeast corner is an old broken oak barrel while the southeast corner appears to be overgrown with a yellowish type of mold. There are two levers on the west wall of the room.

Each level raises and lowers one of the sets of bars that are described at 28. and 29.

The wooden crates are all empty save for one which holds rags (covered in yellow mold spores). Handling them will release a small spore cloud affecting one person only and allowing a +3 bonus to saving throws. Ivar uses the crates as stools (the broken one having collapsed under his weight). The other containers hold:

Large Chest: 23,840 gp
 Iron Box: locked, 4,139 pp
 Small Coffers: 41 100 gp gems, 13 500 gp gems, and 8 1,000 gp gems.
 Small Coffers: 17 pieces of 500 gp jewelry (no gems)

The "old broken oak barrel" is a **Perpetual Illusion**, for it is actually a well-made and water tight cask that contains a map showing the GLACIAL CLIFF OF THE FROST GIANT KARL and an (unlocked) obsidian box. In the latter is a chain of weird black metal and instructions written in Hill Giant on a sheet of human skin. The instructions show that the chain is a magical device that is to be looped into a figure 8. Thus shaped, it will transport up to 6 persons in each circle of the figure 8 to a location near the Glacial Rift if one of their number holds the map.

The mold growth is actually yellow mold that has grown over what appear to be a number of weapons hanging on the wall. Unless the mold is disturbed, all that can be known for sure is that there appears to be a couple of swords and staff. Of course, the mold must be disturbed to get at the weapons. Note that once retrieved, they are still coated in yellow mold and must be thoroughly wiped down or else yellow mold spores will be released whenever the weapon is used. See the rags above for effects.

The mold covers the following items: a sealed quarrel case containing (6) Tracer Bolts, a Bolt of Devastation +8, (4) Bolts of Reaving +6, (2) Bolts of Thermal Fury +1, a Bolt of Throat Seeking +1 and (2) Bolts of Woe +4; a Spear of Impalement +3 and two intelligent swords.

"Fire Brand" is a chaotic good Long Sword +1, Flame Tongue. Int 14, speaks the common and frost giant tongues (note that it cannot read these languages), Detects gems including kind and number (though not size, quality or value!) in a 5 foot radius, Ego 4.

Personality: Fire Brand is a personable sword that prefers to be called simply 'FB'. It will not demand much attention if its master likes it that way, preferring to give him his space. He has an entertaining repertoire of fire related jokes.

"Jack" is a neutral good Bastard Sword +2, Giant Slayer. Int 15, speaks common, hill giant and fire giant tongues (note that it cannot read these languages), detects sloping passages in a 10' radius, grants wielder Fly 1 hr/day and Strength 1/day, Ego 10

Personality: Jack is a bit more aggressive than FB. He has a true hatred of evil giantkind and will insist on being used. He will goad his master forward if he believes there are additional giants to be slain. "Tips up, who's up for slaying some [more] giants?" If properly (in his mind) used, he will be a good companion always taking the time to compliment its master on good hits. Of course, it will try to espouse the virtues of being NG if its master is LG or CG but not in an overly preachy manner. If used by a wussbag, Jack can be something of a bitch. And he hates being called a "bastard" sword, instead preferring the term "great" sword.

32. WELL

The well-like chamber at the end of this broad corridor is filled with a deep pool of water.

This dark liquid is cool and wholesome to drink, and nothing dwells in it. It is an emergency water supply fed from several spouting springs that come through holes in the wall to the east. The pool is 14 feet deep, and at the bottom is a small outlet (large enough for a man to pass through) of finished stone, obviously man-made if anyone is there to see it. This outlet gives a slanting, upward access to the stream which flows through cavern 22. Any creature going down the stream will come out about a mile below the villa in a small pond.

Notable Personalities

1) Alajo Gronbei, F/Th 4/5, High Elf

STR	15/39	HP	49
DEX	17/88	+H/+D	+2/+3
CON	14/29	AC	2
INT	13/43		
WIS	11/01		
CHA	13/06	HON	Ave
COM	15/41	AL	NG

Skills: Glersee (82), Poetry, Writing & Comprehension/Interpretation (89), Map Sense (55), Forage for Food (39), Identify Animal by Tracks (48), Cartography: Overland (58), Reading/Writing, Tracking (53), Slip Away into the Shadows (67), Stealthy Movement (80), Intelligence Gathering (72)

Talents: Astute Observation

Quirks/Flaws: Claustrophobia

Equipment of Note: elven chainmail, longbow, longsword, dagger

His Story: Alajo has been on a stake-out of the Hill Giant lair. He will be anxiously awaiting the party's arrival and will urge them to make haste for the giants are vulnerable. If asked to accompany the PCs, he will politely decline stating that he has standing orders to report back as to the success of the mission as well as to ensure that any survivors are safely escorted back for an intelligence debriefing. His claustrophobia is a source of personal shame and he will take great pains to avoid being exposed.

2) Torwald Ookvie- Scout Two, Ranger 5, Human

STR	16/41	HP	61
DEX	14/18	+H/+D	+2/+4
CON	17/04	AC	4
INT	13/43		
WIS	14/91		
CHA	14/28	HON	Ave
COM	14/66	AL	NG

Skills: Glersee (79), Map Sense (53), Forage for Food (79), Cartography: Overland (67), Reading/Writing, Forestry (65), Woodland Lore (77), Weather Sense (42)

Talents: Photographic Memory, Acute Alertness

Quirks/Flaws: none

Equipment of Note: Studded Leather Armor +2, Bastard Sword +1

His Story: Torwald is the party's guide from Morton's Grove to the Hill Giant lair.

3) Chief Ivar, Hill Giant

STR	20/88	HP	112 (10+2 HD)
DEX	8/55	+H/+D	+3/+8
CON	16/23	AC	4
INT	10/22		
WIS	9/92		

CHA	16/49	HON	Great Honor
COM	4/16	AL	CE

Skills: Leadership, Basic (55), Dirty Fighting (68), Berate (81)

Quirks/Flaws: Male Pattern Baldness, Glutton

Equipment of Note: huge battle axe +2.

His Story: Unusually shrewd for a hill giant, Ivar has occasionally accepted the counsel of the dark elves that occasionally visit. The intelligence which they provided has allowed him to lead several highly successful raids and he now revels in the status accorded him by his fellow giants.

4) Jimbo, Hill Giant Sub-chief

STR	19/88	HP	100 (10+2 HD)
DEX	8/63	+H/+D	+3/+8
CON	12/86	AC	4
INT	10/89		
WIS	11/37		
CHA	13/71	HON	Great Honor
COM	5/01	AL	CE

Skills: Angawa Battle Cry (82), Attitude Adjustment (52), Eye of the Tiger Advantage, Military: Battle Sense (41), Military: Small Unit Tactics (70)

Quirks/Flaws:

Equipment of Note: huge longsword, 2 huge daggers, hide armor

His Story: Jimbo is Ivar's right-hand Giant and usually leads any raids the Giants conduct.

5) Narm Herringbone, Mist Giant (visitor)

STR	21/60	HP	80 (13 HD)
DEX	12/44	+H/+D	+4/+9
CON	16/23	AC	2
INT	11/64		
WIS	8/28		
CHA	14/56	HON	Average
COM	6/41	AL	NE

Skills: Fishing (108)

Quirks/Flaws:

Equipment of Note: huge club, fishing pole (in room)

His Story: As part of his recruitment drive, Chief Ivar invited one of the local Mist Giants to his BBQ bash in order to get him to join the team. He's now sorry he did. It's been nothing but fish, fish, fish from this guy. I mean, really, who the hell cares?

For his part, Narm hasn't been too impressed with Ivar. He doubts this guy's a sportsman at all and doesn't know the first thing about fly fishing. Turns out this expedition he wanted me to get in on isn't about fishing at all! The last straw was that they didn't serve any fish at this big bash. What kind of host has the guys over for a fish fry and forgets to bring any fish?

Narm has no stake in Ivar's operation and so won't initiate an attack on PCs even if they are attacking Hill Giants. If personally attacked though, or caught up in an area effect spell, he'll be hopping mad and dish out all he can. If fire based spells have been cast, he will create a cloud of mist centered on the offending party so as to prevent them from casting any further such spells.

6) Jaque, Flat-foot [High] Ogre (visitor)

STR	19/75	HP	82 (13+5 HD)
DEX	12/14	+H/+D	+3/+7
CON	13/77	AC	4
INT	8/33		
WIS	9/11		
CHA	7/18	HON	Average
COM	6/43	AL	CE

Skills:

Quirks/Flaws:

Equipment of Note: huge footman's flail, 2 huge throwing axes

His Story: Jaque is the representative sent by the local flat-foots to evaluate this Ivar guy and see if his offer to join up with him for fun and profit was

legitimate. So far, he's liked what he's seen and if allowed to return to his tribe will convince them to join the ranks of the Hill Giants in their war with humanity.

Like all Flat-foot high ogres, Jaque despises magic-users with a passion. Anyone he sees using magic (be it from a spell or device) will be the target of his ferocious attacks. Though he would prefer to immediately engage in melee, he will first hurl his huge throwing axes if too far away.

7) Reidun the Inquisitor

STR	19/59	HP	69 (10+2 HD)
DEX	9/07	+H/+D	+3/+8
CON	15/97	AC	4 (hide armor)
INT	10/22		
WIS	11/26		
CHA	5/40	HON	Ave
COM	-2/68	AL	CE

Skills: Art of Beating (70), Dirty Fighting (53)

Quirks/Flaws: Sadistic

Equipment of Note: huge footman's mace, 2 huge daggers, hide armor

His Story: Reidun is Ivar's trusted agent for squeezing information out of prisoners. Unfortunately this trust is misplaced because his sadistic streak takes over when "interrogating" prisoners and he often just butchers them for fun (when not being closely watched). The other giant's attribute this to just being part of his job but nonetheless consider him to be a weirdo and avoid contact as much as possible. This suits Reidun just fine as it allows him the free time to indulge in his "hobby" on any orc foolish enough to act up and be sent down for an attitude adjustment.

8) Kjell, Facility Engineer

STR	19/93	HP	80 (10+2 HD)
DEX	11/19	+H/+D	+3/+8
CON	8/47	AC	4 (hide armor)
INT	13/17		
WIS	11/31		
CHA	8/97	HON	Ave
COM	4/00	AL	LE

Skills: Culture [Drow Elven] (28), Customs & Etiquette [Drow Elven] (33), Engineering (53), Engineering, Fortifications (28), Stonemasonry (32), Construction Tools (23), Mining Tools (26), reading/writing (Drow Elven)

Quirks/Flaws: Visually Impaired, Nearsighted

Equipment of Note: huge club, hide armor

His Story: Kjell serves as the engineer on premises and as such is one of Ivar's advisors. He is somewhat cranky and is constantly complaining about how so much is demanded of him yet he doesn't have the resources of skilled manpower to accomplish the manifold tasks set out for him. He seldom leaves the basement except for meetings and is definitely no fun at parties. He is constantly squabbling with the bugbear taskmasters for abusing the few skilled orc workers he has and is oddly protective of them. He has a running feud with Reidun the torturer and would be glad to see him eliminated.

Kjell learned his Engineering skills in Eerie-Sinlo. He has a small collection of reference works all written in Drow Elven.

9) Gudveig, Master Armorer

STR	19/88	HP	64 (12+2 HD)
DEX	12/23	+H/+D	+3/+7
CON	10/67	AC	4 (hide armor)
INT	7/78		
WIS	9/10		
CHA	9/60	HON	Ave
COM	3/32	AL	CE

Skills: Leatherworking (52), Leather Working Tools, Metalworking (71), Fire-building, Blacksmithing (60), Blacksmith Tools (66), Armorer, Armor Repair, Basic (58), Armor Repair, Advanced (43)

Quirks/Flaws: Heat Resistance

Equipment of Note: huge warhammer, hide armor

His Story: Gudveig is responsible for maintaining the Giants' body armor – a thankless task as the recent stepping up of raiding activity has caused a huge backlog of damaged armor that he has to tend to.

10) Ole, Armorer's assistant

STR	19/91	HP	66 (12+2 HD)
DEX	13/10	+H/+D	+3/+7
CON	14/79	AC	4 (hide armor)
INT	7/38		
WIS	7/93		
CHA	7/91	HON	Ave
COM	6/89	AL	CE

Skills: Bowyer/Fletcher, Weaponsmithing, Blacksmithing (51), Blacksmith Tools (51)

Quirks/Flaws:

Equipment of Note: huge warhammer, hide armor

His Story: Ole is a recent addition to Ivar's staff. He helps out Gudveig as well as making new weaponry and repairing those damaged in the field. The two giants constantly grouse about being overworked.

11) Alfhild - The Keeper

STR	20/73	HP	94 (12+2 HD)
DEX	13/04	+H/+D	+3/+8
CON	14/76	AC	1 (huge chain mail armor)
INT	10/42		
WIS	13/11		
CHA	14/81	HON	Ave
COM	5/06	AL	NE

Skills: Animal Lore (58), Animal Handling (62), Animal Training (carnivorous Apes)

Quirks/Flaws: Value Privacy (Reclusive)

Equipment of Note: huge battle axe +3, huge chain mail armor

His Story: The Keeper is thoroughly wicked and evil, strong and remorseless. However, those qualities have not aided him in stomping out the latest orc rebellion. He's kept the extent of the rebellion secret from Ivar and avoids him whenever possible. The bugbears, all of which report to him, are virtually under house arrest themselves until they "get some balls" and knock some sense into the mischievous orc scum. For his part, Ivar assumes that Alfhild is just being unusually reclusive these days. Though irritated, things are going so well that he doesn't feel like dealing with that problem just yet.

12) Carlono Oakland, High Elf F/MU 7/8

STR	17/09	HP	72 [17]
DEX	16/66	+H/+D	+2/+5
CON	15/41	AC	6
INT	17/18		
WIS	14/91		
CHA	9/96	HON	40 (Average)
COM	10/12	AL	CG

Skills: Armor Maintenance, Shaving/Grooming, Weapon Maintenance, Forestry (55), Woodland Lore (35), Establish Ambush Zone (31), Fire-building (23), Mimic Dialect (29), Swimming Dog Paddle (19)

Talents: Sword bonus, Bow bonus, Ambidextrous, Grace under pressure, Acrobatic skill suite, Endurance, Precise Targeting

Quirks/Flaws: Maimed (severe facial burn)

Equipment of Note: none

Current EPs: 99, 103 Ftr / 107, 439 MU

His Story: Carlono is the sole survivor of an attack made on the Hill Giants about a year and a half ago. This assault was crushed and he was taken prisoner along with two of his adventuring companions. (Unfortunately for Chief Ivar, the lesson he learned from this encounter was that they could easily repulse any assault and that there was no need for stringent security, contrary to the counsel of his advisors...) All were subjected to harsh torture. Sadly, his companions were killed during interrogation. He survived in large part due to his Grace Under Pressure talent though he bears a horrible facial burn as an omnipresent reminder of the ordeal. His resistance to torture was

really pissed off Reidun the Inquisitor (NOT #7) who now routinely brings him in for a working over just out of sheer malice.

Needless to say, he has acquired a loathing for the Hill Giants. However, his true hatred is directed at the drow elves whom he suspects are the brains behind the brawn. On two occasions, a drow elf was present at torture sessions (unsuccessfully) attempting to use his Interrogation skill to extract information from him.

Carlono will strike up a conversation with the perceived party leader to gauge their general alignment and intent. If it's generally good-aligned and they seem intent on following the trail to its terminus, he will volunteer to join them even forgoing a treasure share (though only if need be!) Unfortunately his spell books are in Fraduir and his traveling spell book is long gone. He will not insist on returning to Fraduir to retrieve his spell books but will merely point out that he could be a lot more effective were he to do so or permitted to share any spell books the party has with them.

13) Tarik Blackmetal, Dwarf Ftr 8

STR	18/29	HP	90* [62]
DEX	10/01	+H/+D	+2/+5
CON	17/88 [18]	AC	10
INT	8/19		
WIS	11/21		
CHA	6/76	HON	40 (Average)
COM	8/12	AL	LN

*98 when underground due to heightened Con

Skills: Armor Maintenance, Shaving/Grooming, Weapon Maintenance, Leatherworking (72), Leather Working Tools, Metalworking (55), Blacksmithing (52), Blacksmith Tools (88), Armorer, Armor Repair, Basic (84), Armor Repair, Advanced (71), Armor Repair, Advanced (29), weapon proficiencies (battle axe, dagger, hand axe, spear, broad sword, warhammer)

Talents: Brewing, Blind Fighting, Constitution/Health bonus

Quirks/Flaws: Alcoholic, Jerk

Equipment of Note: none

Current EPs: 158,228

His Story: Tarik was taken prisoner along with the rest of the survivors of his clan when they were assaulted by Chief Ivar and his band of Hill Giant thugs. Assuming [correctly] that these prisoners knew a thing or two about metal working, they were assigned to the Armorer as his personal slaves. Initially they attempted passive resistance by doing shoddy work but unfortunately for them Gudveig knew his craft and sent them to Reidun the Inquisitor for some 'coaching'. Since then their work has improved and they have been treated fairly well except for Tarik whose tendency to be mouthy has brought about some extra attention.

Tarik is interested in taking up adventuring again (having retired once after his former adventuring buddies got sick of his shit and ditched him). He will, of course, demand an appropriate share to be agreed upon up front.

14) Maqsood Patel, Engineer

STR	10/57	HP	24
DEX	14/94	+H/+D	+0/+0
CON	9/77	AC	9
INT	15/24		
WIS	10/97		
CHA	14/69	HON	1 (dishonorable)
COM	14/13	AL	LN

Skills: Engineering (66), Engineering, Public Works (51)

Talents: Opportunist

Quirks/Flaws: Socially Awkward

Equipment of Note: none

His Story: Maqsood was trained in the best schools in Melet. However, upon setting out into the world to seek his fortune, he was quickly captured in one of the giants raids and put to work with his freshly tuned engineering skills. He is frightened for his well being and believes (correctly) that as long as he cooperates and does a good job, his safety will be assured.

Hill Giant Monster & Treasure Roster

UPPER LEVEL:

WANDERING MONSTERS

Encounter: Orcs, Highland (1d8+4)

Potential Yield:

- Slaying Highland Orcs (EPV = 35 each)

Encounter: Hill Giants, lame, Sloshed (2)

Potential Yield:

- Slaying 2 Hill Giants, lame, Sloshed (EPV = 6,000)

Encounter: Ogres, common Low (3)

Potential Yield:

- Slaying 3 common Low Ogres (EPV = 810)
- 3 huge spears (GPV = —)

Encounter: Hill Giant, Sloshed (1)

Potential Yield:

- Slaying 1 Hill Giant, Sloshed (EPV = 3,000)

Encounter: Hill Giants, Sloshed (1-4)

Potential Yield:

- Slaying Hill Giants, Sloshed (EPV = 3,000 each)

Encounter: Mist Giant (1)

Potential Yield:

- Slaying 1 Mist Giant (EPV = 4,000)
- 1 huge club (GPV = —)

Encounter: Flat-footed High Ogre (1)

Potential Yield:

- Slaying 1 Flat-footed High Ogre (EPV = 3,000)
- 1 huge throwing axe (GPV = 0)
- 1 huge footman's flail (GPV = 0)

Encounter: Hill Giantess, Chieftain's Wife (1)

Potential Yield:

- Slaying Hill Giantess (EPV = 3,000)
- 1 suit giant hide armor (GPV = 0)

Encounter: Hill Giant (1), Dire Wolves (1-4)

Potential Yield:

- Slaying Hill Giant (EPV = 3,000)
- Slaying Dire Wolves (EPV = 120 each)
- 1 suit giant chain mail (GPV = 0)

Encounter: Hill Giants, young (2-8)

Potential Yield:

- Slaying young Hill Giants (EPV = 650 each)

ENCOUNTER AREAS

1. Entry and Cloak Room

Encounter: Hill Giants, wasted (2)

Potential Yield:

- Slaying 2 Hill Giants, wasted (EPV = 6,000)
- 2 suits giant hide armor (GPV = 0)
- Random bag contents (GPV = var.)

2. Watchtower

Encounter: Hill Giant, wasted (1)

Potential Yield:

- Slaying Hill Giant, wasted (EPV = 3,000)
- 1 suit giant hide armor (GPV = 0)
- belt buckle, gold set with 6 gems (100 gp each) (GPV = 1,400)
- 2 huge heavy crossbows (GPV = 0)
- 36 huge crossbow quarrels (GPV = 0)

3. Armory

Encounter: none

Potential Yield:

- 34 huge spears (GPV = —)
- 21 huge clubs (GPV = —)
- 4 huge long swords (GPV = 0)
- 2 huge footmans' maces (GPV = 0)
- 15 huge battle axes (GPV = 0)
- 21 huge javelins (GPV = 0)
- 26 huge shields (GPV = 0)
- 1 normal-sized war hammer +2 (GPV = 1000)
- 1 normal-sized war hammer (with **Magic Mouth**) (GPV = 2)
- 17 suits gigantic hide armor (GPV = 0)
- 8 suits gigantic chain mail (GPV = 0)
- 30 huge helmets (GPV = 0)
- 4 huge light crossbows (GPV = 0)
- 4 huge crossbow quarrel cases (20 huge bolts each) (GPV = 0)

4. Barracks

Encounter: Hill Giants, wasted (2)

Potential Yield:

- Slaying 2 Hill Giants, wasted (EPV = 6,000)
- 1 small pouch containing 110 pp (GPV = 550)

5. Playroom

Encounter: Young Giants [as Giant, Verbeeg] (12)

Potential Yield:

- Slaying 12 Young Hill Giants (EPV = 7,800)

6. Sub-Chief's Room

Encounter: Hill Giantess (1)

Potential Yield:

- Slaying 1 Hill Giantess (EPV = 3,000)
- 1 giant-sized suit chain mail (GPV = 0)
- 1 giant great helm (GPV = 0)
- 40 huge quarrels in 2 cases (GPV = 0)
- coinage (980 cp, 320 sp, 1,500 gp) (GPV = 1,513)
- 1 beaten silver comb set with 4 gems (50 gp each) (GPV = 300)
- 1 copper mirror (GPV = 200)
- 1 large gold hairpin set with a 500 gp pearl (GPV = 800)

- 1 huge heavy crossbow (GPV = 0)

→ _____ →

7. Main Guest Chamber

Encounter: none

Potential Yield:

- 1 20-foot-long fishing pole (GPV = —)
- Footman's Mace +2, Giant Slayer (GPV = 17,000)

→ _____ →

8. Chief's Smoking Lounge

Encounter: none

Potential Yield:

- 5 gallons common ale, flat (GPV = —)
- 1 giant-sized bottle Bitter-Korn whiskey (GPV = 50)

→ _____ →

9. Formal Dining Room

Encounter: none

Potential Yield:

- 7 shields (dwarven & gnome titan clans) (GPV = 140)
- 1 dwarven shield of missile attraction -1 (GPV = 2000)
- 12 giant-sized polished silver table settings (GPV = 3,750 - 7,500)
- 5 gigantic ornamental tankards (GPV = 250 - 500)
- 2 painted wooden troll statues (3' tall) (GPV = 1,000 - 1,200)
- 2 huge silver candlesticks (GPV = 300)
- 1 suit human-sized full-plate armor (GPV = 5903)

→ _____ →

10. Chamber of the Chief's Wife

Encounter: Cave Bear (1), Hill Giantess (chief's wife) (1)

Potential Yield:

- Slaying 1 Cave Bear (EPV = 650)
- Slaying 1 Hill Giantess (EPV = 3,000)
- 1 5,000 gp gem (GPV = 5,000)
- 3 1,000 gp gems (GPV = 3,000)
- 4 500 gp gems (GPV = 2,000)
- 8 100 gp gems (GPV = 800)
- 5 50 gp gems (GPV = 250)
- 8 10 gp gems (GPV = 80)
- 1 giant-sized doily (GPV = 75)
- 1 fine woolen rug (20' x 30') (GPV = 800)

→ _____ →

11. Antechamber

Encounter: none

Potential Yield:

- 3 stuffed harpy trophies (GPV = var.)
- 3 battered gnome titan shields (GPV = 0)
- 2 battered gnome titan helms (GPV = 0)
- 4 battered gnome titan breastplates (GPV = 0)
- 3 gnome titan bracers, badly battered (GPV = 0)
- 4 huge, ratty fur capes (GPV = 0)
- 2 Boomeranging Javelins of Lightning (GPV = 2000)
- 3 javelins (GPV = 1.5)

→ _____ →

12. Chief's Bedroom

Encounter: none

Potential Yield:

- 1 gigantic suit chain mail (GPV = 0)

- 2 huge long swords (GPV = 0)

- 1 shuttered hooded lantern (Continuous Light) (GPV = 7)

- 257 platinum pieces (GPV = 1,285)

- 1 pair giant-sized loaded 6-sided dice (GPV = var.)

→ _____ →

13. Servants' Quarters

Encounter: Hill Giant Warrior

Potential Yield:

- Slaying 1 Hill Giant Warrior (EPV = 3,000)
- 1 huge 2-handed sword (GPV = 0)
- 1 suit giant chain mail (GPV = 0)

→ _____ →

14. Maid's Chamber

Encounter: Hill Giantesses (4)

Potential Yield:

- Slaying 4 Hill Giantesses (EPV = 12,000)
- 4 huge clubs (GPV = 0)
- 4 suits giant hide armor (GPV = 0)
- 3 gem-studded gold bracelets (GPV = 26,213):
#1 = 9,655 gp, #2 = 4,514 gp, #3 = 12,044 gp
- coinage (GPV = 3,030)
- Potion of Extra-Healing (GPV = 600)
- Potion of Hill Giant Control (GPV = 3000)
- Potion of Healing (GPV = 400)
- Potion of Poison [Class J] (GPV = 400)

→ _____ →

15. Storeroom

Encounter: Trap: 5th and 6th tubes contain Explosive Runes

Potential Yield:

- Defeat 2 Traps: Explosive Runes (EPV = 60)
- 6 scroll tubes (GPV = 0)
- 1 map of the upper works [Player Aid #1] (GPV = 0)
- 3 giantish memos on vellum (GPV = 0)
- 2 scrolls of Explosive Runes (GPV = 0)

→ _____ →

16. Conference Room

Encounter: none

Potential Yield:

- 1 giant-sized rough skin map (GPV = 0)

→ _____ →

17. Ogre Quarters

Encounter: Ogre, Low, Common (4)

Potential Yield:

- Slaying 4 Common Low Ogres (EPV = 1,080)
- Potion of Storm Giant Strength (GPV = 1300)
- Potion of Delusionary Extra-Healing (GPV = 300)
- coinage (381 cp, 955 sp, 705 gp, 79 pp) (GPV = 1,199)
- 1 gem on leather thong (GPV = 1,000)
- 3 sets of crude Ogre dice (GPV = 0)

→ _____ →

18. Kitchen Workroom

Encounter: none

Potential Yield: none

→ _____ →

19. Pantry

Encounter: none

Potential Yield:

- 187 barrels (possible GPV = 2-20 gp each)

→ _____ →

20. Kitchen

Encounter: Hill Giantesses (5), Ogre, Low (14), Orc, Highland (29)

Potential Yield:

- Slaying 5 Hill Giantesses (EPV = 15,000)
- Slaying 14 common Low Ogres (EPV = 3,780)
- Slaying 29 Highland Orcs (EPV = 1,015)
- 5 suits giant hide armor (GPV = 0)
- 5 huge clubs (GPV = 0)

→ _____ →

21. Barracks

Encounter: none

Potential Yield: none

→ _____ →

22. Great Hall

Encounter: Chief Ivar, Hill Giant (NOT #3), Hill Giantess (1), Hill Giant Sub Chief Jimbo (NOT #4), Mist Giant Narm Herringbone (NOT #5), Flat-foot High Ogre Jaque (NOT #6), Cave Bear (1), Hill Giants (22), common Low Ogres (7), Low Ogre chieftain (1)

Potential Yield:

- Slaying 1 Hill Giant Chieftain (EPV = 3,000)
- Slaying 1 Hill Giant Chieftain's Wife (EPV = 3,000)
- Slaying 1 Hill Giant Sub-Chief (EPV = 3,000)
- Slaying 1 Mist Giant (EPV = 4,000)
- Slaying 1 Flat-foot High Ogre (EPV = 3,000)
- Slaying 1 Cave bear (EPV = 650)
- Slaying 22 Hill Giants (EPV = 66,000)
- Slaying 7 common Low Ogres (EPV = 1,890)
- Slaying 1 Low Ogre chieftain (EPV = 975)
- jewelry (from Hill Giant Chieftain) (GPV = var.)
- 3 suits giant hide armor (GPV = 0)
- 1 huge battle axe +2 (GPV = 4000)
- 1 huge heavy crossbow (GPV = 0)
- jewelry (from Hill Giant Chieftain's wife) (GPV = var.)
- jewelry (giants other than Ivar, his wife and Sub-Chief) (GPV = var.)
- 2 huge throwing daggers (GPV = 0)
- jewelry (from Ogres) (GPV = var.)
- studded collar with 6 1,000gp rubies (GPV = 6,000)

→ _____ →

23. Barracks

Encounter: none

Potential Yield:

- 1 elven earring with gem (GPV = 100)

→ _____ →

24. Outhouse

Encounter: none

Potential Yield:

- 1 spellbook bound in Black Dragon hide (GPV = 9000)

→ _____ →

25. Orc Slave Quarters

Encounter: Orc, Highland (2)

Potential Yield:

- Slaying 2 Highland Orcs (EPV = 70)

- 15 giant-sized silver utensils (GPV = 180)

- 45 gold pieces (GPV = 45)

→ _____ →

26. Gruff Billy Goats

Encounter: Giant Billy Goats (2), Giant Nanny Goats (9), Giant Kids (9)

Potential Yield:

- Slaying 2 Giant Billy Goats (EPV = 540)
- Slaying 9 Giant Nanny Goats (EPV = 2,430)
- Slaying 9 Giant Kids (EPV = 315)

→ _____ →

27. Dairy

Encounter: none

Potential Yield: none

→ _____ →

28. Hayloft

Encounter: none

Potential Yield: none

→ _____ →

29. Stables

Encounter: Ponies, Jumbo variants (6)

Potential Yield:

- Slaying 6 Jumbo Ponies (EPV = 384)
- 3 enormous wagons (GPV = var.)
- 122 pairs of boots (3 of snakeskin) (GPV = var.)
- 68 cloaks (65 good cloth, 3 fine fur) (GPV = var.)
- 43 pairs gloves (GPV = var.)
- 22 sets garments (18 shoddy, 2 common, 2 fine leather) (GPV = var.)
- 4 gowns (GPV = var.)
- 7 laced jerkins (GPV = var.)
- 77 mismatched sandals (GPV = var.)
- 103 woolen shirts (GPV = var.)
- 1 toga (GPV = var.)
- 13 tunics (GPV = var.)
- lot of household furniture (GPV = 560)
- 1 block and tackle (GPV = var.)
- 4 sets carpentry tools (GPV = var.)
- 3 crowbars (GPV = var.)
- 2 grappling hooks (GPV = var.)
- 1 portable forge (GPV = var.)
- 3 sets of merchant's scales (GPV = var.)
- 5 ladders (10' each) (GPV = var.)
- 422 feet of light chain (GPV = var.)
- 2 large tents (GPV = var.)
- 56 winter blankets (GPV = var.)

→ _____ →

30. Barracks Room

Encounter: none

Potential Yield: none

→ _____ →

DUNGEON LEVEL**WANDERING MONSTERS****All Non-Natural Areas**

Encounter: Ogres, common Low (4)

Potential Yield:

- Slaying 4 common Low Ogres (EPV = 1080)

- 4 huge spears (GPV = -)

Encounter: Bugbears (6)

Potential Yield:

- Slaying 6 Bugbears (EPV = 875)
- 6 footman's maces (GPV = 48)
- 6 suits chain mail (GPV = up to 350 ea. if undamaged)

Encounter: Brigand Orcs (10), Brigand Orc crossbowmen (2)

Potential Yield:

- Slaying 10 Brigand Orcs (EPV = 350)
- Slaying 2 Brigand Orc crossbowmen (EPV = 70)
- 10 medium shields (GPV = up to 30 ea. if undamaged)
- 12 clubs (GPV = -)
- 2 light crossbows (GPV = 70)

→ _____ →

ENCOUNTER AREAS

0. Engineering

Encounter: Hill Giant Kjell (1)

Potential Yield:

- Slaying 1 Hill Giant (EPV = 3,000)
- 1 huge dagger +2 (GPV = 3000)
- 1 floorplan of the lower level [Player's Aid #2]

→ _____ →

0a. Bedroom

Encounter: none

Potential Yield:

- coinage (1,754 sp, 567 gp, 349 pp) (GPV = 2,487)

→ _____ →

1. Marshalling Area

Encounter: none

Potential Yield: none

→ _____ →

2. Chamber of the Keeper

Encounter: Alfhild the Keeper, Hill Giant (1), Apes, Carnivorous (2)

Potential Yield:

- Slaying Alfhild the Keeper (EPV = 3,000)
- Slaying 2 Carnivorous Apes (EPV = 550)
- 1 suit giant chain mail (GPV = 0)
- 1 huge battle axe +3 (GPV = 8000)
- coinage (5,400 gp) (GPV = 5,400)
- 5 gems (500 gp each) (GPV = 2,500)
- 4 gems (100 gp each) (GPV = 400)
- 4 Potions of Water Breathing (GPV = 900 ea)

→ _____ →

3. Cell Block

Encounter: Bugbear guards (2)

Potential Yield:

- Slaying 2 Bugbear guards (EPV = 540)
- 2 suits chain mail (GPV = up to 350 ea. if undamaged)
- 2 large shields (GPV = up to 30 ea. if undamaged)

3a. Prisoner #1

Encounter: human, delusional (1)

Potential Yield: none (possible delusional porter)

3b. Prisoner #2

Encounter: Maqsood Patel (NOT #14)

Potential Yield: none

3c. Prisoner #3

Encounter: Carlono Oakland (NOT #12)

Potential Yield: none

3d. TRAP

Encounter: Screaming Skeletons (3)

Potential Yield:

- Slaying 3 Screaming Skeletons (EPV = 525)

3e. Large cell with five captured Orc rebels.

Encounter: Brigand Orcs (5)

Potential Yield:

- Slaying 5 Brigand Orcs (EPV = 175)

→ _____ →

4. Staging Area

Encounter: Bugbears (12)

Potential Yield:

- Slaying 12 Bugbears (EPV = 1,200)
- 12 suits chain mail (GPV = up to 350 ea. if undamaged)
- 12 large shields (GPV = up to 30 ea. if undamaged)
- 12 morning stars (GPV = 120)
- coinage (2-8 gp per Bugbear) (GPV = var.)

→ _____ →

5. Sleeping Quarters

Encounter: Bugbears (12)

Potential Yield:

- Slaying 12 Bugbears (EPV = 2,100)
- 12 suits chain mail (GPV = up to 350 ea. if undamaged)
- 12 morning stars (GPV = 120)

→ _____ →

6. Sleeping Quarters

Encounter: Bugbears (12)

Potential Yield:

- Slaying 12 Bugbears (EPV = 2,100)
- 12 suits chain mail (GPV = up to 350 ea. if undamaged)
- 12 morning stars (GPV = XXXXXX)

→ _____ →

7. Chamber of the Bugbear Captain

Encounter: Bugbear lieutenants (4), Captain Belko, Greater Bugbear (1)

Potential Yield:

- Slaying 4 Bugbear lieutenants (EPV = 700)
- Slaying Captain Belko, Greater Bugbear (EPV = 175)
- 5 suits bronze plate mail (GPV = up to 1000 ea. if undamaged)
- 5 medium shields (GPV = up to 30 ea. if undamaged)
- 5 bastard swords (GPV = 125)
- coinage (20-80 gp per Bugbear) (GPV = var.)
- 31 gems (10 gp each) (GPV = 310)

→ _____ →

8. Good Behavior Guard Post and Staging Area

Encounter: Bugbear guards (12)

Potential Yield:

- Slaying 12 Bugbear guards (EPV = 2,100)
- 12 suits chain mail (GPV = up to 350 ea. if undamaged)
- 12 body shields (GPV = up to 100 ea. if undamaged)
- 24 hand axes (GPV = 24)

- 12 morningstars (GPV = 120)

→ _____ →

9 - I 1. Cell Block (Good Behavior Area)

Encounter: Highland Orc slaves (unarmed) (24)

Potential Yield:

- Slaying 24 unarmed Highland Orcs (EPV = 840)

Encounter: Highland Orc slaves (unarmed) (30)

Potential Yield:

- Slaying 30 unarmed Highland Orcs (EPV = 1,050)

Encounter: Highland Orc slaves (unarmed) (24)

Potential Yield:

- Slaying 24 unarmed Highland Orcs (EPV = 840)

→ _____ →

12. Cell Block (Unruly)

Encounter: Bugbears (3)

Potential Yield:

- Slaying 3 Bugbears (EPV = 525)
- 3 suits chain mail (GPV = up to 350 ea. if undamaged)
- 3 body shields (GPV = up to 100 ea. if undamaged)
- 6 hand axes (GPV = 6)
- 3 morningstars (GPV = 30)

→ _____ →

13. Cell Block (Unruly)

Encounter: Highland Orc laborers (unarmed) (48)

Potential Yield:

- Slaying 48 Highland Orcs (EPV = 1,680)

→ _____ →

14. Cell Block (Unruly)

Encounter: Highland Orc laborers (unarmed) (24)

Potential Yield:

- Slaying 24 Highland Orcs (EPV = 840)

→ _____ →

15. Cell Block (Unruly)

Encounter: Brigand Orcs (16)

Potential Yield:

- Slaying 16 Brigand Orcs (EPV = 560)

→ _____ →

16. Torture Chamber

Encounter: Reidun the Inquisitor (NOT #7), Hill Giant (1)

Potential Yield:

- Slaying Reidun the Inquisitor (EPV = 3,000)
- 1 gold chain with fire opal (GPV = 2,000 as jewelry, 1,300 damaged)
- 1 suit giant hide armor (GPV = 0)
- 1 huge footman's mace (GPV = 0)

→ _____ →

17. Armory and Smithy

Encounter: Gudveig, Hill Giant (NOT #9) (1), Ole, Hill Giant (NOT #10) (1), Hill Dwarves (6), Tarik the Hill Dwarf (NOT #13)

Potential Yield:

- Slaying Gudveig the Hill Giant (EPV = 3,000)
- Slaying Ole the Hill Giant (EPV = 3,000)
- Slaying 6 Hill Dwarves (EPV = 1,050)
- Slaying Tarik the Hill Dwarf (EPV = 175)
- 2 suits giant hide armor (GPV = 0)
- 2 huge war hammers (GPV = 0)

- 19 pike-sized spears (GPV = 0)

- 41 6-foot javelins (GPV = 0)

- 16 huge battle axes (GPV = 0)

- 9 huge two-handed swords (GPV = 0)

- 6 huge war hammers (GPV = 0)

- 6 huge maces (GPV = 0)

→ _____ →

18. Dwarf Cage

Encounter: none

Potential Yield: none

→ _____ →

19. Orc Rebel Redoubt

Encounter: Cloven-hoof Orcs (3), Brigand Orcs (12), Highland Orc crossbowmen (7)

Potential Yield:

- Slaying 3 Cloven-hoof Orcs (EPV = 360)
- Slaying 12 Brigand Orcs (EPV = 420)
- Slaying 7 Highland Orc crossbowmen (EPV = 245)
- 3 suits leather armor (GPV = up to 5 ea. if undamaged)
- 15 medium shields (GPV = up to 30 ea. if undamaged)
- 3 longswords (GPV = 45)
- 12 clubs (GPV = -)
- 7 light crossbows (GPV = 245)

→ _____ →

20. Commone Area

Encounter: Highland Orcs (26)

Potential Yield:

- Slaying 26 Highland Orcs (EPV = 910)
- 26 clubs (GPV = -)

→ _____ →

21. Partially Cleared Passage to Cistern

Encounter: none

Potential Yield: none

→ _____ →

22. Cavern of the Latrine Ambushers

Encounter: Latrine Ambushers (2)

Potential Yield:

- Slaying 2 Latrine Ambushers (EPV = 240)
- coinage (GPV = var.)

→ _____ →

23. Implement Room

Encounter: none

Potential Yield: none

→ _____ →

24. Liquor Cellar

Encounter: none

Potential Yield:

- (21) 1 pint bottles of Dead Viking Ale (2.1 gp)
- (35) 1 pint bottles of Honey Brew (35 gp)
- (63) 1 pint bottles of Stout Brown Grevan (44.1 gp)
- (3) 1 qt. bottles of Orluian Brandy (30 gp)
- (1) 1 qt. Bottle of Liver Squeezings (64 gp)
- (5) 6 gal bottles of Grog (144 gp)
- (14) 6 gal bottles of Bitter-Korn Whiskey (2,688 gp)
- (6) kegs (15.5 gal) of Kromian ale (7,440 gp)

- (2) kegs (15.5 gal) of Orluian mead (3,100 gp)
- (1) keg (15.5 gal) of Honey Brew (248 gp)
- (2) casks (8 gal) of Blackberry wine (256 gp)
- (1) cask (8 gal) of Elderberry wine (5,120 gp)
- (3) barrels (60 gal) of good wine (2,880 gp)
- (5) barrels (60 gal) of common wine (48 gp)

→ _____ →

25. Warehouse

Encounter: none

Potential Yield:

- 1 set horse barding (full plate) (GPV = 2000)
- 2 sets horse barding (chain) (GPV = 1000)
- 2 sets horse barding (full scale) (GPV = 2000)
- 1 set horse barding (half brigandine) (GPV = 500)
- 1 sedan chair (GPV = 100)
- 17 galley oars (GPV = 170)
- 22 body shields (GPV = 2200)
- 24 medium shields (GPV = 1440)
- 5 small shields (GPV = 100)
- 4 suits plate mail (2 human sized, 2 dwarf sized) (GPV = 8000)
- 8 suits bronze plate mail (4 human-size, 3 elf-size, 1 halfling-size) (GPV = 8000)
- 12 suits of chain mail (all half-ogre sized) (GPV = 4200)
- 31 suits of brigandine armor (all human sized) (GPV = 3720)
- 53 suits of scale mail (all gnome sized) (GPV = 6360)
- 38 battle axes (GPV = 190)
- 32 light crossbows (GPV = 1120)
- 30 hand axes (GPV = 30)
- 30 morning stars (GPV = 300)
- 21 awl pikes (GPV = 105)
- 27 bardiches (GPV = 189)
- 17 bec de corbins (GPV = 136)
- 17 Fauchard forks (GPV = 136)
- 21 Glaive-guisarmes (GPV = 210)
- 29 Voulges (GPV = 145)
- 53 spears (GPV = 42.4)
- 10 bastard swords (GPV = 250)
- 25 broad swords (GPV = 250)
- 11 long swords (GPV = 165)
- 1 Trident (GPV = 15)

→ _____ →

26. Chamber Under Clearance

Encounter: none

Potential Yield: none

→ _____ →

27. Warehouse #2

Encounter: none

Potential Yield: none

→ _____ →

28. False Treasure Room

Encounter: Trap: pressure plates trigger portcullises, simultaneously blocking the passageway to the north while freeing the Krueller in area 29.

Potential Yield:

- 17 large moonstones (1 genuine 50 gp stone) (GPV = 50 gp)
- 22 very large chrysoprase (apple green) (GPV = -)

- 47 pieces of jade (3 genuine, 100 gp each) (GPV = 300)

→ _____ →

29. Prison

Encounter: Krueller (1)

Potential Yield:

- Slaying 1 Krueller (EPV = 975)

→ _____ →

30. Petty Cash

Encounter: Trap: Chest #2, scything blade Chest #7, poison needle

Potential Yield:

- Chest #1: 13,951 cp (GPV = 139)
- Chest #2: Trap: (EPV = 12), 27,320 sp (GPV = 2,732)
- Chest #3: 7,140 ep, 1 **Potion of Poison** [Class E] (GPV = 100)
- Chest #4: 27 copper ingots (400 cp each) (GPV = 108)
- Chest #5: none
- Chest #6: 11 ivory tusks (1,000 gp each) (GPV = 11,000)
- Chest #7: Trap: (EPV = 48), 980 small turquoise stones (1 gp each) (GPV = 980)

→ _____ →

31. The Chief's Treasure Room

Encounter: Trap: spiked pit. Trap: yellow mold spores.

Potential Yield:

- Defeat Trap: spiked pit (EPV = var)
- Large Chest: coinage (23,840 gp) (GPV = 23,840)
- Iron Box (locked): coinage (4,139 pp) (GPV = 20,695)
- Small Coffers: 41 gems (100 gp each), 13 gems (500 gp each), 8 gems (1,000 gp each) (GPV = 18,600)
- Small Coffers #2: 17 pieces jewelry (500 gp each) (GPV = 8,500)
- Map of the "Glacial Cliff of the Frost Giant Karl"
- 1 obsidian box containing black metal chain and instructions.
- 6 Tracer Bolts in quarrel case (GPV = 200 ea)
- 1 Bolt of Devastation +8 (GPV = 400)
- 4 Bolts of Reaving +6 (GPV = 600 ea)
- 2 Bolts of Thermal Fury +1 (GPV = 400 ea)
- 1 Bolt of Throat Seeking +1 (GPV = 400)
- 2 Bolts of Woe +4 (GPV = 500 ea)
- 1 Spear of Impalement +3 (GPV = 20,000)
- 1 Long Sword +1, Flame Tongue "Fire Brand" (GPV = 15,000)
- 1 Bastard Sword +2, Giant Slayer "Jack" (GPV = 17,000)

→ _____ →

32. Well

Encounter: none

Potential Yield: none

The Glacial Cliff of the Frost Giant Karl

BACKGROUND

Some sixty leagues to the south and east of the Villa of the Hill Giant Chieftain, amidst the high peaks that surround the fjords that flow into Sanfar Bay, is the stronghold of Karl Gustav, Lord of Frost Giants (who sometimes insists on being called "the Karl" instead of the Jarl, as is the usual custom for leaders among Frost Giants). As Frost Giants have been part of the raiding bands, the party is to deal with them as they dealt with the Hill Giants. Death and destruction are to be meted out to the Frost Giants in the same measure they gave to the peoples below (plus compounded interest!). Those members of the party who have survived the raid upon the Hill Giants will know that their most important mission, however, is to garner intelligence as to what or who is behind the alliance of Hill and Frost Giants, including any other allies involved. 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 belongs to the party; this is their reward for the perils they must face – and they are bound to face many in Karl's frigid ice caves and rocky caverns. 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 previous adventure, or used the magical chain found there, to arrive in the neighborhood of the Glacial Cliff. The whole place is windy and very cold. Visibility along the trails is about 150 feet. The mist near the fjord is worse still, and visibility there is only 30 feet. The high trails are often covered in snow and ice hillocks and mounds, with peaks of ice and rock thrusting up here and there like fangs. Movement through this howling and rugged maze is reduced to 50% of normal. Due to wind force and eddying currents, levitation or flying will result in movement in a random direction equal to one-half the distance flown or levitated. (Use 1d8 to determine direction, 1 = north, 2 = northeast, 3 = east, etc.) If the party is fleeing from pursuing monsters, any change in direction by the party will entitle them to a die roll to determine if the monsters continue to follow, with 1 or 2 on a six sided die indicating that pursuit continues, 3 through 6 meaning that they have successfully eluded the monsters. The extreme weather conditions in this area make pursuit very difficult.

The map the party has shows only the trail that leads into the mountains, and they have no idea as to which path they should follow or what they will encounter (other than the certainty of 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.

NOTES FOR THE GAMEMASTER

There is considerable information contained herein that is descriptive and informative with respect to what the players see and do. Note that this does not mean that you as GameMaster must surrender your creativity and become a mere script reader. You must supply considerable amounts of additional material. You will have to make up certain details of areas. You will have to judge the actions of your players and whether or not you will permit them. Finally, you can amend and alter monsters and treasures as you see fit, hopefully within the parameters of this module, and with an eye towards the whole, but to suit your particular players' weaknesses. Under most circumstances, the giants should not make morale checks to flee combat.

If the party decides to retire between forays into Karl's lair, they may use their hidden cave (Area G - if they have discovered it) as a base. This assumes that 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 may be awarded for monsters slain. Those for treasure taken should only be awarded when it is brought back to civilization.

If time permits, the giants will organize traps, ambushes and last ditch defenses against continuing forays into their stronghold. You must work up such cases and plans according to existing circumstances, but assuming clever advice to the giants.

Be certain to keep track of the fate of important giants and their allies or captives. The former will generally flee to Snørre's Hall, and the latter will be available for assistance to some parties. This assumes survival, of course, as well as opportunity. Each of the three adventures has some provisions for the movement of the surviving giants, but you will have to modify or augment these groups according to the outcome of previous adventuring by your party. This principle will also hold true with regard to any additional scenarios that you use that concern any of the creatures connected with this series. Such continuity of encounters will certainly make the adventures of the party more meaningful and exciting.

Wilderness Encounters

Several nasty beasts live in the area surrounding the Frost Giants' home. These are either allied or neutral with regards to the giants, but are likely to be hostile to any human or demi-human intruders. If the party does not explore their caves, you may use these as part of the random encounters surrounding the lair or deliberately place them as encounters outside the Frost Giants' lair to meet the PCs on their way into or out of it.

T. TELEPORT ZONE

If the party used the magical teleporting chain found in the Villa of the Hill Giant Chieftain, they will appear at this spot.

A. ICE TOAD AMBUSH

The air suddenly gets even colder and a sickening "ribbit"-like sound assaults you from above. You can just make out some shuffling on the ledges surrounding the path.

The Ice Toads will leap down and attack immediately upon spotting the PCs.

This place also has many bones and skulls littering it, and it is the lair of five Ice Toads. They have but one treasure, a naturally shaped piece of deep crimson ruby (base value 5,000 gp) that resembles a toad. They have it on a protrusion in the middle of their cave, and they worship it as a gawd. The toads rest on small ledges from 8 feet to 12 feet above the mountain path, and they will hop down and savagely attack anything that threatens their idol (which in their mind is everything but Frost Giants, whom they fear to attack).

Ice Toads (5) (HF 7, EP 270 each, Int 10 (Average), AL N, AC 5, MV 9", 9" Hop, HD 5, hp 43, 45 x2, 46, 51, SZ L, #AT 1, D 3d4, SA Cold aura, SD Immune to cold, Lang: ice toad, Hon: Average, ML 10, TOP 21, 22 x2, 23, 25, Crit BSL: Def AC +3, FF 5, Reference HoB 8 p 12)

B. YETI SCOUTS

You can just make out seven large, furry forms against the white backdrop.

These abominable creatures are scouts for the Frost Giants. Six of the Yeti in the band have no treasure with them, but their leader wields a **Long Sword Frost Brand +3** (+6 vs. fire-using/dwelling creatures). The scouts have a hoard of 11 ivory tusks (40 lbs. weight, 800 gp value each) buried under a mound of snow near their base camp (about 200 yards down the trail). Treat this hidden stash as a secret door for purposes of its discovery.

Survivors of an attack will seek to warn the Frost Giants of intruders.

Yeti, Arctic (6) (HF 7, EP 420 each, Int 6 (Low), AL N, AC 6, MV 15", HD 4 +4, hp 44 each, SZ L, #AT 2, D 1d6/1d6, SA Squeeze, SD Immune to cold, camouflage, Lang: frost giant, Hon: Average, ML 13, TOP 22, Crit BSL: Def AC +3, FF 9, Reference HoB 8 p 112)

Yeti Leader (1) (HF 7, EP 420, Int 7 (Low), AL N, AC 6, MV 15", HD 4 +4, hp 48, SZ L, #AT 2 or 1, D 1d6/1d6 or 1d6/1d8/1d12 +3 (Long Sword Frost Brand +3 (+6 vs. fire-using/dwelling creatures)), SA Squeeze, SD Immune to cold, camouflage, Lang: frost giant, Hon: Great (+1 to all die rolls), ML 13, TOP 24, Crit BSL: Def AC +3 (claws), Def AC +6 (Frost Brand), Def AC +9 (Frost Brand vs. fire-using/dwelling creatures), FF 9, Reference HoB 8 p 112)

C. SNOW LEOPARDS

Slinking along the snow you see a pair of white feline shapes. Upon sensing you, they dart away down the trail.

These 5 Snow Leopards are the "hunting dogs" and pets of the Yeti. They make their den along the trail to pick off less experienced or wounded adventurers. The creatures stage ambushes from ledges above the path gaining +2 to their surprise rolls. Once the party is engaged, their fellows will conduct a flank attack two rounds later from the opposite side of the trail. They have no treasure.

Leopard, Snow (5) (HF 5, EP 270 each, Int 4 (Semi-), AL N, AC 6, MV 15", HD 4 +2, hp 42 each, SZ L, #AT 3, D 1d4/1d4/1d6+1, SA Rear claws 1d4 x2, SD Surprised only 1 in 10, Lang: none, Hon: Average, ML 9, TOP 21, Crit BSL: Def AC +2, FF 7, Reference HoB 1 p 109)

D. WINTER WOLF PACK

Several oversized white-furred wolves sniff in your direction.

The Frost Giants encourage this wild pack of seven animals to roam the area as it discourages intruders and serves as an early warning. The Wolves have become more pets than guards, though, and have little stomach for

extended combat. They will attack if provoked but otherwise tail the party looking for an opportunity to engage in a hit-and-run attack. They have no treasure.

Winter Wolves (7) (HF 8, EP 975 each, Int 9 (Average), AL NE, AC 5, MV 18", HD 6, hp 45, 47, 48, 49, 50 x2, 51 each, SZ L, #AT 1, D 2d4, SA Frost breath, SD Immune to cold, Lang: winter wolf, Hon: Average, ML 13, TOP 22, 23, 24 x2, 25 x3, Crit BSL: Def AC +4, FF 5, Reference HoB 8 p 90)

E. REMORHAZ

The trail meanders into a small icy valley. A cursory scan seems to indicate that this is the end of the road.

This 30-foot long Remorhaz has recently moved into the valley. While it makes its lair nearby, it has been known to roam far from its lair. It does not attack Frost Giants largely because it prefers prey it can swallow whole.

A number of skeletons lie strewn about its icy den, one of a human with a **Ring of Three Wishes** (two left) on its bony finger and a **Bastard Sword +2 Giant Slayer** (no special intelligence but a lawful good alignment). If the monster is destroyed by heat (Fireball, Lightning, Wall of Fire, Fire Elemental, etc.) in its lair, the treasures are lost – destroyed or sunk into the ice and unrecoverable.

Remorhaz (1) (HF 51, EP 10,000, Int 1 (Animal), AL N, AC 0 (head 2, underbelly 4), MV 12", HD 14, hp 86, SZ G, #AT 1, D 6d6 (bite), SA Swallow whole, heat lash, SD Melt metal, Magic Resistance 75%, Lang: none, Hon: Average, ML 17, TOP 43, Crit BSL: Def AC +12, FF 4, Reference HoB 6 p 121)

F. WHITE DRAGON LAIR

This small valley holds the end of trail and apparently nothing else.

Further investigation will reveal the entrance to an underground chamber that is blocked by a large boulder. The boulder weighs 1800 pounds. Up to six medium sized characters may attempt to move it, and if their combined maximum weight carried (PHB page 121) equals or exceeds 1800 pounds, they may move the boulder aside to reveal a cave. If the PCs continue read the following.

An irregular pattern of rock and ice form the floor of a vast cavern. Atop a tremendous heap of coins and treasure rests a lizard-like creature with blinding white scales.

The noise of moving the boulder that seals the place off will awaken the two White Dragons herein. The male dragon rests in front of a large alcove in his cave that conceals much of his magic treasure. He will pretend that he is sleeping in order to surprise intruders. The large, very old male rests atop a heap of treasure: 72,000 sp, 17,320 elp, 3,343 gp, 2,966 pp, 8 silver boxes filled with ivory (weight 3,000 lbs. each, value 4,500 gp ivory, each box is worth 1,500 gp), 1 alabaster statue (4,000 gp value), 7 white marble statues of no great worth, a scattering of 1,900 1 gp base value gems, 11 pewter serving pieces of small worth, 24 various (man-sized) weapons (4 halberds, 2 khopesh, a two-handed sword, 3 long swords, 2 footman's maces, 4 warham-

mers, a lucern hammer, 3 battle axes, 2 short swords, a petite rapier, and a **Dagger +2**), 7 small shields, 3 medium shields, a buckler, 5 suits of armor (including a silvered set of human-sized **Chain Mail +3**), 2 suits of plate mail (one human-sized and the other half-elven), one suit of studded leather, 27 urns of small value, and 61 bottles and flasks which have no value except for 1 which holds Class E poison, 1 which is a **Potion of Fire Resistance**, and another 2 which hold **Potions of Diminution** and **Polymorph Self**. He also has a **Split Stone Ring**, a **Scroll of Protection from Poison**, a **Short Sword +1**, a **Bedwarmer of Restful Sleep +3**, a suit of dwarf-sized **Field Plate +1**, **Buford's Everfull Purse**, a 4-foot by 6-foot **Carpet of Flying**, a man-sized **Medium Shield of Provocation +3**, an **Arrow of Slaying Gnomes**, 2 **Quetzalytochtli's Feather Tokens** (anchor and tree), and **Frikey's Flask of Interminable Appeals**.

White Dragon, very old male, "Fromitroxr" (1) (HF 81, EP 16,000, Int 7 (Low), AL CE, AC -4, MV 12", 40" Fly (C), 12" Swim, HD 12, hp 605, SZ G (72 ft. long body, 68 ft. long tail), #AT 3+, D 1d6+9/1d6+9/2d8+9 (claw/claw/bite), SA Spells, dragon fear (105 feet, save at -1), breath weapon (9d6+9), frost cone 70 feet long, 25 feet wide at the base, 5 feet wide at its mouth), SD Spells, immune to normal missiles, Magic Resistance 25%, Lang: common, frost giant, ogre, white dragon, Hon: Average, ML 16, TOP 302, Crit BSL: Def AC +9, FF 9, Reference HoB 2 p 70, p 102). Draconic abilities: Ice Walking, Gust of Wind (3/day), Wall of Fog (3/day). Spells known (each 1/day): Animate Dead Animals, Yudder's Whistle of Hell's Gate.

His mate is on a ledge with a cave-like recess, the whole being about 30 feet above the floor of the main cavern. On the ledge an old female dragon, the mate of the very old male, hides and watches to see who enters the place. Frost Giants bearing treasure to dump on the pile are the only acceptable intruders. The female dragon will fly silently to the aid of the male, gaining +2 to surprise opponents. She hides 12 1,000 gp base value gems (8 opals and 4 emeralds) at the back of the ledge, along with an **Eversmoking Bottle**, **Eyes of Petrification**, 2 **Bolts of Return-Upon-Command**, a **Long Bow +1**, two **Bracers of Defense** (AC 7 and AC 6), **Boots of Elvenkind**, **Boots of Contempt**, and **Bracers of Brachiation**.

White Dragon, old female, "Garmytrixr" (1) (HF 71, EP 14,000, Int 6 (Low), AL CE, AC -3, MV 12", 40" Fly (C), 12" Swim, HD 12, hp 484, SZ G (68 ft. long body, 60 ft. long tail), #AT 3+, D 1d6+8/1d6+8/2d8+8 (claw/claw/bite), SA Dragon fear (90 feet, save at +0), breath weapon (8d6+8), frost cone 70 feet long, 25 feet wide at the base, 5 feet wide at its mouth), SD Spells, immune to normal missiles, Magic Resistance 20%, Lang: common, frost giant, ogre, white dragon, can communicate with any intelligent creature, Hon: Average, ML 16, TOP 242, Crit BSL: Def AC +9, FF 8, Reference HoB 2 p 70, p 102). Draconic abilities: Ice Walking, Gust of Wind (3/day). Spells known (each 1/day): Divining Rod, Metal Bug.

G. HIDDEN CAVE

The trail meanders into a small valley that appears to be uninhabited.

If the party spends a few turns searching the area, they will discover a hidden cave in which they can safely hide themselves, their mounts, equipment, and treasure. It will remain secret as long as they bother to take even minimal precautions with respect to keeping their hiding place secret, i.e. do not lead pursuers to the spot, make no undue noise there, etc.

H. THE GLACIAL CLIFF OF THE FROST GIANT KARL

Key to the Upper Areas

Karl's lair is located near the base of a large glacier. If the party is traveling overland (i.e. they teleported to the lair or are following the map), the only access is via a narrow switchback trail that descends from the icy heights above. The thick arrow (on the map to the upper level) indicates the beaten path that the giants follow to enter the place.

As the narrow switchback is covered by ice and snow as well as damp fog from the fjord below, each turn that the party is moving along it roll 1d6; 1 in 6 indicates a member of the party has slipped and fallen, and there is then a 3 in 6 chance that the character falling will continue to slip and slide over the edge. If the party is roped together, when one member slips over the edge, the next must make a check with a 2 in 6 chance of following. If more than half of the party goes over the edge, they all fall. Each member falling to the bottom of the glacier takes 1d6 points of damage for every 10 feet falling distance, 10d6 maximum due to the cushioning effects of snowdrifts. There are twelve switchbacks, and each switchback descends 20 feet (for a total of 240 feet). The cave entrances of the upper areas are on the 8th switchback, 80 ft. above the fjord waters.

UPPER AREAS (CAVES)

The caves and caverns are formed from ice, with a few areas of rock here and there. In these areas a faint greenish light will make torches or similar lights unnecessary. Fireballs used in such areas will make the footing within the area of effect very slippery (a 2 in 6 chance of each character slipping and falling per 10 feet moved). For another 2 to 5 turns after such magical fire is used, a thick fog that reduces visibility to 5 feet will fill the area. Boulders blocking movement require 3 persons of normal strength to move them, success being indicated by a 1 or 2 on 1d20, just as if a resisting door were being opened. Characters with 18 or greater Strength can move these boulders alone as if they were locked, barred or magically held doors. If they are cooperating with other party members to move them, add 1 to the probability of success for each 18+ Strength character in the group attempting to move the boulder, i.e. 4 if two of the three were 18 Strength characters.

GIANT'S BAG CONTENTS

There will be numerous occasions when the party will search bags and chests. The contents of these containers may be determined randomly by using the table hereafter. The number of items in the bag or other container is simply determined by rolling five four-sided dice (5d4) to obtain a random number of items between 5 and 20. A roll for each item is then made on Table G2: Frost Giant's Bag Contents.

WANDERING MONSTERS:

Encounters occur on 1 on 1d12; check each turn.

1. 2-5 Yeti
2. 1-3 Frost Giants
3. 4-16 Ogres
4. 2-8 Winter Wolves

Note:

Wandering monsters are assumed to be creatures not shown on the matrices, and their appearance is simply chance, although they can reinforce existing monsters in an area if circumstances favor this action on their part.

Wandering Encounter 1

Yeti, Arctic (1d4+1) (HF 7, EP 420 each, Int 6 (Low), AL N, AC 6, MV 15", HD 4 +4, hp 44 each, SZ L, #AT 2, D 1d6/1d6, SA Squeeze, SD

Table G2: Frost Giant's Bag Contents

Roll	Item In Bag Or Other Container
1-3	old axe blade for use as hand chopper
4-17	frozen chunks of ice w/ rocky center (1-4)
18-19	bowl and spoon, tin or pewter, battered
20-21	brass items, various and sundry, bent
22-23	caltrops, iron, large (1-6)
24-25	cheese, hard, very moldy
26-30	cloak, shabby, wool
31-32	comb, bone
33-40	cooking pot, bronze
41-43	horn, drinking
44-47	knife, skinning
48-53	linens, various, soiled, patched
54-60	piece of dried cod
61-64	money, copper (200-500 pieces)
65-67	money, silver (20-120 pieces)
68-69	money, gold (20-50 pieces)
70-76	pelt, fur, worthless and mangy
77-83	rope, 10-120-foot long coil, very strong
84-85	salt, small bag or box of
86-90	snowshoes
91-98	skin, wine, full
99-100	tusks, animal, no ivory value (1-8)

It is suggested that no item be duplicated, roll again if a given result would indicate a duplicate item.

Immune to cold, camouflage, Lang: giant, Hon: Average, ML 13, TOP 22, Crit BSL: Def AC +3, FF 9, Reference HoB 8 p 112)

Wandering Encounter 2

Frost Giants (1d3) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 80 each, SZ H, #AT 1 (+4 to-hit for Strength), D 4d4/4d4/4d4 +9 (huge battle axe + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, giant, Hon: Average, ML 14, TOP 40, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

Wandering Encounter 3

Ogre, Common (4d4) (HF 2, EP 270 each, Int 8 (Low), AL CE, AC 5, MV 9", HD 4 +1, hp 41 each, SZ L, #AT 1 (+3 to-hit for Strength), D 1d10 (fist) or 2d8/2d6/2d6-2 (huge club) +7 (Strength), SA Nil, SD Nil, Lang: common, giant, ogre, Hon: Average, ML 11, TOP 20, Crit BSL: Def AC +5, FF 4, Reference HoB 6 p 23)

Wandering Encounter 4

Winter Wolves (2d4) (HF 8, EP 975 each, Int 9 (Average), AL NE, AC 5, MV 18", HD 6, hp 50 each, SZ L, #AT 1, D 2d4, SA Frost breath, SD Immune to cold, Lang: winter wolf, Hon: Average, ML 13, TOP 25, Crit BSL: Def AC +4, FF 5, Reference HoB 8 p 90)

ENCOUNTER AREAS:

1. GUARD ROOM ICE CAVERN

Four Frost Giants stand guard in this room.

Four Frost Giants lair in this place at all times to prevent any unauthorized use of the south passage. If any combat goes 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. There are 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 attacked in melee. Their treasure is at Area 6. See also Area 2 hereafter.

Frost Giants (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 85, 86 x2, 90, SZ H, #AT 1 (+4 to-hit for Strength), D 4d4/4d4/4d4 +9 (huge battle axe + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, giant, Hon: Average, ML 14, TOP 42, 43 x2, 45, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

2. GUARD ROOM ICE CAVE

Four piles of furs sit in a corner of this cave. Three Frost Giants rest on the furs.

Three Frost Giants rest here between shifts. If they hear noise from Area 1, they will rush there to help, or if they are attacked they will raise a cry to bring the guards from Area 1 to aid them. There are four 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 (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.

Frost Giants (3) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 90 x2, 91, SZ H, #AT 1 (+4 to-hit for Strength), D 4d4/4d4/4d4 +9 (huge battle axe + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, giant, Hon: Average, ML 14, TOP 45 x3, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

3. EMPTY ICE CAVE

This frigid cave appears empty.

If loud noise is made herein, the ceiling of ice and icicles will collapse, inflicting 3-30 hit points of damage on each creature in the cave.

4. SMALL ICE CAVE

A litter of bones forms a nest for a pack of large, white furred dawgs.

This is a den for 5 Winter Wolves – a male, a female, and 3 adolescents. The mated pair of wolves was rescued by a young Frost Giant a few years ago and has become a cherished pet. If the young are molested, the parents will fight at +3 to-hit and +3 to damage. They have no treasure, although there is a litter of bones and the like in the place.

Winter Wolves (5) (HF 8, EP 975 each, Int 9 (Average), AL NE, AC 5, MV 18", HD 6, hp 40 x2, 45, 50 x2, SZ L, #AT 1, D 2d4, SA Frost breath, SD Immune to cold, Lang: winter wolf, Hon: Average, ML 13, TOP 20 x2, 22, 25 x2, Crit BSL: Def AC +4 (+7 when enraged), FF 5, Reference HoB 8 p 90)

5. ICE CAVERN

Eight humanoid are individually encased in ice like mummified popsicles. It is uncertain if this is a dire warning of your fate or simply a bizarre piece of art.

The giants have frozen 8 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) a dwarf with a **Battle Axe +1**, 2) a drow elf with a long case at his feet (**Wand of Frost** with 16 charges), 3) a human wearing a jeweled belt (worth 7,000 gp), 4) a pixie farie with a tube in her hands (a **Scroll of Protection from (all) Elementals**), 5) a gnome titan with a spilled pouch of (37 base 10 gp) gems at his feet. 6) a half-ogre wearing a **Ring of Fire Resistance**, 7) a half-elf grasping a sack with a burst seam showing silvery coins (471 hsp), and 8) a human in gleaming armor (**Plate Mail of Vulnerability -2** but appears as +1 until actually struck in real combat).

Corpse #2 was once a nosy advisor named Toli. He foolishly wandered off from his companions and was confronted by a pair of irate Frost Giants who laughed off his pathetic attempt to blast them with his wand...

If a Fireball is used to melt the ice blocks, all magic and jewelry will be destroyed, except the armor. Lesser fires or chipping will cause melting or vibrations, which have a 10% per block cumulative chance of causing the ceiling of ice and massive icicles to collapse and inflict 6-60 points of damage on each creature beneath (save vs. petrification for half).

6. ICE PROVISIONS CAVE

This appears to be a cold storage locker.

There are various pieces of frozen meat, some bales of cloth, piles of hides, and a few odd boxes and barrels of foodstuffs here. The third barrel moved will reveal a hole with 3,000 gp, 4 base 1,000 gp gems, and a clerical **Scroll of Cure Serious Wounds** (written by a 9th level cleric) inside a silver tube worth 300 gp.

7. CAVERN

This icy cave is numbing in both its temperature and similarity to every other cave you have explored.

Ice formations cover this natural rock cavern so that unless the party pays particular attention, only the lack of the light that pervades the ice caves will make this place different from earlier caves and caverns. There are four (or more, if Ogres from the Steading survived, for they will also be here) big heaps of furry hides near the southeastern end of the place. They cover four Ogres who await audience with Karl Gustav. Any noise will awaken them, and they will give the alarm to Area 8 and attempt to give the party the slip and warn the giants, too. Each Ogre has from 100 to 400 gp and 1-4 base 100 gp gems.

Ogres, Common (4) (HF 2, EP 270 each, Int 8 (Low), AL CE, AC 5, MV 9", HD 4 +1, hp 46 each, SZ L, #AT 1 (+3 to-hit for Strength), D 1d10 (fist) or 2d8/2d6/2d6-2 (huge club) +7 (Strength), SA Nil, SD Nil, Lang: com-

mon, giant, ogre, Hon: Average, ML 11, TOP 23, Crit BSL: Def AC +5, FF 4, Reference HoB 6 p 23)

8. SOUTH CAVERN

A gang of Ogres bundled up in crude parkas lean against the walls and make quiet conversation.

Ogre mercenaries serving Karl Gustav dwell here. There are currently 12 of them, and they will all fight fiercely. They keep their equipment in 5 chests, 12 sacks and 3 barrels, and use some of the many piles of the skins and hides used for beds. Chest #2 contains an ear collection, and #4 holds 1,300 cp, 2,111 sp, 792 ep, and 5,300 gp. Sack #9 contains 6 pieces of silver jewelry (100 to 600 gp value each) and 8 pieces of gold jewelry (200 to 800 gp value each). Barrel #1 contains skulls. Hidden under the 10th pile of skins are two **Potions of Healing** and a gold armband with an inset ivory and amber bear (jewelry value 2,000 gp, damaged value 700 gp). The latter is a pass for Karl.

Ogres, Common (12) (HF 2, EP 270 each, Int 8 (Low), AL CE, AC 5, MV 9", HD 4 +1, hp 46 x10, 50 x2, SZ L, #AT 1 (+3 to-hit for Strength), D 1d10 (fist) or 2d8/2d6/2d6-2 (huge club) +7 (Strength), SA Nil, SD Nil, Lang: common, giant, ogre, Hon: Average, ML 11, TOP 23 x10, 25 x2, Crit BSL: Def AC +5, FF 4, Reference HoB 6 p 23)

9.-10. CAVERN GUARD COMPLEX

Giants here are always alert. A circled number shows the position of each guard. These guards will co-operate and attempt to set up ambushes by the movement of those in Area 9 eastwards to Area 10 via the north passage, while those at Area 10 move clockwise into Area 9 to come into the rear of attacking forces.

9. FRONT GUARD POST

Four Frost Giants stand guard here, watching for intruders.

Four Frost Giants dwell here. Their positions are listed on the map (1, 2, 3 & 4). Each has his regular weapon plus a boulder at hand. There are plenty of additional boulders piled near guard positions one and four. These giants have no treasure. The passage to the south winds its way down to area #1 of the lower level.

Frost Giants (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 90 each, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, giant, Hon: Average, ML 14, TOP 41, 42, 43 x2, 44, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

10. REAR GUARD POST

Milling about the area are four Frost Giants. Each giant wears a gold armband with a jeweled bear.

Four Frost Giants live here, and their positions are marked on the map with the numbers five through eight. Each wears an armband exactly as

described in Area 8 above. There are eight bags piled into the corner at guard position eight, each holding 200 to 1,200 gp. There is also a rock ledge at about 9 feet high which has a stone box on it; inside this box are 6 more arm-bands and a pouch of 21 base 100 gp value gems. The stone box will not be seen unless it is actively looked for by a creature within 5 feet able to view something that far off the ground.

Frost Giants (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 90 each, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, giant, Hon: Average, ML 14, TOP 41, 42, 43 x2, 44, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

11. CAVE OF BONES

Bones lie scattered all about this cavern. Here and there you see the glint of metal.

This place is the disposal area for unwanted bodies and similar refuse. The giants in the upper area toss all their garbage here. Although it certainly appears that there might be some treasure scattered amongst all the bones, there are only a few coins: 1d6 each of cp, sp, and gp among some broken weapons, pottery shards, and the like. It takes one turn to search a 10-foot square area, and any nearby (or passing by) giants will investigate the noise, even if the lair has not yet been alerted. Roll each turn, starting with a 1 in 6 probability at least one comes to investigate on the first turn, and adding a 1 in 6 chance each turn (2 in 6 on the second, and so on).

12. MISTY ICE CAVE

This caverns is full of a damp cold fog that inhibits visibility.

Escaping hot air from somewhere beneath filters into this place, making it full of damp, cold fog. The stuff cuts visibility to Area 3, and the floor is very slippery (with Man-sized and Small bipeds suffering a 2 in 6 chance of falling). A falling character has a 1 in 4 chance of dropping all items in their hands. Any items size S or smaller that are dropped have a 1 in 4 chance of falling into a crack in the floor and dropping somewhere into the bowels of the earth, forever lost.

13-16. BARRACKS CAVERN COMPLEX

This area houses the band of Frost Giants currently readying for a raid into a nearby dwarven community. Each of the sub-areas have 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. All have a club, a spear and 4 boulders to hurl.

13. NORTH BARRACKS WEST

Lounging in this room are four armed frost giants.

Four Frost Giants make their quarters here. There are four piles of fur, a table and four chairs. There is no treasure.

Frost Giants (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 86, 90 x2, 92, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength) OR 2d6-2/2d6/2d8 +9 (huge spear + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, giant, Hon: Average, ML 14, TOP 43, 45 x2, 46 Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

14. NORTH BARRACKS EAST

Two Frost giants sit at a large table, while two more inspect their weapons.

Four Frost Giants dwell here. They have four piles of fur, two tables and six chairs. Four cloaks hang from pegs in the wall.

Frost Giants (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 86 x2, 94 x2, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength) OR 2d6-2/2d6/2d8 +9 (huge spear + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, giant, Hon: Average, ML 14, TOP 43 x2, 47 x2, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

15. SOUTH BARRACKS WEST

Scattered about this room are six Frost Giants. Two are cleaning their weapons, while two discuss food in hushed voices. Two more are hunched over a clear spring of water, filling their wineskins.

Six Frost Giants have their barracks in this cavern. At location "X" is a clear spring of water about two and a half feet deep, at the bottom of which are 278 clear rock crystals with a base value of 10 gp each.

Frost Giants (6) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 90 each, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength) OR 2d6-2/2d6/2d8 +9 (huge spear + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, giant, Hon: Average, ML 14, TOP 45, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

16. SOUTH BARRACKS EAST

Seated at a large table are four Frost Giants. They seem to be engaged in a serious conversation.

This is another barracks for Frost Giant guards. It has minimal furniture: four piles of furs and a table and four chairs. They are currently discussing the floor cleaning schedule, and if uninterrupted, will begin to argue loudly in 2d4 rounds.

Frost Giants (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 92 each, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength) OR 2d6-2/2d6/2d8 +9 (huge spear + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, giant, Hon: Average, ML 14, TOP 46, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

17. ICE STORAGE CAVE

This place is full of large and small pieces of frozen meat, some of the chunks resembling parts of human and demi-human bodies. ...

Amidst the normal fare of giant elk and reindeer are pieces of 43 separate individuals. No single corpse is wholly intact.

18. ICE CAVERN

About halfway down this tunnel a rune is carved into the ice.

A rune of warning carved into the ice floor clearly shows that this place is dangerous. (Any party member able to speak the language of Frost Giants or using a Comprehend Languages spell or the like will immediately understand this as a dire warning!) Only 10 feet beyond the west bend of the cavern the walls appear to be covered with old, rough ivory – it is full of brown mold. Mounds down the corridor appear to be the bony remains of various creatures, but the growth covers them, so no positive observation can be made. There is no treasure here.

18A. BROWN MOLD LAIR

The passage dead ends in a small cave covered in what appears to be old, rough ivory.

The walls of this cave are covered in Brown Mold. There is nothing else in the cave, and no treasure.

Brown Mold (1) (HF 0, EP 15, Int 0 (Non), AL N, AC 9, MV 1", HD n/a, HP n/a, SZ L, #AT 0, D n/a, SA freezing, SD absorb heat, Lang: none, Hon: Average, ML n/a, TOP n/a, Crit BSL: n/a, FF n/a, Reference HoB 5 p 36)

19. GUARD ICE CAVE

This cave holds two Frost Giants. One stands guard at the cave mouth, while the other sleeps inside.

Two Frost Giants are here, one watching at the cave mouth, one sleeping on a pile of hides. Each is armed, and there are eight throwing boulders in the cave. They each have a sack, but neither has any treasure.

Frost Giants (2) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 89, 91, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, giant, Hon: Average, ML 14, TOP 45, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

20. GUARD CAVE

Four Frost Giants inhabit this cave, three on watch and one sleeping.

Four Frost Giants guard this cave. One giant watches down each passage while one sleeps on heaps of skins. Each has his weapon and 4 boulders to hurl. There are 4 sacks in the cave but no treasure.

Frost Giants (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 87, 88, 91, 96, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, giant, Hon: Average, ML 14, TOP 43, 44, 45, 48, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

21. VISITORS' CAVE

Five Hill Giants are pacing around trying to keep warm – one is doing jumping jacks.

Five Hill Giants are camped here awaiting a summons from Karl. The cave has five heaps of hides and five giant sized bags. Bag #4 has a gold inlaid skull with a report from the Hill Giant Chieftain (Ivar) to Karl inside. The skull is a pass to the Hall of Prince Snørre. The biggest Hill Giant knows that they are bound south to the realm of the Fire Giants after seeing Karl so as to take a message to the Fire Giant Prince. Each Hill Giant wears a fur cloak worth 500 to 3,000 gp.

Hill Giants (5) (HF 14, EP 3,000, Int 6 (Low), AL CE, AC 1 (giant chain mail), MV 12", HD 12 +1, HP 80 each, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge club + Strength), SA hurling rocks 2-16, SD catch large missiles 30%, Lang: common, giant, hill giant, Hon: Average, ML 14, TOP 40, Crit BSL: Def AC +13, FF 7, Reference HoB 3 p 58)

22. VISITORS' CAVE

Five stone giants are sitting around chatting.

Five Stone Giants of very large size have come here to pay their respects to Karl 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 will fight only if attacked. Each has a weapon and three rocks handy. Amongst the 5 piles of skins in the cave is a jeweled crown worth 15,000 gp (9 gems worth 1,000 gp each, 2,000 gp worth of platinum) which they intend to give to Karl as a gift.

Stone Giants (5) (HF 31, EP 7,000, Int 9 (Average), AL N, AC 0 (natural), MV 12", HD 14 +2, HP 80, 85, 86 x2, 98, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge stone club + Strength), SA hurling rocks 3-30, SD catch large missiles 90%, Lang: common, giant, Hon: Average, ML 16, TOP 40, 42, 43 x2, 49, Crit BSL: Def AC +16, FF 7, Reference HoB 3 p 63)

23. SPECIAL VISITORS' CAVE

Three fire giants clad in a ridiculous excess of padded clothing are huddled around a flickering fire.

This location is warmed somewhat by the fire but clearly not to the Fire Giants' desired temperature, and it is lit by dim reddish light. The three Fire Giants are messengers who have delivered their message and are about to depart for their own land. There are 3 huge piles of furs and skins in the place, a crude table, a bench, 3 stools, a large brazier, and 3 sacks, each with 3,000 gp plus the usual contents. The strongest Fire Giant carries a token of Karl's fealty to Prince Snørre, a solid silver statue of a bear, rampant, with topaz eyes (500 gp each) and ruby fangs (8 gems worth 500 gp each) worth 6,000 gp (silver is worth 100 gp). He carries the statue in a bag at his belt.

Fire Giants (3) (HF 45, EP 8,000 each, Int 9 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 91 x2, 94 SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +10 (huge two-handed sword + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: common, giant, Hon: Average, ML 16, TOP 40 x2, 47, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

Key to the Lower Areas**GAMEMASTER'S NOTES:**

This area consists of natural formations, with some rough hewn connecting passages and enlargements made here and there. Passages are about 25 feet high, while the roofs of small caverns are 30 feet to 40 feet high, those of the large ones 45 feet to 60 feet tall. Light in this area comes from torches and cressets that are actually cages for Fire Beetles, the latter mostly in the part inhabited by Karl himself. Survivors of attacks on the level above will most likely make a stand in Area 1 below or attempt to hide in Area 22 below if weak and hotly pursued.

Area 24 is at fjord level while the remaining chambers gradually drift upwards in elevation.

WANDERING MONSTERS:

Encounter occurs 1 in 10, check each turn.

1. 4 Frost Giant guards making the rounds
2. 3-12 Ogres on an errand for the Karl
3. Frost Giantesses and 3 Ogre servants out for a walk
4. 1 Frost Giant and 2-5 Winter Wolves searching for possible intruders (ONLY IF PARTY IS KNOWN TO BE AROUND)

Wandering Encounter 1

Frost Giants (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 88 each, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, giant, Hon: Average, ML 14, TOP 44, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

Wandering Encounter 2

Ogres, Common (3d4) (HF 2, EP 270 each, Int 8 (Low), AL CE, AC 5, MV 9", HD 4 +1, hp 41 each, SZ L, #AT 1 (+3 to-hit for Strength), D 1d10 (fist) or 2d8/2d6/2d6-2 (huge club) +7 (Strength), SA Nil, SD Nil, Lang: common, giant, ogre, Hon: Average, ML 11, TOP 20, Crit BSL: Def AC +5, FF 4, Reference HoB 6 p 23)

Wandering Encounter 3

Frost Giantess (1) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 85, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, giant, Hon: Average, ML 14, TOP 42, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

With her servants:

Ogres, Common (3) (HF 2, EP 270 each, Int 8 (Low), AL CE, AC 5, MV 9", HD 4 +1, hp 41 each, SZ L, #AT 1 (+3 to-hit for Strength), D 1d10 (fist) or 2d8/2d6/2d6-2 (huge club) +7 (Strength), SA Nil, SD Nil, Lang: common, giant, ogre, Hon: Average, ML 11, TOP 20, Crit BSL: Def AC +5, FF 4, Reference HoB 6 p 23)

Wandering Encounter 4

Frost Giant (1) (HF 34, EP 7,000, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 88, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength) OR 2d6-2/2d6/2d8 +9 (huge spear + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, giant, Hon: Average, ML 14, TOP 44, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

With:

Winter Wolves (1d4+1) (HF 8, EP 975 each, Int 9 (Average), AL NE, AC 5, MV 18", HD 6, hp 50 each, SZ L, #AT 1, D 2d4, SA Frost breath, SD Immune to cold, Lang: winter wolf, Hon: Average, ML 13, TOP 25, Crit BSL: Def AC +4, FF 5, Reference HoB 8 p 90)

ENCOUNTER AREAS:**I. GREAT CAVERN HALL**

This large cavern is lined with tables and chairs, and is obviously used for large gatherings. Several Fire Beetles light the room from cages suspended from the ceiling. Two Frost Giants stand guard near the exit of the cave.

The Great Hall is the only place large enough to hold the entire clan at one time. However, since Karl has his own banquet room, the room is used sparingly. The drow like to gather everyone here for motivational "staff" meetings, but attendance has been poor.

Frost Giants (2) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 84, 87, SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge club + Strength) or 2d6-2/2d6/2d8 +9 (huge spear + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, frost giant, giant, Hon: Average, ML 14, TOP 42, 43, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

2. KITCHEN

Three Fire Giantesses and four Ogres in the west spur of this cavern are roasting a giant elk over the natural fire pit there and are moving about purposefully.

These creatures are readying Karl's food. Various food and furniture and utensils are about the main room and the east arm. Amidst the heaped food-stuffs to the north are four human captives in a cage, being saved for a feast. They are mere 0-level NPCs and in no way useful, nor will they bring any ransom, but they can warn the party of what lies in the areas 4, 5, and 6.

Fire Giantesses (3) (HF 45, EP 8,000 each, Int 9 (Average), AL LE, AC 5 (no armor), MV 12", HD 15 +2, hp 70, 72, 76, SZ H, #AT 1 (+4 to-hit for Strength), D 1d8 +10 (fist + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: common, giant, Hon: Average, ML 16, TOP 35, 36, 38, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

Ogre, Low, Common (4) (HF 2, EP 270 each, Int 8 (Low), AL CE, AC 5, MV 9", HD 4 +1, hp 37, 38, 42 x2 each, SZ L, #AT 1 (+3 to-hit for Strength), D 1d10 +7 (fist + Strength) or 2d8/2d6/2d6-2 +7 (huge club + Strength), SA Nil, SD Nil, Lang: common, giant, ogre, Hon: Average, ML 11, TOP 19 x2, 21 x2, Crit BSL: Def AC +5, FF 4, Reference HoB 6 p 23)

3. FOOD STORAGE

Giant carcasses of various game animals hanging on ropes dominate this room. Among them is a handful of more traditionally-sized reindeer, mountain goat, etc. Baskets full of salted fish (giant and otherwise) stand to the south.

There is nothing of particular interest here.

4. GUARD AREA

Two Frost Giants guard this area.

Two Frost Giants look north and south at all times. They have clubs and 2 boulders each. If an intruder is seen, they will sound a large gong on the north wall. They have no treasure.

Frost Giants (2) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 85, 88, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, giant, Hon: Average, ML 14, TOP 42, 44, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

5. SMITHY

Giant barrels and half-melted slabs of sword blades and armor litter this whole area. A truly gigantic forge dominates the northern end.

The smithy is currently empty. The metal here could be melted down and used by a blacksmith, but it would require significant work, and is worth little in its current form.

6. GUARD POST

Four alert Frost Giants stand guard here.

Four Frost Giant guards 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.

Frost Giants (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 81, 85, 88 x2, SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge club + Strength) or 2d6-2/2d6/2d8 +9 (huge spear + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, frost giant, giant, Hon: Average, ML 14, TOP 40, 42, 44 x2, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

7. BARRACKS

This barracks room holds twelve beds, twelve footlockers, two tables and eight chairs. Along the walls are hung large cloaks and bags, and Fire Beetles illuminate the room. Currently, two Frost Giants are seated at a table playing cards, two are maintaining their weapons, and two appear to sleep.

This barracks houses the guards assigned to the Guard Post (Area 6) and the Great Hall (Area 1). At any time, six will be on duty (2 in the Great Hall, 4 at the Guard Post) and six will be in the barracks resting, maintaining their equipment or sleeping. There are a total of twelve beds and twelve footlockers in addition to two tables and eight chairs. Several pegs on the walls hold cloaks, capes and three bags.

The giants playing cards and maintaining their weapons are armed, and will attack right away. Every round of combat there is a 75% chance that each of the sleeping giants will awaken. They will grab their weapons (they are next to their beds) and attack. There is a pile of 16 throwing rocks in the southeast corner, but the guards will prefer to close to melee.

Each footlocker holds the personal wealth of the giant guard to whom it belongs. They have average locks (the keys being on the person of the giants) and contain 400-800 gp and 2-8 base 100 gp gems.

Frost Giants (6) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 81,84, 85, 86, 88 x2, SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge club + Strength) or 2d6-2/2d6/2d8 +9 (huge spear + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, frost giant, giant, Hon: Average, ML 14, TOP 40, 42 x2, 43, 44 x2, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

8. NURSERY

There are bed piles of skins and hides, a few stools, 11 large boxes, 5 chests, and many pegs with capes and bags hanging from them.

There are 1 male, 12 giantesses and 9 young about the place, and there are 14 capes and 9 bags along the walls. Under the 9th bag is a hole with 19,560 gp in it. If the male is killed, the others will not fight unless they are attacked.

Frost Giant male, "Lenny" (1) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 86, SZ H, #AT 1 (+4 to-hit for Strength), D 4d4/4d4/4d4 +9 (huge battle axe + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, giant, Hon: Average, ML 14, TOP 43, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

Frost Giantesses (12) (HF 34, EP 7,000 each, Int 7 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 86, SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, giant, Hon: Average, ML 14, TOP 43, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

Frost Giant young (9) (HF 14, EP 3,000 each, Int 6 (Low), AL CE, AC 4 (none), MV 12", HD 12 +1, hp 66 each, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge club + Strength), SA hurling rocks 2-16, SD catch large missiles 30%, Lang: common, giant, Hon: Average, ML 14, TOP 33, Crit BSL: Def AC +13, FF 7, Reference HoB 3 p 58)

9. FAMILY HOUSING

The passage opens up into a long, straight hallway. Four cages with Fire Beetles hang about every fifty feet down the corridor, but only one still contains a live beetle, and he is barely shedding light. Bits of bone and other trash have accumulated against the walls in various places, and a strong, pungent odor fills the area. Four identical doors are spaced evenly along each side of the corridor. In the center of each door is a brass plate with a rune inscribed upon it.

These are the living quarters of the married Frost Giants. Each "apartment" houses one or more families of Frost Giants. The brass plates are the letters A-H of the giant alphabet, and identify the apartments. Each inhabited apartment has one bed for each adult Frost Giant and one bed for every two Frost Giant children. The apartments also have a wardrobe, a table with four chairs and a bench each, regardless of the number of occupants. In each room there are several pegs on the walls holding cloaks, capes and bags. Torches or Fire Beetles provide the illumination in each room.

Each male giant has 2,000 to 8,000 gp plus his armband (as described in 8 of the upper level). Each female has 1,000 to 4,000 gp. The young have no treasure.

A. Empty

B. Males (3) and Females (4) with Young (5).

Frost Giant males (3) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 84, 86, 87, SZ H, #AT 1 (+4 to-hit for Strength), D 4d4/4d4/4d4 +9 (huge battle axe + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, frost giant, giant, Hon: Average, ML 14, TOP 42, 43 x2, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

Frost Giant females (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +2, hp 69, 70 x2, 72, SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, frost giant, giant, Hon: Average, ML 14, TOP 34, 35 x2, 36, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

Frost Giant young (5) (HF 14, EP 3,000 each, Int 6 (Low), AL CE, AC 4 (none), MV 12", HD 12 +1, hp 66 each, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge club + Strength), SA hurling rocks 2-16, SD catch large missiles 30%, Lang: frost giant, giant, Hon: Average, ML 14, TOP 33, Crit BSL: Def AC +13, FF 7, Reference HoB 3 p 58)

C. Males (2) and Females (2) with Young (6).

Frost Giant males (2) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 84, 86, SZ H, #AT 1 (+4 to-hit for Strength), D 4d4/4d4/4d4 +9 (huge battle axe + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, frost giant, giant, Hon: Average, ML 14, TOP 42, 43, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

Frost Giant females (2) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +2, hp 68, 71, SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, frost giant, giant, Hon: Average, ML 14, TOP 34, 35, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

Frost Giant young (6) (HF 14, EP 3,000 each, Int 6 (Low), AL CE, AC 4 (none), MV 12", HD 12 +1, hp 66 each, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge club + Strength), SA hurling rocks 2-16, SD catch large missiles 30%, Lang: frost giant, giant, Hon: Average, ML 14, TOP 33, Crit BSL: Def AC +13, FF 7, Reference HoB 3 p 58)

D. Empty

E. Males (9) and Females (11) with Young (8).

Frost Giant males (9) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 77, 78, 80 x2, 83, 85 x2, 87, 89, SZ H, #AT 1 (+4 to-hit for Strength), D 4d4/4d4/4d4 +9 (huge battle axe + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, frost giant, giant, Hon: Average, ML 14, TOP 38, 39, 40 x2, 41, 42 x2, 43, 44, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

Frost Giant females (11) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +2, hp SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, frost giant, giant, Hon: Average, ML 14, TOP, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

Frost Giant young (8) (HF 14, EP 3,000 each, Int 6 (Low), AL CE, AC 4 (none), MV 12", HD 12 +1, hp 66 each, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge club + Strength), SA hurling rocks 2-16, SD catch large missiles 30%, Lang: frost giant, giant, Hon: Average, ML 14, TOP 33, Crit BSL: Def AC +13, FF 7, Reference HoB 3 p 58)

F. Empty

G. Males (5) and Female (1) with Young (12).

Frost Giant males (5) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 82, 83, 84, 86, 89, SZ H, #AT 1 (+4

to-hit for Strength), D 4d4/4d4/4d4 +9 (huge battle axe + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, frost giant, giant, Hon: Average, ML 14, TOP 41x2, 42, 43, 44, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

Frost Giant females (1) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +2, hp 70, SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, frost giant, giant, Hon: Average, ML 14, TOP 35, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

Frost Giant young (12) (HF 14, EP 3,000 each, Int 6 (Low), AL CE, AC 4 (none), MV 12", HD 12 +1, hp 66 each, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge club + Strength), SA hurling rocks 2-16, SD catch large missiles 30%, Lang: frost giant, giant, Hon: Average, ML 14, TOP 33, Crit BSL: Def AC +13, FF 7, Reference HoB 3 p 58)

H. Male (1) and Females (4) with Young (5).

Frost Giant males (1) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 92, SZ H, #AT 1 (+4 to-hit for Strength), D 4d4/4d4/4d4 +9 (huge battle axe + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, frost giant, giant, Hon: Average, ML 14, TOP 46, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

Frost Giant females (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +2, hp 70, 71, 72, 74, SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, frost giant, giant, Hon: Average, ML 14, TOP 35x2, 36, 37, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

Frost Giant young (5) (HF 14, EP 3,000 each, Int 6 (Low), AL CE, AC 4 (none), MV 12", HD 12 +1, hp 66 each, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge club + Strength), SA hurling rocks 2-16, SD catch large missiles 30%, Lang: frost giant, giant, Hon: Average, ML 14, TOP 33, Crit BSL: Def AC +13, FF 7, Reference HoB 3 p 58)

10. ARMORY

Numerous giant-sized weapons stand neatly arrayed on racks. Several giant helmets rest on shelves against the western wall. A massive chain mail shirt hangs next to them.

Here are stored 62 throwing rocks, 16 shields, 29 spears, 10 clubs, and 9 helmets, all sized for Frost Giants. There are also 9 huge hand axes that the giants can hurl, and a chain mail shirt of giant size.

11. WORK ROOM

Giant benches line the walls and giant tools lay out on the giant work table.

This area is used to maintain and repair the Frost Giants' armor and weapons. The tools are sized for giants, and thus useless to humans or demi-humans, but the oils and polishes are valuable if they can be transferred to smaller containers. There are 25 gallons of oil and 15 gallons of polish.

12. BARRACKS

This medium-sized cave appears to be living quarters of some kind. Against the far wall rest eight identical cots, each with a small footlocker at the foot of the bed. There are also two tables and eight chairs, as well as a large weapon and armor

rack against the east wall. Four Frost Giants sit at one of the tables playing cards.

This is the barracks for the guards posted in the Main Hall (13) and the Guard Area (4). At any time, four will be on duty and four will be here in the barracks maintaining their weapons, playing cards or sleeping.

The footlockers contain the personal effects of each of the guards. Each is locked with an average lock (the key is kept on the giant's person at all times) and contains 200-800 gp, 2-8 base 100 gp gems in addition to the standard bag contents. The guards keep their weapons and armor with them at all times. They will only remove them when sleeping, and even then they will be close by. There is a pile of throwing rocks in the southwest corner of the cave, but the guards prefer to attack with their battle axes.

Frost Giants (4) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 80, 83, 85, 89, SZ H, #AT 1 (+4 to-hit for Strength), D 4d4/4d4/4d4 +9 (huge battle axe + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, frost giant, giant, Hon: Average, ML 14, TOP 40, 41, 42, 44, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

13. MAIN HALL

Before you stretches a great hall, obviously a throne room of some sort. On the far wall sits a huge decorated ivory throne, studded with gems and silver. Behind it hangs a white pelt, and a white rug rests at its feet. Three smaller stools sit in front of it. Pushed to the side walls are several large tables and chairs.

A huge ivory and bone throne, decorated with skulls, silver, and gems rests at the back of the place (6,000 lbs. of silver, 40 base 10 gp gems, 20 base 50 gp gems, ten base 100 gp gems, five base 500 gp gems, three base 1000 gp gems and one base 15,000 gp gem). Behind it is a White Dragon hide, and before it 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 Karl's lieutenants. It is unlit and empty now.

This is where most of the special functions and feasts 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, and it appears completely deserted, for guard posts [marked by A] are more than 30 feet above the floor and hidden in dark shadow.

A: Each of these ledges holds a watchful Frost Giant armed with a loaded huge heavy crossbow which he can fire once every other round. Each has a dozen bolts for his crossbow, 2 boulders and his club. Neither has any treasure.

Frost Giants (2) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 87, 88, SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/4d4+2/6d4 (huge heavy crossbow) or 4d8/6d4/6d4-6 +9 (gargantuan club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, giant, Hon: Average, ML 14, TOP 43, 44, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

14. POLAR BEAR PACK

This small cave has several piles of fur, some scattered bones and few leftover scraps of food. It appears to be empty.

Karl's hunting pack of 4 huge polar bears are kept here. There are 2 males (hp 58, 60) and 2 females (hp 47, 49), the males have jeweled collars with 8

base 100 gp gems, the females' collars having 6 such gems each. They are very quiet, surprising on a 4 in 6, and will attack immediately.

Polar Bears (4) (HF 10, EP 2,000 each, Int 4 (Semi-), AL N, AC 6, MV 12", Swim 9", HD 8 +8, hp 47, 49, 58, 60, SZ H, #AT 3, D 1d10/1d10/2d6 (claw/claw/bite), SA Hug, SD Nil, Lang: none, Hon: Average, ML 8, TOP 23, 24, 29, 30, Crit BSL: Def AC +7, FF 13, Reference HoB 1 p 55)

15. ADVISORS' AREA

The secret passage opens up into a man made area divided into two halves. These rooms have several cressets, but they are unused, and there are a couple of empty cages stacked in one corner. A dim, purplish light illuminates the area.

A: Drow Quarters

These are the quarters of the drow emissaries. The furnishings are sparse. There are six beds, each with an ample amount of furs and hides, two tables, eight chairs and six footlockers. Each footlocker has an average quality lock and contains 5-20 base 50 gp gems and an extended overland excursion pack.

B: Drow Office

The office is a mess of parchment. Maps cover the five desks and walls, and the five chairs are impossible to see. None of the papers is especially incriminating, being as they are mostly inter-office memos, meeting notes and supply requests. What can be learned (by anyone who reads drow) is that these drow are frustrated with their lack of progress and with the lack of communication with "the boss." They can also surmise that the Frost Giant's raiding has become less and less profitable.

Several drow acting as emissaries from Eclavdra's organization advise Karl on his affairs. Eclavdra wants them to keep a close eye on Karl while directing his efforts towards her interests. Alas, recent relations between the drow and these giants have been somewhat frosty. The giants resent drow interference, thinking they could now be as successful on their own. Meanwhile, the drow grow increasingly frustrated with what they consider the dim-witted stubbornness of the Frost Giants.

Also, these dark elves underestimated the effects of the cold before they arrived. Their clothes are slightly warmer than normal drow outfits, but are simply not enough for the freezing environs of the Frost Giant home. Though they have drow poison, it has all frozen and become inert (they may still try to use it, however). They suspect Eclavdra may have cut them off. Thus, even though Tiuu has supplied the others (and himself) with Stoneskin enchantments, all are most concerned with saving their own skins. This has become particularly relevant since one of their number, a magic-user named Toli, mysteriously disappeared a fortnight ago. Tiuu in particular has worked up seven separate escape plans already.

Querti, male Drow 8th level fighter (1) (HF 30, EP 1,692, Fighter 8, Str 11/66, Dex 17/11, Con 11/54, Int 11/56, Wis 9/72, Cha 11/96, Com 13/63, AL CE, AC -5 (drow chain mail +3, drow buckler +3, Dex), MV 12", HD 8, hp 66, SZ M, #AT 2 (+5 to-hit) and 1 (+4 to-hit), D 1d6/1d8/1d12 +5 (drow long sword +3 + specialization) and 1d6-1/1d6/1d8 +3 (drow short sword +3), SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 66%, Lang: common, drow, drow silent language, elven, undercommon, Hon: 51 (Average), ML 14, TOP 33, Crit BSL: Def AC +9 (drow long sword +3), Def AC +8 (drow short sword +3), FF 5, Age 119, Height 5'1", Weight: 104 lbs., Quirks/Flaws: lisp, Talents: ambidextrous, sword bonus, Skills: armor maintenance, basic leadership 21, weapon maintenance, weapon specialization (long sword))

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

Tiuu, male Drow magic-user (1) (HF 4, EP 950, Magic-user 7, Str 8/50, Dex 15/07, Con 12/37, Int 16/99, Wis 13/35, Cha 9/72, Com 9/44, AL CE, AC 3 (Bracers of Defense AC 5, Dex), MV 12", HD 7, HP 40, SZ M, #AT 1, D 1d6-1/1d6/1d8 +2 (Dagger of Hindsight +4, Strength), SA spells, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spells, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, Magic Resistance 64%, +2 to save against all magic effects, Lang: common, drow, drow silent language, giant, gnoll, trollkin, Hon: 43 (Average), ML 14, TOP 20, Crit BSL: Def AC +1 (Dagger of Hindsight+4), FF 6, Age 159, Height 4'10", Weight 110 lbs., Quirks/Flaws: jerk,lisp Talents: none, Skills: arcane lore 51, spell craft 36)

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius, Levitate, Know Alignment, Detect Magic.

Spellbook (hidden under mattress): (1st) Detect Magic, Fireball Barrage, Firewater, Magic Missile, Magic Shield, Protection from Good, Read Magic; (2nd) Blur, Detect Invisibility, Glitterdust, Power Word: Belch, Stinking Cloud; (3rd) Bash Face, Hold Person, Pain Touch; (4th) Dimension Door, Stoneskin.

Spells Prepared: (1st - 6) Fireball Barrage, Firewater, Magic Missile x2, Magic Shield, Protection from Good; (2nd - 3) Blur, Glitterdust, Stinking Cloud; (3rd - 2) Bash Face, Hold Person; (4th - 1) Dimension Door.

Possessions: Dagger of Hindsight +4 (1 charge left), Scroll of Protection from Possession, Ring of Mind Shielding.

Troi, male Drow cleric of Zyandal (1) (HF 10, EP 513, Cleric 5, Str 16/83, Dex 13/90, Con 12/77, Int 11/43, Wis 16/29, Cha 9/59, Com 11/02, AL CE, AC -2 (drow medium shield +2, drow chain mail +1, Dex), MV 12", HD 5 (+5), hp 48, SZ M, #AT 1, D 1d8/1d6/1d6+1 +6 (Strength, drow footman's mace +2), SA spells, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spells, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, Magic Resistance 60%, +2 to save against all magic effects, Lang: common, drow, drow silent language, giant, gnoll, trollkin, Hon: 23 (Average), ML 14, TOP 24, Crit BSL: Def AC +4 (drow footman's mace +2), FF 6, Age 150, Height 5', Weight 101 lbs., Quirks/Flaws: lisp, Talents: none, Skills: general religion 44)

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius, Detect Lie, Clairvoyance, Suggestion, Dispel Magic.

Spells Prepared: (1st - 7) Befriend, Cause Light Wounds, Cure Light Wounds, Curse, Endure Cold (already cast), Purify Food & Drink, Sanctuary; (2nd - 5) Animate Corpse, Diminished Rite, Heal Light Wounds, Resist Cold, Silence 15' Radius; (3rd - 1) Ward Off Good.

Zarifeen, male Drow 6th level fighter/6th level thief (1) (HF 10, EP 726, Fighter 6/Thief 6, Str 16/05, Dex 19/39, Con 11/54, Int 10/18, Wis 10/81, Cha 10/84, Com 11/97, AL CE, AC 1 (attuned Cloak of Protection +5, Dex), MV 12", HD 6, hp 47, SZ M, #AT 1(+5 to-hit) and 1 (+4 to-hit), D 1d6-1/1d6/1d8 +6 (drow short sword +2) and 1d6-1/1d6/1d8 +6 (drow dagger +2), SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), backstab +2 damage dice, SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 62%, Lang: common, drow, drow silent language, elven, gnome, undercommon, Hon: 42 (Average), ML 14, TOP 23, Crit BSL: Def AC +7 (drow short sword +2), Def AC +6 (drow dagger +2), FF 5, Age 114, Height 5', Weight: 100 lbs., Quirks/Flaws: paranoid, lisp, Talents: ambidextrous, sword bonus, Skills: armor maintenance, slip away into shadows 65, weapon maintenance).

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

Thief abilities: pick pockets 40, open locks 25, find traps 50, remove traps 45, move silently 95, hide in shadows 95, detect noise 70, climb walls 70, read languages 0.

Possessions: Zarifeen's Cloak of Protection +5 is attuned to evil elven thieves. To any character who is not an evil elven thief it is mundane, uncomfortable and not very stylish. He is paranoid that his companions may discover this is something other than a normal drow cloak. (In fact, they know it is something else, but they have more important concerns these days.)

Leika, Female drow 7th level assassin (1) (HF 9, EP 1,140, Assassin 7, Str 14/02, Dex 18/97, Con 15/10, Int 15/52, Wis 8/99, Cha 12/16, Com 12/06, AL CE, AC 0 (leather armor +2, Ring of Protection +2, Dex), MV 12", HD 7 (+14), hp 59, SZ M, #AT 1(+5 to-hit) and 1 (+4 to-hit), D 1d6-1/1d6/1d8 +4 (drow short sword +2) and 1d6-1/1d6/1d8 +4 (drow dagger +2), SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), backstab +2 damage dice, SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 64%, Lang: common, drow, drow silent language, elven, gnome, uncommon, Hon: 42 (Average), ML 14, TOP 29, Crit BSL: Def AC +4 (Short Sword +2), Def AC +3 (Dagger +2), FF 5, Age 114, Height 5', Weight: 99 lbs., Quirks/Flaws: none, Talents: ambidextrous, sword bonus, Skills: armor maintenance, intelligence gathering 43, skilled liar 56, weapon maintenance).

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

Thief abilities: pick pockets 60, open locks 20, find traps 45, remove traps 40, move silently 45, hide in shadows 50, detect noise 60, climb walls 80, read languages 0.

Assassin abilities: disguise, spying.

16. PRISON

Several torches light the place dimly. A fur rug in the middle of the place bears a table and two chairs. Delicious food has been laid out on the table in gold and silver serving ware. Huge manacles encircle the wrists and ankles of a female giant (who is very tall, even for a giant) with pale green skin, chaining her to the wall.

An athletic Storm Giantess who is comely to those of her ilk [and a complete knockout to most Frost Giants including Karl] is chained on the north wall with huge manacles binding her wrists and ankles. Upon the table are heaps of food on golden platters (500 pp each x 6), in silver bowls (100 gp each x3), and two huge flagons of ivory set with gems (6 gems each, base value 100 gp) set to tantalize her into submitting to the Karl's will and becoming his concubine. Of course, this incredibly infantile attempt at seduction has succeeded only in pissing off Karl's current girlfriend. This torture makes her a friend to any who rescue her, although evil characters will cause this aid to be of brief duration.

Storm Giantess, Sabine (HF 59, EP 17,000, Int 15 (Exceptional), AL CG, AC 0, MV 15", 15" Swim, HD 19 +2, hp 108, SZ G, #AT 1 (+6 to-hit for Strength), D 1d10 +12 (fist + Strength), SA Spells, SD catch large missiles 65%, immune to electricity, breathe water (can use all abilities underwater without penalty), Lang: cloud giant, common, frost giant, giant, storm giant, Hon: Average, ML 18, TOP 54, Crit BSL: Def AC +24, FF 11, Reference HoB 3 p 63)

5th level cleric abilities. Spells prepared (5/3/1): none.



17. PRIVATE BANQUET AREA AND TROPHY HALL

Pelts and skins cover the walls and floors and a table and four chairs rests in the central area of this vast cave. There are three chairs and two tables in the western area, the trophy hall, which has actual rugs upon its floor. It also boasts several weapons on the southern portion of the west wall. The south wall itself holds unusual hides and mounted trophies.

The western spur of the cavern is a private audience hall. On the end wall hang two normal small shields, a **Heavy Crossbow of Speed**, 2 normal two-handed swords and a pair of huge ivory tusks of no value.

On the south wall are a cave bear pelt, a Su monster hide, a Wyvern skin, a 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 normal long bow and a quiver with 16 normal sheaf arrows, a giant boar head, a Griffon skin, 2 shields (#2 is a man-sized **Medium Shield +2**), a dwarven skull with an iron crown (no value), 2 crossed spears and a footman's flail (all normal), a tapestry (worth 1,875 gp), a case of crossbow bolts (11 **Bolts +2** and 14 normal bolts), the wings of a giant eagle, a great axe (normal), a suit of plate mail (normal) of human size, 2 walrus tusks (1 is actually an ivory covered **Horn of Bubbles**), a normal medium shield, a suit of dwarven splint mail (normal), a tapestry (worthless), a Shedú head, a huge iron mace (normal), a giant lynx pelt, the jaws from a Subterranean Lizard, a suit of elven-sized **Plate Mail +2**, a normal medium shield, a light crossbow, and a tapestry (500 gp value).

Note: If the magic shield is taken down it releases a spear trap that fires straight ahead, hitting on 5 or better, and causing 3d6 points of damage; if the walrus tusks are touched, the Shedú skull will scream "ALARM! ROBBERS!" in Frost Giant until it is smashed to pieces. Some worthless furs and tapestries hang on the north wall. There are several unlit braziers around, and both sections of the cavern are illuminated by caged Fire Beetles. (If freed, the beetles will flee and attempt to escape the frigid lair as quickly as possible.) There are well-worn steps, each about a 3 feet rise, at the northern end of the place.

18. KARL'S PRIVATE CAVERN

This luxurious cave is obviously the residence of someone important. The walls are covered with heavy tapestries depicting a singular Frost Giant defeating a wide range of opponents in combat. In the center of the cave stands a natural pillar, and a large tapestry hangs between it and the western wall, blocking most of the second half of the cave from view. Various tables, chairs, chests, trunks and coffers litter the front part of the hall. Two large Frost Giants, one male and one female, sit at the table eating in silence.

The forepart of this area 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. Karl sits at the table in his heavy chain jack (treat as fire giant armor), with a huge **Body Shield +1, +4 vs. Missiles** nearby (melee AC -6 with his shield, AC -1 without), his huge **Two-handed Sword +4** at his hip, and a platinum drinking horn set with 8 gems (1,000 gp value each, jewelry value 9,000 gp) in his hand. Across the table is his stone-faced "veninne" (girlfriend), clad in a cloak of sabretooth tiger hide, with an iron mace at her hip and a gold flagon set with 8 gems (500 gp value each, jewelry value 6,000 gp) in her hand. There are 2 huge Winter Wolves, Rikki and Roscoe, 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: chest #2 holds 3,800 gp; chest #5 has 15,570 gp; box #4 has a covering of old socks but underneath them are 8 potions (**Speed**, **Extra Healing**, **Delusion**, **Storm Giant Strength**, **Class E Poison**, **Oil of Slipperiness**, **Healing**, **Human Control**); coffer #2 has 9 pieces of jewelry (1,000 to 10,000 gp value each); coffer #6 has a contact poison (class M) on it and holds 198 gems (104 base 50 gp, 51 base 100 gp, 36 base 500 gp, six base 1,000 gp, and one base 5,000 gp value).

The northern portion of the cavern is partially screened off by hangings. There is a huge 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 worth. The lid of the trunk has a secret drawer in it which contains six parchment scrolls in tubes: #1 is an old love letter from Klara to Karl, #2 is a **Cursed Scroll** (the reader must save vs. magic or have really bad luck [-1 on all die rolls] until the curse is removed), #3 is a map to the Hall of the Fire Giant Prince Snørre, #4 is a **Scroll of Protection from Magic**, #5 is a scroll of gibberish with **Explosive Runes** on it (MUs examining the scroll have a 5% chance/level of detecting the runes (and thus the option to forgo detonation) while thieves have but a 5% chance. Failing detection, the runes explode for 6d4+6 points of damage - the reader receiving no save but others within the 10-foot radius blast may save for half), and #6 is a scroll with two spells - **Zeebart's Rust Resistance** and **Carter's Energy Conservation** - written by a 10th level MU. Karl will take these tubes if he is forced to flee and has time to get them.

Behind the wall hangings on the eastern portion of the north wall is a hidden escape tunnel (A). It is a natural passage about 1 mile long which turns south and exits at the base of the mountain/glacier area, out of sight of any near the rift. The alcove to the northwest (B) 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 10 feet above the floor. The bar moves downward and transports whatever or whoever is standing on the floor of the alcove to a spot some 50 feet distant from the entrance to Snørre's Hall (the Hall of the Fire Giant Prince). An apparently empty ledge along the southwest wall is the resting place of an iron box, totally invisible, and secured with an **Impossible** quality lock (-80% to OL). Unless a special magic (**True Seeing/Sight** spell, **Gem of Seeing**, etc.) is available to the party, it is detectable only 1 in 6, with but 1 chance for any party, for the magic on the chest is strong and it does not radiate any magic or clue. The box contains a poison gas trap which will form a cloud 30 feet per side, and any caught within it must save versus poison at -3 or die. The contents are to be taken to the Fire Giant's stronghold and given as gifts. In the iron box are: a **Hammer of Thunderbolts**, a **Pearl of Wisdom**, a set of 8 small jars of pigments (**Nulur's Marvelous Pigments**), a **Ring of Invisibility** and a **Wand of Paralyzation** (38 charges).

Karl Gustav, Frost Giant Jarl (1) (HF 34, EP 7,000 each, Int 10 (Average), AL CE, AC -6 (-9 vs. missiles) (heavy chain jack, huge **Body Shield +1, +4 vs. Missiles**), MV 12", HD 14 +3, hp 98, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +13 (huge **Two-handed Sword +4 + Strength**), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, giant, Hon: Average, ML 14, TOP 49, Crit BSL: Def AC +21 (huge **Two-handed Sword +4**), Def AC +17 (other), FF 8, Reference HoB 3 p 57)

Frost Giantess, Klara (1) (HF 34, EP 7,000 each, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, hp 82, , SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/2d6+2/2d6 +9 (huge footman's mace + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, giant, Hon: Average, ML 14, TOP 41, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

Winter Wolves, Rikki & Roscoe (2) (HF 8, EP 975 each, Int 9 (Average), AL NE, AC 5, MV 18", HD 6, hp 52, 54, SZ L, #AT 1, D 2d4, SA Frost breath, SD Immune to cold, Lang: winter wolf, Hon: Average, ML 13, TOP 26, 28, Crit BSL: Def AC +4, FF 5, Reference HoB 8 p 90)

19. EMISSARIES' CAVERN

Four horned Ogres make conversation in this room while a fifth checks a small iron casket.

Five Ogre Magi recently arrived from the Lord of their kind. They have had audience with Karl, and after a special wassail to be held on the morrow they will depart for home with a treaty scroll. This scroll is signed (with a special mark) by Karl Gustav and offers the Lord of the Ogre Magi 100,000 gp value in gems, plus whatever loot his minions garner, if they will join the war upon mankind in this territory.

Each monster bears a pouch with ten base 500 gp gems (tokens from Karl). A small iron casket holds a gift to the Lord of the Ogre Magi – a trick box with 18 plates of platinum (100 gp value each), 18 plates of electrum (10 gp value each), and 18 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, by four inches deep, it will hold 3 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 end in platinum, electrum, silver order on each end, the reverse on the top. If any plate which slides is moved out of order, a tiny poisoned pin will punch through the appendage holding the box (hits any armor class on 12 or better, -4 on poison saving throw). The box contains 2,000 gp and 2 potions (a **Potion of Hill Giant Control** and a **Potion of Cloud Giant Strength**). The leader of the group wears a **Necklace of Missiles** (5 Fireballs, 2 Show-No-Mercy Fireballs and 2 Maximus Fireballs) and he will not hesitate to use it. The numbers on the map indicate the positions of the Ogre Magi.

Ogre Magi (5) (HF 33, EP 650 each, Int 13 (High), AL LE, AC 4, MV 9", Fly 15" (B), HD 5 +2, hp 42, 45 x2, 47, 51, SZ L, #AT 1 (+3 to-hit for Strength), D 1d10 (fist) or 1d10/2d4/1d8 (guisarme) + 6 (Strength), SA Spells, SD Regeneration, Lang: common, frost giant, ogre, ogre magi, Hon: Average, ML 14, TOP 21, 22 x2, 23, 25, Crit BSL: Def AC +6, FF 7, Reference HoB 6 p 26)

20. GUEST'S CAVERN

Skins and hides cover the floor of this torch lit room. Tapestries hang on the walls and heaps of pelts cover a gigantic bed. The room also contains a chest, a bag, a table, two chairs and a small cabinet.

The cloud giant who is the current guest has just agreed to join Karl as his chief henchman. The chest holds 11,000 gp, and the giant wears a silver belt set with ivory and gems (11,000 gp total, with two base 500 gp, four base 100 gp, and twelve base 50 gp gems).

Cloud Giant (1) (HF 45, EP 10,000 each, Int 10 (Average), AL NE, AC 0 (natural), MV 15", HD 16 +4, hp 98, SZ H, #AT 1 (+5 to-hit for Strength), D 4d8/6d4/6d4-6 +11 (gargantuan club + Strength), SA hurling rocks 2-24, SD surprised only on a 1, Lang: cloud giant, common, giant, Hon: Average, ML 18, TOP 49, Crit BSL: Def AC +20, FF 6, Reference HoB 3 p 52)

21. GUEST'S CAVERN

Five Fire Giants bundled up in extra thick parkas are shivering in this room.

These emissaries from Snørre the Fire Giant Prince were sent here to accompany the Frost Giants on some raids and get a feeling for how they view the draw. Snørre has asked them to stay longer while he deals with his own

issues. They are, simply put, miserable, because the demands from home are getting stricter and its frickin' cold in the glacier.

Fire Giants (4) (HF 45, EP 8,000 each, Int 9 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 90, 91 x2, 94 SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +10 (huge two-handed sword + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: common, giant, Hon: Average, ML 16, TOP 40 x2, 47, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

22. WOOD STORAGE CAVE

Cords of large logs line this vast cavern, limiting visibility in every direction, though there are aisles between the stacks.

The place contains some remnants of carcasses, a few broken boxes with provisions that are spoiled, some split sacks containing moldering grain, casks of wine turned to vinegar, and ale barrels in addition to the wood.

23. OGRES' QUARTERS

Many piles of hides and rags lay about the floor, accompanied by a large sack. About two dozen pegs adorn the walls.

Sixteen Ogres 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 garment, and a sack. Each Ogre has from 1 to 100 each sp, ep and gp in his box or bag. They serve Karl willingly and fight fiercely.

Ogres, Low, Common (16) (HF 2, EP 270 each, Int 8 (Low), AL CE, AC 5, MV 9", HD 4 +1, hp 40 each, SZ L, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +7 (huge club + Strength), SA Nil, SD Nil, Lang: common, giant, ogre, Hon: Average, ML 11, TOP 20, Crit BSL: Def AC +5, FF 4, Reference HoB 6 p 23)

24. DOCK

Barrels and boxes line the dock on the western side of a harbor built for a ship large enough to hold a crew of Frost Giants. A 150 foot long galley is anchored about 40 feet from the dock.

This place is obviously a functional harbor, as its walls hold oars, sails and other nautical gear as well as tools for their maintenance. The place is well lit by torches set into the wall.

Lurking in the dark water is a tough pair of giant gar which swam in from the fjord. They will viciously attack anyone swimming out to the galley (or walking on water for that matter). The giants are unaware of their presence.

Giant Gar (2) (HF 13, EP 1,300 each, Int 0 (Non), AL N, AC 3, MV Swim 30", HD 8, hp 70, 68, SZ G, #AT 1, D 5d4 (bite), SA swallow whole on a 20, SD Nil, Lang: none, Hon: Average, ML 15, TOP 35, 34, Crit BSL: Def AC +6, FF 15, Reference HoB 3 p 46)

Frost Giant Monster & Treasure Roster

WILDERNESS ENCOUNTERS:

A. Ice Toad Ambush

Encounter: Ice Toads (5)

Potential Yield:

- Slaying 5 Ice Toads (EPV = 1,350)
- Toad-shaped ruby (GPV = 5,000)

→ _____ →

B. Yeti Scouts

Encounter: Yeti (7)

Potential Yield:

- Slaying Yeti (EPV = 2,940)
- Long Sword Frost Brand +3 (GPV = 35,000)
- Ivory tusks (GPV = 8,800)

→ _____ →

C. Snow Leopards

Encounter: Snow Leopards (2)

Potential Yield:

- Slaying Snow Leopards (EPV = 540)

→ _____ →

D. Winter Wolf Pack

Encounter: Winter Wolves (7)

Potential Yield:

- Slaying Winter Wolves (EPV = 6,825)

→ _____ →

E. Remorhaz

Encounter: Remorhaz (1)

Potential Yield:

- Slaying Remorhaz (EPV = 10,000)
- Ring of Three Wishes (GPV = 25,000)
- Bastard Sword +2 Giant Slayer (GPV = 17,000)

→ _____ →

F. White Dragon Lair

Encounter: White Dragons (2)

Potential Yield:

- Slaying male White Dragon (EPV = 16,000)
- Slaying female White Dragon (EPV = 14,000)
- Coinage (GPV = 34,033)
- 8 Silver boxes of ivory (GPV = 48,000)
- Alabaster statue (GPV = 4,000)
- Male's gems (GPV = 1,900)
- Female's gems (GPV = 12,000)
- Assorted mundane weapons (GPV = var.)
- Assorted mundane armor and shields (GPV = var.)
- Dagger +2 (GPV = 5,000)
- Chain Mail +3 (GPV = 7,850)
- Potion of Fire Resistance (GPV = 400)
- Potion of Diminution (GPV = 500)
- Potion of Polymorph Self (GPV = 350)
- Split Stone Ring (GPV = 5,000)
- Scroll of Protection from Poison (GPV = 2,500)
- Short Sword +1 (GPV = 2,000)
- Bedwarmer of Restful Sleep +3 (GPV = 15,000)
- Dwarf-sized Field Plate +1 (GPV = 6,500)
- Buford's Everfull Purse (GPV = 40,000)
- Carpet of Flying (GPV = 45,000)

- Medium Shield of Provocation +3 (GPV = 1,000)
- Arrow of Slaying Gnomes (GPV = 1,000)
- 2 Quetzalytochtipli's Feather Tokens (GPV = 10,000)
- Frikey's Flask of Interminable Appeals (GPV = 5,000)
- Eversmoking Bottle (GPV = 5,000)
- Eyes of Petrification (GPV = 25,000)
- 2 Bolts of Return-Upon-Command (GPV = 800)
- Long Bow +1 (GPV = 1,000)
- 2 sets of Bracers of Defense (GPV = 35,000)
- Boots of Elvenkind (GPV = 15,000)
- Boots of Contempt (GPV = 30,000)
- Bracers of Brachiation (GPV = 10,000)

→ _____ →

UPPER LEVEL WANDERING MONSTERS:

Wandering Encounter 1

Encounter: Arctic Yeti (2-5)

Potential Yield:

- Slaying Arctic Yeti (EPV = var.)

→ _____ →

Wandering Encounter 2

Encounter: Frost Giants (1-3)

Potential Yield:

- Slaying Frost Giants (EPV = var.)
- Huge battle axes (GPV = -)

→ _____ →

Wandering Encounter 3

Encounter: Common Ogre (4-16)

Potential Yield:

- Slaying Common Ogres (EPV = var.)
- Huge clubs (GPV = -)

Wandering Encounter 4

Encounter: Winter Wolves (2-8)

Potential Yield:

- Slaying Winter Wolves (EPV = var.)

→ _____ →

UPPER LEVEL ENCOUNTER AREAS:

1. Guard Room Ice Cavern

Encounter: Frost Giants (4)

Potential Yield:

- Slaying Frost Giants (EPV = 28,000)
- 4 huge battle axes (GPV = -)
- 4 giant sacks (GPV = var.)

→ _____ →

2. Guard Room Ice Caves

Encounter: Frost Giants (3)

Potential Yield:

- Slaying Frost Giants (EPV = 21,000)
- 3 huge battle axes (GPV = -)
- 2 giant bags (GPV = var.)
- Silver belt (GPV = 1,600)
- Jeweled chain (GPV = 3,000)
- Coinage (GPV = 4,128)

→ _____ →

3. Empty Ice Cave

Encounter: none

Potential Yield: none

→ _____ →

4. Small Ice Cave

Encounter: Winter Wolves (5)

Potential Yield:

-
- Slaying Winter Wolves (EPV = 4,875)

→ _____ →

5. Ice Cavern

Encounter: None

Potential Yield:

-
- Battle Axe +1 (GPV = 2,500)
-
-
- Wand of Frost (GPV = 20,000)
-
-
- Jeweled belt (GPV = 7,000)
-
-
- Scroll of Protection from Elementals (all) (GPV = 2,500)
-
-
- Gems (GPV = 370)
-
-
- Ring of Fire Resistance (GPV = 5,000)
-
-
- Coinage (GPV = 942)
-
-
- Plate Mail of Vulnerability -2 (GPV = 2,000)

→ _____ →

6. Ice Provisions Cave

Encounter: None

Potential Yield:

-
- Coinage (GPV = 3,000)
-
-
- Gems (GPV = 4,000)
-
-
- Scroll of Cure Serious Wounds (GPV = 1,200)
-
-
- Silver scroll tube (GPV = 300)

→ _____ →

7. Cavern

Encounter: Ogres, common (4)

Potential Yield:

-
- Slaying Common Ogres (EPV = 1,080)
-
-
- 4 huge clubs (GPV = -)
-
-
- Coinage (GPV = var.)
-
-
- Gems (GPV = var.)

→ _____ →

8. South Cavern

Encounter: Ogres, common (12)

Potential Yield:

-
- Slaying Common Ogres (EPV = 3,240)
-
-
- 12 huge clubs (GPV = -)
-
-
- 2 Potions of Healing (GPV = 800)
-
-
- Gold armband (GPV = 2,000)

Chest #4

-
- Coinage (GPV = 5,920.1)

Sack #9

-
- Jewelry (GPV = var.)

→ _____ →

9. Front Guard Post

Encounter: Frost Giants (4)

Potential Yield:

-
- Slaying Frost Giants (EPV = 28,000)
-
-
- 4 gargantuan clubs (GPV = -)

→ _____ →

10. Rear Guard Post

Encounter: Frost Giants (4)

Potential Yield:

-
- Slaying Frost Giants (EPV = 28,000)
-
-
- 4 gargantuan clubs (GPV = -)
-
-
- 4 gold armbands (GPV = 8,000)
-
-
- Coinage (GPV = var.)
-
-
- Gems (GPV = 2,100)

→ _____ →

11. Cave of Bones

Encounter: None

Potential Yield:

-
- Coinage (GPV = var.)

→ _____ →

12. Misty Ice Cave

Encounter: none

Potential Yield: none

→ _____ →

13. North Barracks West

Encounter: Frost Giants (4)

Potential Yield:

-
- Slaying Frost Giants (EPV = 28,000)
-
-
- 4 gargantuan clubs (GPV = -)

→ _____ →

14. North Barracks East

Encounter: Frost Giants (4)

Potential Yield:

-
- Slaying Frost Giants (EPV = 28,000)
-
-
- 4 gargantuan clubs (GPV = -)

→ _____ →

15. South Barracks West

Encounter: Frost Giants (6)

Potential Yield:

-
- Slaying Frost Giants (EPV = 42,000)
-
-
- 6 gargantuan clubs (GPV = -)
-
-
- Rock crystals (GPV = 2,780)

→ _____ →

16. South Barracks East

Encounter: Frost Giants (4)

Potential Yield:

-
- Slaying Frost Giants (EPV = 28,000)
-
-
- 4 gargantuan clubs (GPV = -)

→ _____ →

17. Ice Storage Cave

Encounter: none

Potential Yield: none

→ _____ →

18. Ice Cavern

Encounter: none

Potential Yield: none

→ _____ →

18a. Brown Mold Lair

Encounter: Brown Mold (1)

Potential Yield:

-
- Slaying Brown Mold (EPV = 15)

→ _____ →

19. Guard Ice Cave

Encounter: Frost Giants (2)

Potential Yield:

- Slaying Frost Giants (EPV = 14,000)
- 2 gargantuan clubs (GPV = -)
- 2 giant sacks (GPV = var.)

→ _____ →

20. Guard Cave

Encounter: Frost Giants (4)

Potential Yield:

- Slaying Frost Giants (EPV = 28,000)
- 4 gargantuan clubs (GPV = -)
- 4 giant sacks (GPV = var.)

→ _____ →

21. Visitors' Cave

Encounter: Hill Giants (5)

Potential Yield:

- Slaying Hill Giants (EPV = 15,000)
- 5 suits of giant chain mail (GPV = -)
- 5 huge clubs (GPV = -)
- 5 fur cloaks (GPV = var.)

→ _____ →

22. Visitors' Cave

Encounter: Stone Giants (5)

Potential Yield:

- Slaying Stone Giants (EPV = 35,000)
- 5 huge stone clubs (GPV = -)
- Jeweled crown (GPV = 15,000)

→ _____ →

23. Special Visitors' Cave

Encounter: Fire Giants (3)

Potential Yield:

- Slaying Fire Giants (EPV = 24,000)
- 3 suits of giant banded mail (GPV = -)
- 3 huge two-handed swords (GPV = -)
- Coinage (GPV = 9,000)
- 3 giant sacks (GPV = var.)
- Statue (GPV = 6,000)

→ _____ →

LOWER LEVEL WANDERING MONSTERS:

Wandering Encounter 1

Encounter: Frost Giants (4)

Potential Yield:

- Slaying Frost Giants (EPV = 28,000)
- 4 gargantuan clubs (GPV = -)

→ _____ →

Wandering Encounter 2

Encounter: Common Ogres (3-12)

Potential Yield:

- Slaying Common Ogres (EPV = var.)
- Huge clubs (GPV = -)

→ _____ →

Wandering Encounter 3

Encounter: Frost Giantess (1), Common Ogres (3)

Potential Yield:

- Slaying Frost Giantess (EPV = 7,000)
- Slaying Common Ogres (EPV = 810)

- Gargantuan club (GPV = -)

- 3 huge clubs (GPV = -)

→ _____ →

Wandering Encounter 4

Encounter: Frost Giant (1), Winter Wolves (2-5)

Potential Yield:

- Slaying Frost Giant (EPV = 7,000)
- Slaying Winter Wolves (EPV = var.)
- Gargantuan club (GPV = -)
- Huge spear (GPV = -)

→ _____ →0

LOWER LEVEL ENCOUNTER AREAS:

1. Great Cavern Hall

Encounter: Frost Giants (2)

Potential Yield:

- Slaying Frost Giants (EPV = 14,000)
- 2 huge clubs (GPV = -)
- 2 huge spears (GPV = -)

→ _____ →

2. Kitchen

Encounter: Fire Giantess (3), Common Ogres (4)

Potential Yield:

- Slaying Fire Giantess (EPV = 24,000)
- Slaying Common Ogres (EPV = 1,080)

→ _____ →

3. Food Storage

Encounter: none

Potential Yield: none

→ _____ →

4. Guard Area

Encounter: Frost Giants (2)

Potential Yield:

- Slaying Frost Giants (EPV = 14,000)
- 2 gargantuan clubs (GPV = -)

→ _____ →

5. Smithy

Encounter: none

Potential Yield: none

→ _____ →

6. Guard Post

Encounter: Frost Giants (4)

Potential Yield:

- Slaying Frost Giants (EPV = 28,000)
- 4 huge clubs (GPV = -)
- 4 huge spears (GPV = -)

→ _____ →

7. Barracks

Encounter: Frost Giants (6)

Potential Yield:

- Slaying Frost Giants (EPV = 42,000)
- 6 huge clubs (GPV = -)
- 6 huge spears (GPV = -)
- Coinage (GPV = var.)
- Gems (GPV = var.)

→ _____ →

8. Nursery

Encounter: Frost Giant (1), Frost Giantesses (12), Frost Giant young (9)

Potential Yield:

- Slaying Frost Giant (EPV = 7,000)
- Slaying Frost Giantesses (EPV = 84,000)
- Slaying Frost Giant Young (EPV = 27,000)
- 9 giant bags (GPV = var.)
- Coinage (GPV = 19,560)

→ _____ →

9. Family Housing**Apartment A:**

Encounter: none

Apartment B:

Encounter: Frost Giant males (3), Frost Giant females (4), Frost Giant young (5)

Potential Yield:

- Slaying Fire Giant males (EPV = 21,000)
- Slaying Fire Giant females (EPV = 28,000)
- Slaying Fire Giant young (EPV = 15,000)
- 3 huge battle axes (GPV = -)
- Coinage (GPV = var.)
- 3 armbands (GPV = 6,000)

Apartment C:

Encounter: Frost Giant males (2), Frost Giant females (2), Frost Giant young (6)

Potential Yield:

- Slaying Fire Giant males (EPV = 14,000)
- Slaying Fire Giant females (EPV = 14,000)
- Slaying Fire Giant young (EPV = 18,000)
- 2 huge battle axes (GPV = -)
- Coinage (GPV = var.)
- 2 armbands (GPV = 4,000)

Apartment D:

Encounter: none

Apartment E:

Encounter: Frost Giant males (9), Frost Giant females (11), Frost Giant young (8)

Potential Yield:

- Slaying Fire Giant males (EPV = 63,000)
- Slaying Fire Giant females (EPV = 77,000)
- Slaying Fire Giant young (EPV = 24,000)
- 9 huge battle axes (GPV = -)
- Coinage (GPV = var.)
- 9 armbands (GPV = 18,000)

Apartment F:

Encounter: none

Apartment G:

Encounter: Frost Giant males (5), Frost Giant females (1), Frost Giant young (12)

Potential Yield:

- Slaying Fire Giant males (EPV = 35,000)
- Slaying Fire Giant females (EPV = 7,000)
- Slaying Fire Giant young (EPV = 36,000)
- 5 huge battle axes (GPV = -)
- Coinage (GPV = var.)
- 5 armbands (GPV = 10,000)

Apartment H:

Encounter: Frost Giant males (1), Frost Giant females (4), Frost Giant young (5)

Potential Yield:

- Slaying Fire Giant males (EPV = 7,000)

- Slaying Fire Giant females (EPV = 28,000)
- Slaying Fire Giant young (EPV = 15,000)
- Huge battle axes (GPV = -)
- Coinage (GPV = var.)
- Armbands (GPV = 2,000)

→ _____ →

10. Armory

Encounter: None

Potential Yield:

- Mundane giant armor and weapons (GPV = -)

→ _____ →

11. Work Room

Encounter: None

Potential Yield:

- Metal polish (GPV = var.)
- Armor oil (GPV = var.)

→ _____ →

12. Barracks

Encounter: Frost Giants (4)

Potential Yield:

- Slaying Frost Giants (EPV = 28,000)
- 4 huge battle axes (GPV = -)
- Coinage (GPV = var.)
- Gems (GPV = var.)

→ _____ →

13. Main Hall

Encounter: Frost Giants (2)

Potential Yield:

- Slaying Frost Giants (EPV = 14,000)
- 2 gargantuan clubs (GPV = -)
- Throne (GPV = 100,000)
- White Dragon hide (GPV = var.)
- Polar Bear hide (GPV = var.)

→ _____ →

14. Polar Bear Pack

Encounter: Polar Bears (4)

Potential Yield:

- Slaying Polar Bears (EPV = 8,000)
- Males' collars (GPV = 1,600)
- Females' collars (GPV = 1,200)

→ _____ →

15. Advisors' Area

Encounter: Drow (5)

Potential Yield:

- Slaying drow (EPV = 5,021)
- Footlocker gems (GPV = var.)
- Drow Chain Mail +3 (GPV = var)
- Drow Buckler +3 (GPV = var)
- Drow Long Sword +3 (GPV = var)
- Drow Short Sword +3 (GPV = var)
- Bracers of Defense (GPV = 25,000)
- Dagger of Hindsight +4 (GPV = 4,500)
- Scroll of Protection from Possession (GPV = 5,000)
- Ring of Mind Shielding (GPV = 5,000)
- Spell book (GPV = 36,000)
- Drow Medium Shield +2 (GPV = var)
- Drow Chain Mail +1 (GPV = var)
- Drow Footman's Mace +2 (GPV = var)

- Cloak of Protection +5 (GPV = 25,000)
- 2 Drow Short Swords +2 (GPV = var)
- 2 Drow Daggers +2 (GPV = var)
- Leather Armor +2 (GPV = 5,005)
- Ring of Protection +2 (GPV = 10,000)

→ _____ →

16. Prison

Encounter: Storm Giantess (1)

Potential Yield:

- Slaying Storm Giantess (EPV = 0)
- Gold platters (GPV = 15,000)
- Silver bowls (GPV = 300)
- 2 flagons (GPV = 15,000)

→ _____ →

17. Private Banquet Area and Trophy Hall

Encounter: None

Potential Yield:

- Heavy Crossbow of Speed (GPV = 15,000)
- 2 small shields (GPV = 40)
- 2 two-handed swords (GPV = 100)
- Trophies (GPV = var.)
- Long bow and arrows (GPV = 76)
- Medium Shield +2 (GPV = 5,060)
- 2 spears (GPV = 1.6)
- Flail (GPV = 15)
- Large tapestry (GPV = 1,875)
- 11 Bolts +2 (5,000)
- Plate mail (GPV = 2,000)
- Horn of Bubbles (GPV = 10,000)
- 2 Medium shields (GPV = 60)
- Splint mail (GPV = 600)
- Iron mace (GPV = 8)
- Plate Mail +2 (GPV = 7,000)
- Small tapestry (GPV = 500)
- Light crossbow (GPV = 35)

→ _____ →

18. Karl's Private Cavern

Encounter: Frost Giant Karl (1), Frost Giantess (1), Winter Wolves (2)

Potential Yield:

- Slaying Frost Giant Karl (EPV = 7,000)
- Slaying Frost Giantess Klara (EPV = 7,000)
- Slaying Winter Wolves (EPV = 1,950)
- Giant Body Shield +1 (GPV = -)
- Huge Two-handed Sword +4 (GPV = -)
- Gold flagon (GPV = 6,000)
- Sabertooth hide (GPV = var.)
- Huge iron mace (GPV = -)

Chest #2

- Coinage (GPV = 19,000)

Chest #5

- Coinage (GPV = 15,570)

Box #4

- Potion of Speed (GPV = 450)
- Potion of Extra Healing (GPV = 800)
- Potion of Delusion (GPV = 150)
- Potion of Storm Giant Strength (GPV = 1,400)
- Potion of Poison (GPV = -)
- Oil of Slipperiness (GPV = 750)
- Potion of Healing (GPV = 400)
- Potion of Human Control (GPV = 900)

Coffer #2

- Jewelry (GPV = var.)

Coffer #6

- Gems (GPV = 39,300)

Trunk

- Cursed Scroll (GPV = -)
- Scroll of Protection from Magic (GPV = 5,000)
- Magic-user Scroll (GPV = 5,400)

Invisible iron box

- Hammer of Thunderbolts (GPV = 35,000)
- Pearl of Wisdom (GPV = 2,500)
- Nulur's Marvelous Pigments (GPV = 5,000)
- Ring of Invisibility (GPV = 7,500)
- Wand of Paralyzation (GPV = 25,000)

→ _____ →

19. Emissaries' Cavern

Encounter: Ogre Magi (5)

Potential Yield:

- Slaying Ogre Magi (EPV = 3,250)
- 5 guisarmes (GPV = 25)
- Gems (GPV = 25,000)
- Trick box (GPV = 20,000)
- Coinage (GPV = 2,000)
- Potion of Hill Giant Control (GPV = 1,000)
- Potion of Cloud Giant Strength (GPV = 1,300)
- Necklace of Missiles (GPV = 13,500)

→ _____ →

20. Guest's Cavern

Encounter: Cloud Giant (1)

Potential Yield:

- Slaying Cloud Giant (EPV = 10,000)
- Gargantuan club (GPV = -)
- Belt (GPV = 11,000)

→ _____ →

21. Guest's Cavern

Encounter: Fire Giants (4)

Potential Yield:

- Slaying Fire Giants (EPV = 32,000)
- 4 suits of giant banded mail (GPV = -)
- 4 gargantuan two-handed swords (GPV = -)

→ _____ →

22. Wood Storage Cave

Encounter: none

Potential Yield: none

→ _____ →

23. OGRES' QUARTERS

Encounter: Common Ogres (16)

Potential Yield:

- Slaying Common Ogres (GPV = 4,320)
- 16 Ogre sacks (GPV = var.)

→ _____ →

24. Dock

Encounter: None

Potential Yield:

- Galley (GPV = var.)

Hall of the Fire Giant Prince

BACKGROUND

GM's Note: paraphrase for the players.

Just as the trail led from the Villa of the Hill Giant Chieftain to the frozen mountains where was found the Glacial Cliff of the Frost Giant Karl, so the adventure in the latter place has led (or transported) the intrepid party to what they hope will be their final confrontation with the giant menace. They are about to venture into the volcanic mountains that are the home of fire giants.

In the cavernous halls of the Fire Giants' doughty liege lord, the dread Prince Snørre, they hope to find both great treasure as well as the answer to the riddle of who or perhaps what 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 Snørre is said to be something of a mama's boy.

It is a sad fact that all encounters here will 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. Sobering thought indeed! However, the rewards for success cannot fail to be greater, for Fire Giants – and their masters perhaps? – will have more loot to take.

If the party has survived the forays to the other two places – or if at least one or more of their protégés have – they will know that there is a charge upon them. They must report definite information to the rulers that have sent them forth to inflict punishment on the rapacious giant raiders. They are 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 loot taken, plus the possibility of reward from the rulers of the lands that the giant bands have warred upon. And now the brave adventurers stand before the black and smoking slag hill which holds the Hall of the Fire Giant Prince*. They have penetrated near the heart of the matter into a fell realm where even the strongest need beware!

*If the party did not locate the transporter in the Glacial Rift of the Frost Giant Karl, they will have to journey to the Evar'Krestain Mountains and search the mountainous tracks for evidence of Snørre's Hall.

START:

If the party arrives before the huge obsidian valves, which bar entrance to the Hall, by means of the transporter found in the lair of the Frost Giant Karl, they may commence their foray into Snørre's lair (Area C). However, at some point the players will [hopefully] desire a place of safety to rest and recover their strength between forays into the Hall. Such a place is indicated as area B on the overland map. The players will have to discover this shangri-la for themselves.

Describe the region around the caves as such:

The vista about is most evil and drab appearing. The sky is gray and filled with sooty clouds. A distant volcano, and far to the south a glowing river of molten lava moves sluggishly down a slope and out of sight. The stifling air smells of heated rock and metal. The ground is full of cinders and sharp rocks. Dim red lights from flaming gases shooting forth out of the earth and from molten rock complete the landscape.

Wilderness Encounters

A. LAIR OF SPAZZEMAL THE VERY OLD RED DRAGON

Spazzemal has resided in these mountains for centuries. Once an arrogant wyrm full of hubris, he has settled into a lifestyle common to many wealthy seniors. He rises at about 4 AM to a modest breakfast and then proceeds to a quick audit of his finances. Once the sun has warmed the mountains, he takes off for a meandering glide along the thermals. He does this mainly to stay in shape rather than as reconnaissance. (Spazzemal and the Fire Giants have had a truce for 107 years and he is confident in their ability to keep trespassers away.) After his daily flight, Spazzemal takes a long nap. About 3 PM he starts thinking about dinner. If he noted anything interesting during his flight, he might return to investigate its suitability as supper. By 7 PM he will be fast asleep.

Spazzemal is well aware of the wealth that Snørre possesses and his interest will be piqued if he spots a band of humans laden down with treasure. From that point on he will make a point of searching for them.

What comes of this searching is up to you, the GM. Spazzemal is an extremely deadly opponent and his deployment as an adversary should be a deliberate and considered matter. Many PCs, henchmen and hirelings are likely to die. In fact, this one might even be a campaign buster so use it only with the utmost caution. Be sure to re-read the Dragon entry in Hacklopedia of Beasts Volume 2 before you use this encounter so that you can have an idea of the full range of Spazzemal's capabilities.

The PCs will likely spot the dragon at some point as it flies high overhead. Unless they do something to attract its attention, it will continue on in its daily routine. Any character who uses the Map Sense or Track Game skills may attempt to follow the flight path of the dragon to its lair with average difficulty [+20%]. Even upon spotting the lair, the PCs will be in for quite a climb as the cave rests near the top of a peak (about a 1000-foot climb). Be sure to review the climbing rules on page 131 of the GMG. There are abundant handholds, and the surface is inclined greater than 120 degrees and is non-slippery (unless it is raining in which case it will be slightly slippery). To save time, you may want to work out the modifiers and determine their chances of success beforehand. Your primary interest here is to see if they fall bad enough to take damage. There's nothing quite like making an arduous trek to the lair of a beast only to have all of your armor hit points chewed up in the process.

If they finally make it to the cave read the following.

You come to a large cave high up on a peak in the Evar'Krestain Mountains. After a strenuous climb, you are able to peer inside. In the middle of this natural cavern you see a huge Red Dragon, apparently asleep atop a mound of gold, jewelry, chests and other valuables.

Here naps a very large, very old Red Dragon with 825 hit points and an Armor Class of -8. Spazzemal is his name, and he speaks and uses spells.

If the PCs make even the slightest amount of noise he will certainly awaken and use his ESP spell to find out who intrudes upon his privacy. If cornered and in desperate straits, the dragon will swear to nearly anything in order to save its life. Spazzemal is persuasive and deceitful, of course, and his real desire will be to slay and devour the party.

Consult the Treasure Item Location Table to see what Spazzemal has. Note that Spazzemal has another quantity of gems pressed into his stomach to protect it. There are 666 10 gp value gems so embedded. If struck by cold, electricity or similar magical attacks, from 60% to 90% will be destroyed when he is killed.

Dragon, Red, very old (age category 9) (1) (HF 170, EP 21,000, Int 16 (Exceptional), AL CE, AC -8, MV 9", Fly 30" (C), Jump 3", HD 15, HP 825, SZ G (150 ft. body, 138 ft. tail), #AT 3, D 1d10+9/1d10+9/3d10+9 (claw/claw/bite), SA breath weapon (fire) 18d10 +9, spells, SD immune to fire, Magic Resistance 50%, spells, Lang: common, dragon, Dragon Speak, fire giant, giant, orcish, red dragon, can communicate with all intelligent creatures, ML 18, TOP 412, Crit BSL: Def AC +13, FF 13, Reference HoB 2 p 70 and 93)

Magic-user Spells Known (2/2/2, each once per day as an 18th level caster): (1st) Erase, Protection from Good, (2nd) ESP, Mirror Image, (3rd) Invisibility 10' Radius, Polymorph to Insect.

Spell-like Abilities (as an 18th level caster): Affect Normal Fires (1/day), Pyrotechnics (3/day), Heat Metal (1/day), Suggestion (1/day), Hypnotism (1/day).

Treasure Item Location Table

Treasure Item	Location
1,789,830 cp	Loose
496,010 sp	Loose + 25,000 sp in 5 chests
178,700 ep	Loose
122,475 gp	Loose + 2 chests with 7,000 gp each
48,003 pp	Loose + 800 in malachite box worth 1,000 gp
222 10 gp gems	Loose
51 100 gp gems	In silver egg worth 500 gp
31 pieces of jewelry worth 200-800 gp each	Loose
11 jeweled weapons, assorted, man-sized, worth 300-1,800 gp each	Loose
1 jeweled necklace worth 2,000 gp	In ivory case worth 400 gp
2 silver mirrors worth 300 gp each	Loose
11 gold service pieces worth 500-3,000 gp each	Loose
17 silver service items worth 100-1,000 gp each	Loose
12 ivory statues with inlays of gems and/or precious metals worth 200-2,400 gp each	Loose
4 jade carvings/figurines worth 1,000-8,000 gp each	Chest
1 idol of bloodstone worth 1,900 gp	Loose
1 scroll of 7 magic-user spells (Clone, Volley, Prismatic Wall, Zarba's Grasping Hand, Break Hex, Telekinesis, Summon Shadow <i>all as 17th lvl caster</i>)	In crystal casket worth 3,400 gp
1 Red Dragon Slayer Long Sword +2 in jeweled scabbard worth 6,000 gp	Loose
1 Iron Flask containing a 16 HD Fire Elemental (Reference HoB 3 p 8). The command word "flogkestir" is nowhere to be found.	Loose
4 Potions of Fire Resistance	Coffer
8 jars of rare unguents and perfumes worth 200-2,000 gp each	Loose
1 suit of human-sized Splint Mail +6	Loose
Horseshoes of Speed (only 2, useless without another 2 Horseshoes of Speed)	Loose
Pipes of Pain	Loose
Potion of Rainbow Hues	Loose
Ring of Sustenance	Loose
Ring of Teleportation (7 charges)	Loose
Sacred Spatula of Healing	Loose
Scroll of Protection from Plants	Loose
Scroll of Walking Corpse (as 10th lvl caster)	Loose
Wand of Enemy Detection (19 charges)	Loose
Arrow of Barbarian Slaying	Loose
Bolt of Bluntness	Loose
Dagger Longtooth +2	Loose
Darts +7 (5)	Loose
Medium Shield +2	Loose
human-sized Plate Mail of Vulnerability -4	Loose
Awl Pike of Speed +2	Loose

All worthwhile treasures are covered by heaped coins. (To search through this pile will take a VERY long time!)

B. HIDDEN CAVE

The trail meanders into a small valley. A cursory scan seems to indicate that this is the end of the road.

If the party spends a few turns searching the area, they will discover a hidden cave in which they can safely hide themselves, their mounts, equipment, and treasure. This hidden refuge will 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. (If they thence venture forth from the cave to raid the Fire Giant Hall there will be a 10% cumulative chance per additional raid that the hidey-hole will be found by the giants, i.e. a 10% chance the fourth raid, 20% the fifth, etc.)

C. THE HALL OF PRINCE SNØRRE

Describe the area as follows:

A ravine leads directly to a jagged, broken heap of slag. It has a wide, well-trod path leading up to two great slabs of black stone. Each slab measures nearly 30 feet tall and 10 feet wide.

These obsidian portals restrict access to Snørre's Hall, but they will open to the party if one of their members has Fire Giant Strength (22 or greater) and mass, or a **Chime of Opening** to employ, or one of them can cast a **Bash Door** or **Knock** spell. The slabs are each 3 feet thick.

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.

NOTES FOR THE GAMEMASTER

The pile of lava, slag and jutting black rock which houses the Hall of Snørre is a steeply rising hill about 300 feet high at its summit. It is difficult to scale, but the party may do so if they desire. Everywhere are vents which smoke, and some of these holes spurt out jets of flame from time to time. The party will never locate any other entrance into the place, and there is a 2 in 6 chance that any member investigating a vent hole will be struck by flaming gases for 2d6 points of damage.

Torches, braziers, natural gas jets and even molten lava light the upper two levels of Snørre's Hall. Most of these lights will be extinguished if the place is heavily attacked. The lower level is unlit except where the key indicates otherwise. Passageways in the Hall are vaulted and some 30 feet high. Halls, chambers and rooms are 40 feet to 60 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's Strength, so normal probabilities of opening resisting doors are cut in half. Pillars in passageways and other places are of black basalt.

The lower level is mostly natural, and the details of the place are given hereafter. When the party reaches this level, do not be too precise in calling direction or distance. As with any such map, the twists, turns and irregularities are very difficult to map anyway. General directions and descriptions will suffice for the mapper and make the whole more realistic in any case, for such an area would be nearly impossible to accurately map under existing conditions unless a party member has learned the Complex Geometric Approximation skill.

While considerable detail has been given, it is up to you to fill in any ancillary information and to color the whole and bring it to life. You, as GM, must continue to improvise and create, for your players will certainly desire

Table G3: Fire Giant's Bag Contents

D100 Roll	Item In Bag or Other Container
1-3	old axe blade for use as hand chopper
4-17	boulders, small (1-4)
18-19	bowl and spoon, tin or pewter, battered
20-21	iron items, various and sundry, bent
22-23	caltrops, iron, large (1-6)
24-25	cheese, hard, very stinky
26-28	cloak, shabby, wool or hide
29-30	paper and quills with Eilservs logo (stolen office supplies)
31-32	comb, iron
33-37	cooking pot, iron
38-40	3d4 giant weasel treats
41-43	flask full of grog
44-47	knife, skinning
48-53	linens, various, soiled and patched
54-55	spicy sausage
56-60	Eilservs employee handbook, unread
61-64	money, copper (50-400 pieces)
65-67	money, silver (20-200 pieces)
68-69	money, gold (10-100 pieces)
70-74	pelt, fur, worthless and mangy
75-76	2d4 pixie fairy wings, caramelized
77-80	100-foot long coiled hemp rope, very strong
81-83	Small diary with lock (roll 1d4: 1 = pink, 2 = powder blue, 3 = orange, 4 = yellow)
84-85	hot peppers, in a small bag or box
86-90	boots, old
91-98	set of keys
99-100	teeth or tusks, animal, no ivory value (1-8)

Do not duplicate items for a single bag; roll again if a result would duplicate another item.

more descriptions, seek to do things not provided for here, and generally do things that are not anticipated. The script is here, but you will direct the whole and sit in final judgement on character's actions. If you have already taken your players through the first two parts, you will wish to be particularly mindful of how their behavior there will have altered what is shown here on each level key. 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. Determine a percentage probability that a particular bit of knowledge can be found by whatever means employed (sage, Commune, Legend Lore, Contact Other Plane, or whatever), and roll the percentile dice for each scrap. Base your communication to the party upon this roll, but don't give away anything really good.

Remember also that these giants are both the toughest so far encountered and that they have the best advice immediately available to them. As soon as the party strikes and then retires, they will assess the attack and take countermeasures. Some notes to this effect will be found in the matrices for each level, but you personally will have to design some reactions. 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 Snørre go? Most assuredly, he will not remain seated upon his throne when an attack is in progress. You have not ceased being a GameMaster 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 put out, sentries will be posted, and so forth. It is suggested that the giants who survive the first foray by the party set several ambushes, each surprise being set to allow them to retire quickly behind a turn in a passage or through doors, gradually falling back on the corridor to the 2nd level. Even the females and young will fight, as the Queen (under Eclavdra's influence) has so ordered, and their loyalty to her or Snørre (as the case may be) is greater than their fear of the party – or at least equal. As the characters offer no quarter and slay every giant or other creature encountered with absolute ruthlessness,

their opponents will fight with hopeless abandon and sacrifice. How you will 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 only home they have ever known is about to be destroyed. The rationale of this whole series of modules 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.

Finally, remember that drow cloaks, boots, armor and weapons do not radiate magic and will begin to rot within 2-12 hours of being exposed to the sun. Even if protected from solar exposure, they will lose their magical properties in 1d20+30 days unless recharged by the particular radiation of the drow homeland. All such items are prefaced by the word drow (e.g. **Drow Chain Mail +1**) to distinguish them from standard magical items.

Giant's Bag Contents:

There will be numerous occasions when the party searches bags and chests. The contents of these containers may be determined randomly by using the table hereafter. The number of items in the bag or other container is simply determined by rolling five four-sided dice (5d4) to obtain a random number of items between 5 and 20. A roll for each item is then made on the Table G3: Fire Giant's Bag Contents.

KEY TO LEVEL #1

WANDERING MONSTERS:

An encounter occurs on a roll of 1 on a d12. Check each turn.

- 2 Fire Giant guards
- 2 Fire Giantesses with 12 Gnoll workers
- 4 young Fire Giants with 1-4 young HellHounds
- 1 Gorge Giant visitor looking around/casing the joint

Wandering Encounter 1

Fire Giant Guards (2) (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 89, 91, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +10 (gargantuan two-handed sword + Strength), SA hurling rocks 2-20, SD resistant to fire, Lang: common, giant, Hon: Average, ML 16, TOP 44, 45, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

Wandering Encounter 2

Fire Giantesses (2) (HF 45, EP 8,000 each, Int 9 (Average), AL LE, AC 5 (no armor), MV 12", HD 15 +2, HP 70, 76, SZ H, #AT 1 (+4 to-hit for Strength), D 2d8/2d6/2d6-2 +10 (huge club + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: common, giant, Hon: Average, ML 16, TOP 35, 38, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

Gnoll workers (12) (HF 1, EP 65 each, Int 6 (Low), AL CE, AC 10 (none), MV 12", HD 2, HP 29 each, SZ L, #AT 1, D 1d6-2 (dagger), SA Nil, SD Nil, Lang: common, giant, gnoll, Hon: Average, ML 11, TOP 14, Crit BSL: Def AC +0, FF 4, Reference HoB 3 p 73)

Wandering Encounter 3

Adolescent Fire Giants (4) (HF 31, EP 7,000 each, Int 7 (Low), AL LE, AC 0 (hide armor), MV 12", HD 14 +2, HP 83 each, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d6/2d8 +10 (huge spear + Strength), SA hurling

rocks 2-20, SD resistant to fire, catch large missiles 40%, Lang: common, giant, Hon: Average, ML 14, TOP 41, Crit BSL: Def AC +17, FF 7, Reference HoB 3 p 54, fight as Frost Giants)

Young HellHounds (1d4) (HF 18, EP 420 each, Int 6 (Low), AL LE, AC 4, MV 12", HD 4, HP 38 each, SZ M, #AT 1, D 1-10, SA breathe fire (4 points of damage), SD immune to fire, surprised only on 2 in 10, see hidden/invisible creatures 50%, Hon: Average, ML 13, TOP 19, Crit BSL: Def AC +2, FF n/a, Reference HoB 5 p 123)

Wandering Encounter 4

Gorge Giant (1) (HF 23, EP 8,000, Int 10 (Average), AL CE, AC 2, MV 15", HD 16 +1, HP 98, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +10 (huge two-handed sword + Strength), SD catch large missiles 65%, Lang: common, giant, Hon: Average, ML 16, TOP 49, Crit BSL: Def AC +18, FF 7, Reference HoB 3 p 58)

Note:

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

ENCOUNTER AREAS:

I. ENTRY PASSAGE

Gigantic torches set into verdigris wall sconces twenty feet off the ground illuminate this fifteen-foot wide passageway. The polished obsidian floor gleams with an eerie blackness. Huge tapestries hang on the dark walls, all depicting Fire Giants – victorious in their exploits of looting and pillaging.

The door guard awaits in alcove A:

Alcove A. The loosely woven tapestry hanging before this post allows the Fire Giant in the dark recess to see clearly anyone entering the passageway. If he spots intruders, he will use his great bronze horn to warn the Hall. (See Area 2. hereafter.) The Fire giant Guard wields a gigantic club and four basalt boulders, shaped and balanced for throwing, are within arm's reach.

Fire Giant (1) (HF 45, EP 8,000, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 91, SZ H, #AT 1, D 4d8/6d4/6d4-6 +10 (gargantuan club + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: common, giant, Hon: Average, ML 16, TOP 45, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

If the party kicks some Fire Giant ass in the Grand Hall but later retreats, a MLBS (multiple launch ballista system) from area 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 tripwire at a point 30 feet into the passage, and this tripwire will be nearly invisible (notice only on 1 in 6, if the party is using lights, and check only once for all). The MLBS fires 6 huge heavy crossbow bolts and will be aimed towards the obsidian doors at a height of three feet. The bolts should be spread across the first rank of the party. The chance to-hit should be rolled as a Fire Giant and each missile causes 4d4+2 points of damage should it hit.

2. GRAND HALL

The floor of this enormous Hall is made of a reddish black, highly polished stone illuminated by light flickering weirdly from burning gases spurting from the walls. The numerous pillars are carved into the shapes of dwarves and gnome titans straining to hold up the figure of a Fire Giant atop them. Massive tapestries, dark and sooty from years of exposure to the noxious climate, hang on the walls. Their subject matter is again the triumph of Fire Giants over various enemies.

Two Ettins are always posted here as guards, using their four heads to watch all directions. Each is armed with a huge **Drow Morning Star +1** fabricated of black metal and a huge **Drow Spear +1**, whose head is made of the same black metal. If given a chance, the Ettins will hurl the spear then draw a huge **Drow Footman's Mace +1** with their left arm. If the guard at the gate sounds the alarm, these monsters will move to hold the mouth of the entry-way until help arrives from Areas 3, 18 and/or 21-25.

The nearest tapestry on the south wall screens the entrance to the Royal Apartment.

Ettins (2) (HF 12, EP 1,400, Int 6 (Low), AL CE, AC 3, MV 12", HD 10, HP 63, 67, SZ H, #AT 1 (missile) or 2 (melee) both at +1 to-hit from magic weaponry, D 2d6-1/2d6+1/2d8+1 (hurled huge spear) or 2d8+1/2d6+1/2d6 and 4d4+1/4d4/2d6+1 (**Drow Footman's Mace +1** and **Drow Morning Star +1**) (melee), SA Nil, SD surprised only on 1 in 10, Lang: common, giant, Hon: Average, ML 15, TOP 31, 33, Crit BSL: Def AC +9, FF 6, Reference HoB 3 p 24)

3. THRONE ROOM AND AUDIENCE CHAMBER

Note: It is highly likely that these creatures will be alerted by either the hidden guard posted at the entry passage or the two Ettins standing guard in the grand hall. You should alter the following text in that case.

Four Fire Giants clad in matte black armor guard the two black marble steps up to a floor of deep red polished stone. Upon a massive throne built of jet and black and white banded onyx, the whole inlaid with gems, is seated is a hugely muscled and extraordinarily ugly Fire Giant. He too wears black armor as well as a huge white cape. At his sides a pair of large dogs are attentively awaiting his command.

Pillars of polished obsidian flank his throne and the walls are inlaid with a mosaic of colored stones. These stones sparkle in the light from the huge torches that burn in verdigris bronze crescents. Naturally, the mosaics depict various scenes of victory by a noble and powerful-appearing Fire Giant. On the wall behind the throne is painted a flaming skull flanked by life-sized mosaics of Fire Giants with battle axes slung over their shoulders.

The Four Fire Giants are the Prince's personal bodyguard and accompany him at all times; the circled numbers show their positions. The large dogs are, in fact, two large HellHounds that are the Prince's mean-spirited pets.

Prince Snørre himself is seated upon the black seat of the throne. He is over 20 feet tall, hugely muscled, very broad, with bandy legs and an extraordinarily ugliness. Snørre is completely bald, but his side whiskers and beard are bright orange and full. He is clad in black armor (a gift from the drow –

alloyed with adamantite and enchanted to +3), and holds a huge two-handed sword from whose blade flames flicker when it is swung (+4 to hit, +6 damage). Snørre wears a necklace of coral skulls (15,000 gp value as jewelry though only a very rich and notorious thug would ever consider purchasing it) and has a broad black leather belt set with 66 very large [but flawed] red garnets (worth 100 gp each). His white cape is a cloak of White Dragon hide that gives him +3 on saving throws against cold-based attacks and reduces any cold damage sustained by 50%. When holding court, he wears a crown of dwarven iron, set with six very large [but badly flawed] rubies (1000 gp each), six very large [but badly flawed] diamonds (1000 gp each) and a huge [flawed] jacinth (10,000 gp). Otherwise he keeps it in his bag.

The following gemstones are set into the throne: 12 huge pieces of sardonyx [average quality] (1,000 gp each), 12 fire opals (huge but badly flawed and worth 1,000 gp each) and 12 very large rubies (again huge but badly flawed and worth 5,000 gp each). The mosaics depict Prince Snørre, of course, and the flaming skull is Snørre's heraldic device. The secret door is actually one of the flanking giants inlaid on the wall. A cresset to the left of it is pulled down to cause it to swing inward.

Fire Giants (4) (HF 45, EP 8,000, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 91 each, SZ H, #AT 1, D 2d8/2d6/2d6-2 +10 (huge throwing axe + Strength) or 4d4/4d4/4d4 +10 (huge battle axe + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: common, giant, Hon: Average, ML 16, TOP 45, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54). Each carries two huge throwing axes and a huge battle axe. They will hurl their axes before closing for melee.

HellHounds (2) (HF 32, EP 1,400 each, Int 7 (Low), AL LE, AC 4, MV 12", HD 7, HP 50 each, SZ M, #AT 1, D 1-10, SA breathe fire (7 points of damage), SD immune to fire, surprised only on 2 in 10, see hidden/invisible creatures 50%, Hon: Average, ML 13, TOP 25, Crit BSL: Def AC +5, FF n/a, Reference HoB 5 p 123)

Prince Snørre, Fire Giant Prince (HF 45, EP 10,070, Int 12 (very), AL LE, AC -4 (giant banded mail +3), MV 12", HD 15 +3, HP 116, SZ H, #AT 1 (+5 to-hit for 23 Strength, +4 for magic sword), D 2d6-2/2d10/6d6 +17 (Huge Flaming Two-Handed Sword +6 + Strength, includes +6 for flame damage), SA hurling rocks 2-20, SD resistant to fire, +3 on saves vs. cold and 50% damage when wearing White Dragon hide cloak, catch large missiles 50%, Lang: common, giant, Hon: Average, ML 16, TOP 58, Crit BSL: Def AC +24, FF 8, Reference HoB 3 p 54). He carries a ring of keys that will open the trunks, chests and coffer in his treasure room (area #9). The keys are not identified in any way.

4. CHAMBER OF THE QUEEN'S LADIES IN WAITING

The length of the hall and chamber proper are covered with hide rugs and wall hangings. There are torches on the walls, and six chairs and three tables along the hallway. At the end there are eight beds, eight chests, two wardrobes and four stools. Four armored giantesses are standing about thirty feet down the corridor.

Note the one hanging that screens the entrance to the Queen's private chamber. There are always four Fire Giantesses milling about in the hallway outside the Queen's chamber, and four giantesses in the end chamber. They have huge long swords and fight fiercely to protect their Queen. Those at the end chamber will rush to aid the others.

Fire Giantesses (8) (HF 45, EP 8,000 each, Int 10 (Average), AL LE, AC -1 (banded mail), MV 12", HD 15 +2, HP 85 each, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6/2d8/2d12 +10 (huge long sword + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: common, giant, Hon: Average, ML 16, TOP 42, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

Each wears 2 to 5 pieces of jade or coral jewelry worth 500 to 3,000 gp each. Consult Table E20: Jewelry and Items Typically Bejeweled (GMG p. 179) for the specific type of item(s) found. Amidst the 81 hides, pelts, skins, and furs in the end chamber are several of value: numbers 17, 24, 40, 59 and 77 are worth 1,000 to 4,000 gp each. Of course, one would have to possess either the skinning or appraising skill and make a skill check [easy +40%] on each hide, pelt, skin or fur to determine its value or lack thereof. There is no other treasure.

5. QUEEN FRUMPY'S BOUDOIR

This place is well lit by torches and a large brazier, making it very hot indeed.

The chamber contains sundry furniture atypical in their quality and cleanliness. A table is set directly ahead of you at which is seated a giant matron. She is stroking a pair of giant weasels festooned with bows and ribbons.

The Queen is a veritable harridan, a sly and cunning horror. She is, if anything, even uglier than her son Snørre. Topped by a huge mass of yellow orange hair which looks like a fright wig, Queen Frumpy's face is a mass of jowls and wrinkles, set in the middle of a very large head that sits squarely upon her shoulders. Her body is lumpy and gross, and her skin is covered with bristles the color of her hair. Her little pig eyes, however, are bright with intelligence unusual in a giant. She wears eight pieces of gem-set silver jewelry; a medal [a medal of valor looted from some long dead general] (4,932 gp), two medallions (2,790 gp and 9,703 gp), two necklaces (5,987 gp and 6,000 gp), a pendant (1,599 gp) and two rings (1,710 gp and 1,884 gp). On her lap are her two pets, a pair of giant weasels that she dotes upon and that obey her every command.

Frumpy has cast Alarm on the wall hanging that screens the entrance to her Boudoir. This will serve to warn her should her ladies in waiting be quietly eliminated. If alerted, either by her Alarm or combat outside her chamber, she will cast Premonition in order to gauge the situation. Should she get a bad feeling, she will cast Protection from Good followed by Misdirection. She will then await the arrival of her guests.

Any intruders entering the place will be commanded by Queen Frumpy to, "Please, please have a seat. What can I do for you gentlemen? Would you like some cookies?" Even if they refuse, Frumpy will have her unseen servant proffer a silver plate loaded with delicious smelling treats (all perfectly safe but very fattening). She will continue to speak and will be difficult to interrupt. "I suppose you're here about Snørre. I'm very worried about my son as well. Never was the same after his father passed away. I'm afraid that he has been acting up a bit lately, but they're so hard to control past a certain age." Frumpy will continue with the nice old lady act as long as she can. She is counting on the Misdirection spell to keep her guests off balance and unsure of her intent. Given a chance, she will steer the conversation towards the players. What are their names? Who sent them? All of this small talk is purely for Eclavdra's benefit. She will be 'listening in' through the telepathic link her Charm of Undying Devotion has established with Queen Frumpy.

Should the players have none of this nonsense, she will certainly defend herself. She wields an iron scepter and will use it to conduct a Shocking Grasp spell. She will also sick her pets on anyone engaged in melee with her.

The weasels began as obedient pets/guards for the Queen, but years of her meticulous care have left them ... peculiar. Though they certainly obey her every whim, they live in fear of other weasels finding them in their current state. The Queen keeps their fur perfectly groomed, but oddly shaped to make them appear almost to be wearing very fancy dresses. Since the day she tied ribbons into their fur (green for Gigi and red for Fifi), they have been getting even meaner. By now this oddity has developed into the full-blown mental quirk HackFrenzy. These giant weasels represent her pride and joy, and their deaths will enrage her already overheated and volatile temper.

Her chamber contains a huge bed covered with 12 giant beaver furs (worth 350 gp each), a table around which are set six chairs, a stool and dressing table with a huge silver mirror (worth 1000 gp). An ebony and mother of pearl wardrobe (filled with her clothing) is set against the south wall next to a huge chest of 12 drawers. Two small copper coffer sit atop this chest. Under the bed lies an iron chest.

The drawers in the chest contain worthless personal articles, except the fifth drawer from the bottom; there, under some underthings, Queen Frumpy has concealed 3 potions in ceramic vials: a **Potion of Fire Giant Control** (to use on the Prince when her emotional blackmail fails, of course), a **Potion of Delusion** (she knows what it is), and a **Potion of Animal Control**.

Each of the two bronze caskets has a coiled asp inside which will strike at anyone opening its lid. The first holds 4,000 cp while the second has a like number of platinum pieces covered by a veneer of copper. The iron chest has a trick opening to the side (a successful find traps check will discover this – a successful open locks check [at –20%] is required to open it!) It contains a jade box worth 5,000 gp with a hidden compartment. The compartment can only be found if someone successfully searches for secret doors on the box. The compartment has a **spell scroll** (written at the 16th level of ability) containing **Merrywether's Drastic Death** and **Merrywether's Frost Fist**.

An excellent quality lock [-20% to open lock check] secures the chest. If the lid of the chest is opened, a Fire Trap will be discharged which will encompass all within 5' feet of the chest, doing 12d4+12 points of damage (save for half). The chest holds Frumpy's spellbook and six pieces of very fine, gem set gold jewelry worth 8,000 gp each (an anklet, a chain, 2 necklaces, an orb and a spider idol – a gift that Eclavdra regifted). If the Fire Trap is detonated, these items must save versus magical fire (the spellbook requiring a 6 to do so, the jewelry a 13) or it will be destroyed. The spellbook contains Alarm, Comprehend Languages, Protection from Good, Shocking Grasp, Unseen Servant, Misdirection and Premonition.

Fire Giant Queen Frumpy (HF 53, EP 12,000, Int 13/Wis 15 (High), AL LE, AC -1 (Black Dragon hide set with iron studs serves as giant banded mail), MV 12", HD 15+3, HP 92, SZ H, #AT 1 (+4 to-hit from Str), D 2d6/2d6/2d6 +9 (iron scepter serves as huge quarterstaff + Str), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: common, giant, drow elven Hon: Average, ML 16, TOP 46, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54.

She is a 4th level Shaman with following spells:

1st: Cure Light Wounds (x3), Endure Cold/Heat, Protection from Good, Sanctuary, Walking Corpse, Alarm (already cast), Comprehend Languages, Protection from Good, Shocking Grasp, Unseen Servant (already cast),

2nd: Dust Devil, Silence 15' radius, Misdirection, Premonition

Giant Weasels, Fifi and Gigi (2) (HF 2, EP 144 each, Int 1 (Animal), AL N, AC 6 (natural), MV 18", HD 3 +3, HP 32, 37, SZ M, #AT 1, D 2d6 (bite), SA blood drain, SD nil, Lang: none, Hon: Average, ML 15, TOP 16, 18, Crit BSL: Def AC +2, FF 8, Reference HoB 8 p 77). Quirk: HackFrenzy (developed from years of abuse at the hands of Queen Frumpy, see the Hacklopedia of Beasts: Monster Matrix), triggered by taking damage equal to 20% of current hit point total in one round, see the PHB p 96).

Asps (Venomous Snakes) (2) (HF 2, EP 125, Int 1 (Animal), AL N, AC 6 (natural), MV 15", HD 2 +1, HP 30, 35, SZ S, #AT 1, D 1 (bite), SA poison (save at –4 or death +1d6 points of damage, instantaneous), SD nil, Lang: none, Hon: Average, ML 15, TOP 15, 17, Crit BSL: Def AC +0, FF 6, Reference HoB 7 p 85 as "Venomous Snake")

6. CHAMBER OF THE PRINCE'S GUARDS

Four Fire Giants rest here before assuming active duty with Snørre – but all sleep lightly. It is unlikely that the party will come across these giants sleeping. Should they manage to do so, read the following:

Half of the eight sturdy-looking cots, each with a stool nearby, contain sleeping Fire Giants. One shifts as you enter.

Otherwise, read this text:

There are eight cots and an equal number of stools in the chamber. Some may belong to the four Fire Giants who appear to have just finished arming themselves.

Under each cot are 2 footlockers, each containing clothing and 1,000 to 3,000 gp. Each guard carries 400 pp in a belt pouch. A table in the center of the room has several platters and flagons on it, all worthless, along with a cask of wine and a cheese covered with mold. Inside the cheese there are 48 gems worth 100 gp each, for it is the repository for the wealth of "on duty" guards.

There are 12 boulders in the entry hall, 6 along either wall.

Fire Giants (4) (HF 45, EP 8,000, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +2, HP 77, 81, 83, 86, SZ H, #AT 1, D 2d8/2d6/2d6-2 +10 (huge throwing axe + Strength) or 2d6/2d8/2d12 +10 (huge long sword + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: common, giant, Hon: Average, ML 16, TOP 38, 40, 41, 43, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54). Each carries one huge throwing axe and a huge long sword.

7. PRINCE SNØRRE'S PRIVATE QUARTERS

The great iron doors to this place bear the blazon of the flaming skull.

Pause as the party decides to enter. When they do, continue:

The walls here are set with torched cressets and draped with crude tapestries. There are 6 chairs and 2 benches along the walls, and 3 tables are interspersed, each with a keg of ale, beer, or mead and leather or horn drinking vessels at hand. Eight gigantic shields and 8 huge swords decorate bare patches on the walls. There is a step up just at the pillar of reddish stone that ends the forehall and seems to mark the entry to the chamber proper.

Six HellHounds roam the outer hall. They will attempt to keep the party from passing the red pillar and entering the chamber proper.

HellHounds (6) (HF 2 at 18, 2 at 23, 2 at 27, EP 2 at 420 each, 2 at 650 each, 2 at 1,400 each, Int 7 (Low), AL LE, AC 4, MV 12", HD 2 at 4, 2 at 5; 2 at 6, HP (4HD) 37, 38, (5 HD) 42, 46, (6 HD) 48, 54, SZ M, #AT 1, D 1-10, SA breathe fire (1 point of damage per Hit Die), SD immune to fire, surprised only on 2 in 10, see hidden/invisible creatures 50%, Hon: Average, ML 13, TOP 18, 19, 21, 23, 24, 27, Crit BSL: Def AC +2 (4 HD), Def AC +3 (5 HD), Def AC +4 (6 HD), FF n/a, Reference HoB 5 p 123)

This cavernous room contains a small throne made of ebony and 3 lesser chairs, a huge bed with an iron chest at its foot, and a table on which rest bits of carved ivory, some teeth of animals, bits of wood, and some stones. Flaming jets of gas and a huge iron brazier full of glowing coals light the whole place in an eerie manner. A bench stands near the entry. Next to a tall cabinet are four trunks. The floor is covered with pelts, and the walls are hung with tapestries and trophies: 2 shields, an axe, 4 long swords, a flail and a hammer – all sized for giants. A ledge on the south wall, about 9 feet above the floor, holds dozens of skulls, basinets and great helmets, and 5 sets of field plate.

The weapons and armor are all non-magical (the flail is used to subdue and torment the Pyro-hydra at Area 8.). The field plate is sized as follows: 2 human sets, 1 dwarven and 2 elven. All are in showroom condition. The ledge holds 39 skulls (human, dwarven, elven, giant, and other various monsters and creatures). The 8 giant mink pelts on the bed are worth from 1,000 to 4,000 gp each. The containers in the room hold nothing but the personal gear (clothing, footwear and bits of armor) of Prince Snørre. The teeth and ivory on the table are worthless, but one of the stones is a block of carnelian

worth 1,000 gp. Together these items serve the Prince as a highly inaccurate divination device.

The secret door to the north is of extraordinary workmanship and is very hard to detect. Non-elves will only detect the door on a 1 in 8. Elves cannot detect it simply by passing by, and will only find it on a 1 in 6 when actively searching. The same is true of the door to Area 8. A projecting stone to the left of the secret door, 12 feet above the floor, is pushed in to cause the 4-foot thick portal to pivot to form an opening 8 feet wide and 15 feet high.

8. CAVE

Trudging up the steps to this large cavern you encounter natural cave walls and a floor cluttered with debris, dirt and suspicious stains.

An 8-headed Pyro-Hydra will be lurking to either the north (1-3) or south (4-6) if it hears any creature coming up the steps to its lair. Remember to check to see if the party is surprised when the beast attacks.

Amidst this mess is an immense reptilian creature with eight heads. Its orange and reddish-orange scales contrast with the dismal and drab surroundings. Smoke wafts around it as it barrels down on you, nostrils flared and teeth bared.

The Prince beats and torments this beast for fun and it is quite vicious. The Pyro-Hydra hopes to take revenge on virtually any other living thing. In



the first round four heads attempt to bite the first character to enter the room. The other four breathe fire on the remaining characters.

Pyro-Hydra (HF 13, EP 3,000, Int 3 (Semi-), AL N, AC 5, MV 9", HD 8, HP 84, SZ G, #AT 8, D (1-8 each head's bite), SA breathe fire (8 points of damage, each head 2/day), SD never surprised, Lang: none, Hon: Average, ML 11, TOP 42, Crit BSL: Def AC +6, FF 8, Reference HoB 4 p 22)

9. PRINCE SNØRRE'S TREASURE CAVE

Mounds of furs and tapestries lie among bales of cloth, scores of vessels and containers, and urns and vases of various metals. Iron trunks, large chests and coffer stand lined up against the far wall.

The cave is filled with Prince Snørre's collected valuables, mixed in with random stuff that he refuses to throw away, despite the constant nagging of his mom, Queen Frumpy. Strewed about the room are 28,370 cp, 3 mounds of [worthless] tapestries and furs (each pile containing 4d4 pelts), several dozen bales of valueless though rather colorful cloth and scores of vessels, containers, urns and vases of made of pewter, brass and bronze. A thorough search will reveal that 12 are made of silver and 6 of gold. These are worth 500 gp (silver) or 1,110 gp (gold) each.

Also, there are 8 iron trunks, 6 chests and 5 large coffers:

Trunks are about 7' x 5' x 4'.

Chests are about 5' x 3' x 2'.

Coffers are about 2' x 1' x 1'.

Trunk #1

This trunk is locked but not trapped. Contents: 72,409 sp

Trunk #2

This trunk is locked and the lock mechanism has a Gandle's Feeble Trap spell on it.

Empty except for a note that states, "I.O.U. 12,324 platinum pieces." It is signed Gunnar.

Trunk #3

This trunk is seemingly unlocked. However, it is held fast by a Wizard Lock cast at the 12th level of ability. Snørre knows the password to open it.

11 pieces of gem set platinum jewelry and 60,090 cp hiding in a sack at the bottom. These are a belt (4,243 gp), a brooch (7,979 gp), a choker (12,000 gp), a clasp (2,894 gp), a comb (8,738 gp), a coronet (12,000 gp), a fob (17,000 gp), an idol (9,269 gp), a pin (12,000 gp) and two rings (10,654 gp and 12,000 gp).

Trunk #4

This trunk is unlocked. However, a spring-loaded cleaver will be released if the lid is opened more than two inches. This blade will swing down in front of the trunk and inflict 3d8 points of damage if it hits anyone (roll to hit as an 11th level thief).

The trunk contains 8 pieces of rare teakwood inlaid with mother of pearl worth 1,000 gp each (each is roughly mace-sized).

Trunk #5

This chest is locked and protected with a Fire Trap that will inflict 12d4+12 points of damage to all within a 5 foot radius if not bypassed. Snørre knows the password to open it safely.

Contains: 500 yards of fine silk worth 1,000 gp. This will be destroyed if the Fire Trap is set off.

Trunk #6

This trunk is unlocked. Contents: 13,337 ep

Trunk #7

This trunk is locked but not trapped. Contents: 12 fine giant walrus tusks each weighing 200 pounds and worth 1,500 gp

Trunk #8

This trunk is locked. A successful Detect Noise will reveal that something is slithering inside. That something is 4 deadly snakes.

Venomous Snakes (4) (HF 2, EP 125, Int 1 (Animal), AL N, AC 6 (natural), MV 15", HD 2 +1, HP 30 each, SZ S, #AT 1, D 1 (bite), SA poison (save at -4 or death +1d6 points of damage, instantaneous), SD nil, Lang: none, Hon: Average, ML 15, TOP 15, 17, Crit BSL: Def AC +0, FF 6, Reference HoB 7 p 85)

Contents: 6 pieces of wrought platinum jewelry are in the trunk.

These are a belt (3,858 gp), a diadem (5,474 gp), a set of earrings (1,987 gp), an idol (3,773 gp), a locket (2,046 gp) and a pin (2,761 gp).

Chest #1

This chest contains yellow mold that will emit a 10-foot radius spore cloud if the lid is opened. Those caught in this cloud must save versus poison or die. Note that if the chest is within the range of illumination shed by a Continual Light spell, the mold will be rendered dormant and cannot release spores.

Yellow Mold (1) (HF 0, EP 65, Int 0 (Non-), AL N, AC 9 (natural), MV 1", HD n/a, HP n/a, SZ S, #AT 1, D n/a, SA Poison spores (save vs. poison or die), SD vulnerable only to fire, susceptible to Continual Light, Lang: none, Hon: Average, ML n/a, TOP n/a, Crit BSL n/a, FF n/a, Reference HoB V p 36)

Save for the yellow mold, the chest is empty.

Chest #2

This chest is locked but not trapped.

The chest contains a pile of rocks. A geologist who makes an average [+30%] skill check will discover that this is a fantastic collection of highly unusual types. A museum would be willing to pay 5,000 gp for the lot.

Chest #3

12 molar nitric acid squirts out when the lid of this chest is opened (any standing before it take 3-12 hp damage), armor or other gear must save vs. acid or be destroyed. The acid jet is 3 feet wide by 12 feet long. The lid is connected to a piston (full of acid) which it compresses when opened.

Oil of Acid Resistance (ironic, eh...)

Oil of Timelessness

Two Potions of Extra-Healing

Potion of Flying

Potion of Half-Orc Control

Potion of Hill Giant Strength

Potion of Healing

Potion of Polymorph to Insect (Stink Bug)

Potion of Spectre Control

Potion of Speed

Potion of Water Breathing

Scroll of Protection from Demons

Scroll of Protection from Gas

Scroll of Protection from Magic

Scroll of Protection from Plants

Scroll of Protection from Undead

Scroll of Protection from Water

Magic-User scroll containing: Hovering Skull, Duplicate, Seeming, Tempus Fugit, Ensnarement and Legend Lore (written by 12th level caster)

Clerical scroll containing: Raise Dead and Restoration (written by 17th level caster)

Chest #4

When the lid of this chest is opened, four heavy crossbow bolts fire forward, four fire backwards and four fire from each side. Roll to-hit as an 11th level thief. Each bolt causes 1d8/2d4+1/3d4 hp of damage and has an effective range of 15 feet.

The interior of the chest is completely taken up by the trap mechanism.

Chest #5

This chest is locked but not trapped. Contents: 17,315 gp

Chest #6

This chest is locked and the lock and handles are coated with Type N contact poison. Failing a save vs. poison slays the victim while those saving take 4d10 damage.

Contents: A **Drow Cloak** and **Drow Boots** sized for a human are inside. These act much as Cloak and Boots of Elvenkind. However, the wearer is only 75% likely to remain undetected in shadows or to surprise enemies.

Coffer #1

This coffer is unlocked. However, 4 needles shoot inwards from hidden firing mechanisms when treasure is disturbed and have a 25% chance of hitting any appendage thrust inside. Each needle is coated with Class C injected poison. Anyone hit must save vs. poison or sustain 3d4 hp of damage for 2-5 rounds. Those saving take only 1d4 per round but for the same length of time.

72 gold rings worth 20 gp each. #4 is a **Ring of Protection +3**, #8 is a **Ring of Contrariness**, #21 a **Ring of Elemental (Water) Command** - this will appear to be a mere **Ring of Water Walking** until the wearer participates in the slaying of a giant ichthyoid (no less than 10 HD), #26 a **Ring of Delusion** with Class N contact poison inside (death or save for 4d10 damage) and #56 is a **Ring of Wishes, Three**.

Coffer #2

This coffer is locked but not trapped.

Contents: 1,325 pp under a layer of 252 coppers.

Coffer #3

This coffer is locked but not trapped.

Contents: 97 glass jars, each of which contains 2 oz. of a rare unguent worth 60 gp.

Coffer #4

This coffer is unlocked. The 'treasure' is the trap.

Contained herein are six exceptional pieces of jewelry (an armband, a pair of earrings, a locket, a medallion and two rings) all made of black adamantite and set with diamonds. Each is worth 12,000 gp.

Each item brings a (cumulative) -1/+1 curse to its possessor when it is carried, the curse affecting all hits, damage, saves, etc. in the worst application of the -/+ on the dice. The effect of this is similar to being in the dishonorable window in that the bearer subtracts -1 (or more!) from all die rolls, suffers a 10% experience point penalty (per item) and cannot use his mulligan. For example, a 10th level Magic-User possessing three of these items casts Fireball. He rolls and announces 28 points of damage. The monsters he just Fireballed only take 10 hp of damage (5 if they save) because all dice he rolled (d4s) are reduced by 3 with a minimum of 1 per die. Of course, he is unaware of this fact and will assume that the creatures are just really tough.

All of these items radiate a dim evil force. Be sure to note which PC is carrying these items should they be taken. Penalties should be applied secretly. Note that anyone able to purchase such an expensive piece of jewelry is likely to perform some cursory checks on it. Should they note its evil aura, they will definitely forgo purchasing it and will assume the seller to be, at best, the agent of some evil entity.

Coffer #5

This coffer is locked but not trapped.

Contents: 39 average Fire Opals (1,000 gp each) underneath a layer of 266 average sized but badly flawed violet garnets (10 gp each), topped by 508 average sized but badly flawed red garnets (1 gp each). The flawed gems will appear to be of 500 gp and 100 gp value respectively unless the flaws are noted by a jeweler who successful makes an average [+20%] skill check or by a player with the Evaluate Gems talent.

*Every lock is of Masterful Quality (see GMG p. 202) and subjects any open locks attempt to a -60% penalty. A knock spell will open any container. Alternatively, they may be pried open (this requires the employment of a crowbar and a successful bend bars check) or blasted open by aiming a Magic Missile at the lock. The latter two methods require a saving throw (vs. Blow, Normal) for the contents to avoid breakage.

10. KITCHEN

There are benches, counters, a table, several stools, three cupboards, various bins and barrels, and miscellaneous kitchen utensils around the place. To the east is a large pit emitting flaming gases. Many giants and Gnolls scurry about the place in a scene of bustling commotion.

The place is typically full of busy workers: 1 Fire Giantess matron who is huge and fat, 4 Fire Giantess servants and 12 Gnoll thralls. The area to the east is a natural fire pit, where flaming gases roast whole carcasses. The circle to the northwest indicates where a chute six feet in diameter goes down to the lava pool on level #2. It is slippery and greasy from garbage, and it empties 2 feet above the lava. The servants and Gnolls will fight only under the direction of the matron. Should she be incapacitated, the rest will attempt to flee for their miserable lives.

Fire Giantess matron (1) (HF 45, EP 8,000, Int 8 (Average), AL LE, AC 5 (natural), MV 12", HD 15 +2, HP 82, SZ H, #AT 1, D 2d8/2d6/2d6-2 +10 (rolling pin serves as huge club + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: common, giant, Hon: Average, ML 16, TOP 41, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

Fire Giantesses (4) (HF 45, EP 8,000 each, Int 9 (Average), AL LE, AC 5 (no armor), MV 12", HD 15 +2, HP 68, 71, 72, 74, SZ H, #AT 1 (+4 to-hit for Strength), D 2d4/2d4/2d4 +10 (oversized cleavers as normal battle axe

+ Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: common, giant, Hon: Average, ML 16, TOP 34, 35 x2, 37, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

Gnoll workers (12) (HF 1, EP 65 each, Int 6 (Low), AL CE, AC 10 (none), MV 12", HD 2, HP 29 each, SZ L, #AT 1, D 1d8/1d6/1d6-1 (meat cleavers serve as hand axes), SA Nil, SD Nil, Lang: common, giant, gnoll, Hon: Average, ML 11, TOP 14, Crit BSL: Def AC +0, FF 4, Reference HoB 3 p 73)

11. STORAGE CHAMBER

This place is jammed full of barrels, casks, boxes, sacks, smoked sides of giant elk and the like. Smaller boxes and such sit atop many of the larger ones. The scene is completed by large loaves of bread distributed apparently at random.

The barrels contain ale or mead. Boxes and sacks hold smaller portions of jerked meat, smoked cod, cheeses, sausages and so on. The smaller boxes contain rock salt and a single copper container holds spices (valueless but very, very hot peppers). There are tuns of wine and casks of beer near the door. Loaves of pumpernickel bread are everywhere.

12. DOOR GUARD

Two vigilant and hostile fire giants with huge two-handed swords stand guard here at all times.

Two vigilant and hostile Fire Giants stand guard here.

Fire Giant Guards (2) (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +2, HP 85, 89, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +10 (huge two-handed sword + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: common, giant, Hon: Average, ML 16, TOP 42, 44, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

13. COUNCIL ROOM

A massive table with five great chairs around it dominates this unoccupied area. Hides cover parts of the polished black floor. Against one wall is a stepped platform with a small chair beside it. Several unlit torches rest in large sconces.

The Prince, the Queen and their lieutenants meet here, but the place is now empty. There is a map which depicts the upper level (entrance level) of Snørre's Hall hanging on the wall. Areas #8 and #9 are not shown.

A. Alcove: Within is a table with a flat chest upon it. If a character lifts or moves the chest, 6 arrows shoot from the north wall (striking as 15 Hit Die monsters for hit probability). Each inflicts 2-8 points of damage on a successful hit and is coated with Class D poison. Anyone struck must save vs. poison or suffer 4d6 damage for 1-2 rounds (2d6 if the save is made). The arrows hit the south wall and shatter if they miss interposing creatures. The chest is locked [average quality lock] and contains a record of meeting minutes. Careful reading will reveal that almost nothing is ever accomplished at these meetings and the same topics are repeatedly left unresolved. The last two

month's worth of meetings seem to have been singularly occupied with trying to decide who is responsible for cleaning up after the chimera. The only other matter discussed was a unanimous vote in favor of stiffing the craftsmen responsible for making the new 'official business' passes. A subsequent proposal to send a warparty out to kill them and burn their village was narrowly voted down on grounds of more pressing business.

There are large chests against both the north and south walls, the northern one filled with 8,438 sp, the southern one with 4,188 gp and 6 bone batons with runes in the language of fire giant upon them. Each is a pass stating: "OFFISHUL BIZINESS ON BEHAF OF PRINCE SNOREY THE FEAR-SUME". Both chests are locked, of course, with excellent locks [-20% to open locks].

B. Alcove: 4 extra chairs are stored here, and a huge cabinet holds 83 scrolls and 367 pieces of paper or parchment. Most are worthless, but the 3rd, 10th, 19th and 41st contain **Explosive Runes**. The 68th scroll tube contains a set of instructions for the Prince (in the tongue of all giants), ordering him to get off his ass and finish gathering forces of Hill, 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 south and southwest". The scroll intimates that powerful material support will be forthcoming from the "drow." It is signed "Eclavdra." The papers are message copies to and replies from various types of giants and others already mentioned above. One says: "The Fire Giant of stone left and left elbow," in the dwarven tongue.

14. ADVISORS' CHAMBER

There are rugs on the floor, tapestries on the walls, and bronze cressets with flaming torches lighting the room. Eight tall bipedal creatures with hyena-like heads and clad in black chain mail armor lounge about here among furniture apparently made for creatures of various sizes.

These eight Gnoll bodyguards obey only the commands of the Advisor or the Prince or Queen.

The chamber contains a mixture of small, medium, and large sized furniture. There is a small table, a plush chair with a footstool, and a couch sized for Small creatures. There is also a long table, 2 benches, 12 chairs, and 12 chests sized for Man-sized creatures. Four huge chairs, a table and a footstool sized for giants complete the arrangement. The chests contain the bed-rolls, personal gear, and 200 to 800 gp treasure of each Gnoll (this is a well paying gig!). Chests #3, #8, #10 and #12 each contain a [half full] bottle of bitter-korn whiskey and are locked - albeit it with poor quality padlocks which give thieves a +15% chance to their open locks roll.

The Advisor is a grossly fat but very strong and quite fast turncoat mountain dwarf named Obee-Wann. He is in his sparse study, room A:

A. Obee-Wann's Study: Obee-Wann works herein on various special projects Prince Snørre has assigned. He has been Snørre's trusted advisor for 25 years, spending 5 years as a slave before that. He is armed only with a dagger hidden in his boot. Obee-Wann is currently at a plain wooden desk reading a memorandum (written in giant) which proposes an alliance between Snørre and an entity identified only as the Green Death. A half-written response lies nearby, and reads "These aren't the allies you're looking for" in Fire Giant. There is a case against the north wall that contains various maps, scrolls, etc., all written in either the fire giant or dwarven tongue. None of these is of any particular value nor do they provide any useful information.

Obee-Wann uses a plain wooden box as a footstool, and it seemingly holds only his old clothes, but in a false bottom are hidden the following gems: a diamond and a black sapphire (5,000 gp each), 8 sapphires (1,000 gp each), 23 violet garnets (500 gp each), 41 red garnets (100 gp each), and 18 black

jaspers (50 gp each). Also in the cell is a rudely constructed wooden pallet he uses for sleep and/or rest.

*Note that the door to this study appears to be locked from the outside. Obee-Wann is very clever. He has a peep hole, and if he sees the intruders defeating the Gnolls, he will yell for them to help him. The dwarf will claim that the giants have held him (a prince in his native land) captive for 10 years, trying to trick information out of him, or to subvert his loyalty to dwarfdom when torture failed (he has old scars to prove this). He will further claim that several elves 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 Snørre, for he knows exactly where the Prince will be! If worst comes to worst, Obee-Wann will bolt for Room 12 B. and bar the door.

B. Obee-Wann's Chamber: Here he has a soft bed, a small stand, a table and chair, a cabinet, 2 iron chests, an arming rack, and stores of food and ale. His **Studded Leather Armor +2** and **Medium Shield +2** are laid out on a rack near the door, and his **Battle Axe +1** and **Warhammer +3** are on the wall above. Underneath the armor lies his **Collar of Iron Skin**. His **Ring of Invisibility** is on the small stand near his bed. Chest #1 contains 8,493 gp. Chest #2 holds 904 pp and a silver ewer and silver bowl, each set with 9 average white pearls and 3 average black pearls (value 3,000 gp each as jewelry). Upon entering the room he will palm the Ring, don the armor, put on the Collar, thong the Battle Axe to his belt, heft the War Hammer, and ready the Shield. At first opportunity he will attack the party and raise a hue and cry for help, but he will do so only when he knows help will be able to come. He knows a lot about the drow and Snørre's displeasure with Eclavdra, and he will bargain that, or anything else, to save his life. If faced with no quarter given, he will fight to the very end.

Gnoll servants/bodyguards (8) (HF 1, EP 65 each, Int 6 (Low), AL CE, AC 2 (**Drow Chain Mail +1** and **Drow Buckler +1**), MV 12", HD 2, HP 35 each, SZ L, #AT 1, D 1d6+1 (**Drow Short Swords +1**), SA Nil, SD Nil, Lang: common, giant, gnoll, Hon: Average, ML 11, TOP 14, Crit BSL: Def AC +1, FF 4, Reference HoB 3 p 73)

Obee-Wann, turncoat mountain dwarf fighter/thief (HF 6 (without armor)/34 (fully equipped), EP 3,085, F9/T11, Str 18/94, Dex 16/27, Con 17/53, Int 18/41, Wis 18/03, Cha 16/72, Com 13/81, AL CN, AC 8 (Dex only) or -7 (**Studded Leather +2**, **Medium Shield +2**, **Collar of Iron Skin**, Dex), MV 6", hp 94 (114 with **Collar**), SZ M, #AT 3/2 (+3 to-hit for Strength), D 1d8/1d6/1d4 +9 (**War Hammer +3 + Strength**) OR 2d4/2d4/2d4 +7 (**Battle Axe +1 + Strength**), SA backstab +3 dice, +1 to-hit Orcs, half-orcs, Goblins and Hobgoblins, SD +4 to save against magical effects and poison; Ogres, Trolls, Ogre Magi, giants and Titans suffer -4 to-hit him, (with **Collar - no damage from crushing weapons or unarmed attacks, opponents suffer 1d6 points of damage on a successful attack**), Lang: common, dwarven, giant, gnoll, Hon: 60 (Average), ML 14, TOP 47, Crit BSL: Def AC +11 (**War Hammer +3**), Def AC +9 (**Battle Axe +1**), Def AC +8 (normal weapon), Def AC +7 (other), FF 8, Age 120, Height 4'5", Weight 155 lbs., Quirks/Flaws: none, Talents: stealth, Skills: glean information 63, slip away into shadows 71, stealthy movement 56. Thief Abilities (while in **Studded Leather +2**): pick pockets 35 (10), open locks 65 (55), find traps 65 (55), remove traps 55 (45), move silently 65 (50), hide in shadows 65 (50), detect noise 55 (50), climb walls 95 (70), read languages 50 (50); Possessions: **Ring of Invisibility**, **Collar of Iron Skin**.)

15. GUARD POST

Two Fire Giants stand guard here.

Two fire giants are on duty here at all times. Each is armed with sword and spear, and has four boulders nearby. If intruders are seen, one will strike an

iron cylinder near the north wall to sound the alarm while his buddy hurls his spear.

Fire Giant Guards (2) (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 85, 94, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +10 (gargantuan two-handed sword + Strength) or 2d6-2/2d6/2d8 (huge spear + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: common, giant, Hon: Average, ML 16, TOP 42, 47, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

16. ARSENAL COMPLEX

Torches shed a dim red light in this area. Rivets, tools and various pieces of armor make a pile on a workbench to the left of the door. Two Fire Giants appear to be on guard here, and a set of large double doors stands on the far wall behind them.

Two Fire Giant guards are always at the ready here. If summoned by the noise of battle in the Great Hall (area #2), they will reinforce the Giants committed there and bring the chimera (area #11) as backup. If encountered here, they will attempt to release the chimera to stack the odds in their favor. Each has a huge spear that they will attempt to hurl at opponents before closing to melee.

A. This wing contains 30 huge swords, 2 MLBSs (multiple launch ballista systems – they fire 6 huge heavy crossbow bolts each; the chance to-hit should be rolled as a Fire Giant and each missile causes 4d4+2 points of damage should it hit), 44 huge spears, 18 huge (throwing) warhammers, 6 huge footman's maces, 9 huge battle axes, and a quantity of giant-sized throwing boulders. Hidden in the far southwestern corner under the spears are a **Longbow +1** and a quiver containing 20 sheaf **Arrows of Thermal Fury +1**.

B. This wing contains another supply of stones for use as missiles, 11 huge clubs, 17 fire giant sized great helms, 3 gigantic chain shirts, and 17 suits of fire giant sized banded mail. There are also 17 giant-sized medium shields here; one is a **Shield of Missile Attraction -1**. Eight 55 gallon barrels of greek fire are stored at the southern end of the place.

Fire Giant Guards (2) (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 81, 90, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +10 (huge two-handed sword + Strength) or 2d6-2/2d6/2d8 +10 (huge spear + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: common, giant, Hon: Average, ML 16, TOP 40, 45, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54). Each has a spear, sword and 3 throwing rocks at hand.

17. CHIMERA PEN

An amalgam creature with the hindquarters of an immense goat, the forequarters of a huge lion and black, dragon-like wings faces you with all three of its heads.

The fire giants keep a large Chimera here. This creature will attack on sight, as it hates everyone except fire giants and actually isn't too fond of them either if truth be told. It has no treasure – this fact being a significant contributor to its demeanor.

Chimera (HF 13, EP 5,000, Int 4 (Semi-), AL CE, AC 6/5/2 ("natural"), MV 9", Fly 18" (E), HD 9, HP 60, SZ L, #AT 6, D 1-3 x2 (front claws)/1-4 x2 (rear legs)/2-8 (lion bite)/3-12 (dragon bite), SA breath weapons, SD Nil, Lang: common, fire giant, red dragon, Hon: Average, ML 14, TOP 30, Crit BSL: Def AC +7, FF 8, Reference HoB 2 p 22)

18. BARRACKS

Giant cots, benches, stools and a wardrobe fill this room. Several pegs hold capes, cloaks and bags and many chests and boxes litter the ground. Several giants loaf about here among oversized dice and playing cards.

As stated above, eight fire giants are loafing and gaming. There are 10 cots, 10 chests, a table, 2 benches, 4 stools and a large wardrobe about the 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 easternmost of the three pillars has a secret compartment that holds 7,842 gp and 3 pieces of gem-studded gold jewelry – a necklace (4,700 gp), a ring (3,035 gp) and a tiara (13,000 gp). The largest giant is a bit of a rascal and sometimes dons the tiara and pantomimes Queen Frumpy to the delight of his fellows.

The guards here have swords and spears. The largest fights with a man-sized **Battle Axe +3** after throwing his spear. There are also 21 boulders in the place.

Largest Fire Giant (1) (HF 45, EP 8,000, Int 9 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 88, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d6/2d8 (huge spear + Strength) or 2d4/2d4/2d4 +11 (**Battle Axe +3**), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: common, giant, Hon: Average, ML 16, TOP 44, Crit BSL: Def AC +18 (spear), Def AC +21 (**Battle Axe +3**), FF 8, Reference HoB 3 p 54)

Fire Giant guards (7) (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 74, 75 x2, 76, 78, 85, 93, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +10 (gargantuan two-handed sword + Strength) or 2d6-2/2d6/2d8 (huge spear + Strength), SA hurling rocks 2-20, SD resistant to fire, Lang: common, giant, Hon: Average, ML 16, TOP 37 x3, 38, 39, 42, 47, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

19. GIANTESSES' QUARTERS

This torch lit chamber has 12 beds, eight stools, eight boxes, a table, a bench, and pegs with various colorful garments and the like, much of it lined with lace or slashed with cream colors. Eight giantesses are sprawled on the beds, talking and coiffing each other's hair. Two of them are curled up with extremely large black cats.

Eight younger Fire Giant lasses make their homes here. Each giantess wears 1 to 3 pieces of cheap silver jewelry worth 100 to 400 gp each, but if the jewelry is damaged, it is worth only 1/10th that. The players have interrupted a gab session in which the giantesses are gossiping about nearly every other member of the clan. Though they are uninterested in fighting, these girls are not about some let some yucky little humans push them around.

The Hellcats (Pelle and Ludvig) are pets of the giantesses. They are, despite their size, extremely scared of the Hellhounds that have free roam of Snørre's hall and keep to this room. If the giantesses are engaged in melee, they will attack. Otherwise they carefully eye the party and think their incomprehensibly evil cat thoughts.

Fire Giantesses (8) (HF 45, EP 8,000 each, Int 9 (Average), AL LE, AC 5 (no armor), MV 12", HD 15 +2, HP 59, 62 x2, 65 x3, 72, 75, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6/2d6-2/2d6-4 +10 (huge daggers + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: common, giant, Hon: Average, ML 16, TOP 29, 31 x2, 32 x3, 36, 37, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

Pelle and Ludvig - HellCats (2) (HF 16, EP 1,400 each, Int 10 (average), AL LE, AC 6, MV 12", HD 7+2, HP 68, 64, SZ L, #AT 3, D 1d4+1/1d4+1/2d6 SD magic resistance 20%, Hon: Average, ML 15, TOP 34, 32, Crit BSL: Def AC +5, FF n/a, Reference HoB 5 p 121)

20. COMMUNAL QUARTERS

There are six cots and fifteen bunks along the walls. A dozen or so smaller Fire Giants are engaged in horseplay of a particularly brutal nature. All of this is taking place under the watchful eye of five Giantesses.

Five Fire Giantess nannies care for 15 young giants and giantesses. All are extremely bratty, have weapons (kids' toys for the youngsters) and will relish a fight. In each wing are a bench, 3 chairs, 6 stools, 1 long table, and various boxes, hampers, and cupboards. The only treasure in the place is the giantesses' gold jewelry: each wears 1-3 pieces worth 200 - 800 gp each, 1/10th value if damaged.

Fire Giantesses (5) (HF 45, EP 8,000 each, Int 9 (Average), AL LE, AC 5 (no armor), MV 12", HD 15 +2, HP 64, 67, 72 x2, 78, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6/2d8/3d12 +10 (huge long sword + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: common, giant, Hon: Average, ML 16, TOP 32, 33, 36 x2, 39, Crit BSL: Def AC +17, FF 7, Reference HoB 3 p 54)

Fire Giant children (15) (HF 2, EP 270 each, Int 6 (Low), AL LE, AC 5 (natural), MV 9", HD 4 +1, HP 25 x4, 28 x3, 30 x2, 31, 32, 36, 40, 41, 48, SZ L, #AT 1 (+3 to-hit for Strength), D 1d8/1d6+1/1d6 +7 (toys serve as footman's mace + Strength), SA Nil, SD resistant to fire, Lang: common, giant, Hon: Average, ML 11, TOP 12 x4, 14 x3, 15 x3, 16, 18, 20 x2, 24, Crit BSL: Def AC +5, FF4, Reference HoB 3 p 54, fight as Common Ogres)

21. ENTRY HALL TO THE KENNELS

Six large dawg-like creatures with glowing red eyes scuffle and play in this area.

These are part of the pack at Area 22 and will flee there by the safest route if threatened.

HellHounds (6) (HF 23, EP 650 each, Int 6 (Low), AL LE, AC 4, MV 12", HD 5, HP 41, 42, 44, 46, 47, 50, SZ M, #AT 1, D 1-10, SA breathe fire (5 points of damage), SD immune to fire, surprised only on 2 in 10, see

hidden/invisible creatures 50%, Hon: Average, ML 13, TOP 19, Crit BSL: Def AC +3, FF n/a, Reference HoB 5 p 123)

22. KENNEL CHAMBER

Six large hellish dawgs with red eyes lounge in this area. Two of them appear smaller than the rest.

Four large (7 Hit Dice), and two medium (6 Hit Dice) HellHounds are here. If the young at Area 21 are attacked and yelp, the six beasts will split into two groups, half circling southwest, the other half circling south and then west. They are extremely loyal to their handler at Area 23.

HellHounds (6) (HF 2 at 27, 4 at 32, EP 2 at 975 each, 4 at 1,400 each, Int 6 (Low), AL LE, AC 4, MV 12", HD 4, HP 38 each, SZ M, #AT 1, D 1-10, SA breathe fire (6 or 7 points of damage: 1 per Hit Die), SD immune to fire, surprised only on 2 in 10, see hidden/invisible creatures 50%, Hon: Average, ML 13, TOP 19, Crit BSL: Def AC +4 (at 6 HD), Def AC +5 (at 7 HD), FF n/a, Reference HoB 5 p 123)

23. KENNEL KEEPER'S QUARTERS

This chamber contains a large bed and various other pieces of furniture. Many ensconced torches provide bright illumination, and hides and pelts adorn the floors and walls. Several large pegs with hanging clothes adorn one wall. Two Fire Giants appear to live here.

Here dwells Kripp the Keeper and his wife Aedna. These fire giants will rush to the aid of their beloved hounds if they hear a commotion outside. Each has a sword and club.

Their chamber contains a large bed, a table, 2 chairs, a bench, a chest, a cabinet, 3 barrels (beer and ale), 2 buckets, and a crate (containing jerked horse meat for the hounds). The pegs hold apparel and 2 bags. The second bucket has a false bottom which holds 199 pp and 68 pale yellow brown citrines (50 gp each). There is a huge shield, huge battle axe and 4 **Javelins of Lightning** hanging on the wall to the north. The giants are aware of the properties of the javelins and will employ them to deadly effect if encountered in this room.

A number of skins and furs are heaped on the bed and bench. Most of the hides are ratty and unremarkable pelts of giant mammals, but one of the six on the bench is an enchanted HellHound hide (conspicuous in that the others are those of giant beavers). It is actually a **Cloak of Poisonousness** that will instantly slay anyone fool enough to attempt wearing it. This magical item is used to wrap a normal-sized **Long Sword +2, Cursed Berserking**.

Kenel Keeper, Fire Giant (1) (HF 45, EP 8,000 each, Int 9 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 93, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6/2d8/3d12 +10 (huge long sword + Strength) or 2d8/2d6/2d6-2 +10 (huge club + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: common, giant, Hon: Average, ML 16, TOP 46, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

Aedna, Fire Giantess (1) (HF 45, EP 8,000 each, Int 10 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 87, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6/2d8/3d12 +10 (huge long sword + Strength) or 2d8/2d6/2d6-2 +10 (huge club + Strength), SA hurling rocks 2-20, SD resist-

ant to fire, catch large missiles 50%, Lang: common, giant, Hon: Average, ML 16, TOP 43, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

24. GREL ADVOCATES

As the players approach the door to this chamber, read:

You hear a loud ringing sound as you approach this door.

Once the PCs have entered the room, read the following:

Torches set into wall cressets dimly light this sparse chamber. Four bedrolls and a like number of large backpacks as well as miscellaneous camping gear can be seen near the far wall. Four heavily tattooed elven warriors occupy the room.

An Alarm spell has been cast on the floor outside the door that will alert the grel occupants to any intruders. If there has been combat in the hall, the grel will be aware of it and Sure Grip Snare will have been cast on the door as well.

The grel are here as representatives of the Green Death, a powerful guerrilla army notorious in this area of Garweeze Wurd. They learned of Eclavdra's little project and sent this team here to assess the situation and perhaps covertly throw a monkey wrench into her plans. They've completed their mission and are preparing to break camp in the morning.

If attacked, Rocko and his two sergeants will move to guard the door in order to bar entrance. If a PC is caught in the Sure Grip Snare, they will direct their attacks at him – automatically hitting and inflicting maximum damage each round on the helpless victim. Naturally, they will use their war cry to intimidate their opponents (and hopefully deny them their first attack.) Meanwhile, Vinny will conceal himself using his **Cloak of Elvenkind** and cast Fireball out into the hall followed by a Force Grenade. He will then use his **Wand of Frost** to create Ice Storms out in the hallway each round thereafter. If things look bad, he will employ his **Ring of Dire Straits** to save their asses. Should this come into play, roll on the wandering monster table. The following round these creatures will appear. Roll again every 5 melee rounds for another group of creatures which have suddenly appeared to save the grel. After using this item, Vinny will cast Teleport. Once Vinny is safely away, the remaining grel will attempt their escape.

Do not neglect the fact Rocko is using a **Spear of Wounding**. Any damage he inflicts can only be healed by bed rest not by spells and will continue to bleed until bandaged. You are encouraged to keep track of this damage separately as it may incapacitate one or more players for a significant period of time!

Once the grel are defeated or flee, the PCs can search the room. Each backpack is cleverly packed and contains a prolonged excursion pre-pack (see Table 9I: Outfitting Bundles on p. 113 of the PHB) and 50 platinum pieces. The last one searched also contains a map that leads to adventure module *G4: Aerie of the Cloud Giants* and a journal. The latter contains notes such as, "believe drow grip on Fire Giants tenuous... Snørre on board but Queen must be eliminated... internal squabbling amongst drow... definite portal to NetherDeep on site..."

Additional background information on Rocko and Vinny is listed in the Notable Personalities appendix.

Rocko Thistleback (HF 95, EP 4,626, Int 15 (Exceptional), AL NE, AC -14 (elven chain mail, **Drow Buckler** +4, double Dex bonus, acrobatic skill suite, **Ring of Protection** +3), MV 15", Barbarian 10, HP 159, SZ M, #AT 3/2 (+6 to-hit due to magic weapon, Str, Great Honor and Spear bonus talent), D 1d6-1/1d6/1d8 + 7/8/10 (**Spear of Wounding**, Strength, Great

Honor and Gorkrink tattoo), SD many – see PHB under Barbarian, Lang: common, giant, elven, Hon: Great, ML 20, TOP 79, Crit BSL: Def AC +12, FF 8) Equipment of Note: elven chain mail, **Drow Buckler +4**, **Spear of Wounding**, **Dagger of Interrogation +5**, **Ring of Protection +3**. If his shield is battered, he will drop it and employ his dagger instead.

Guido and Chico – grel sergeants (HF 14, EP 395, Int 13 (Very), AL NE, AC –5 (field plate, **Medium Shields +2**, Dex bonus (16)), MV 9", Fighter 4, HP 49, 56, SZ M, #AT 3/2 (+3 to-hit due to weapon specialization, Str (15) and Spear bonus talent), D 1d6-1/1d6/1d8 + 5 (Spear plus Strength, weapon specialization), SD see PHB under grel, Lang: common, giant, elven, Hon: Average, ML 20, TOP 24, 28, Crit BSL: Def AC +3, FF 7) Note: Their field plate is constructed from elven steel which reduces its weight by half and bulkiness to 'fairly' as well as providing an extra armor HP per category.

Vinny Tanglethorne (HF 16, EP 4,106; Int 18 (genius), AL NE, AC –1 (bracers, Dex bonus (19)), MV 12", Magic-User/Thief 9/10, HP 79 (88 due to Phantom Armor), SZ M, #AT 1 (+5 to-hit due to **Long Sword +3**, **Frostbrand**, Str (14) and Sword bonus talent), D 1d6/1d8/1d12 + 5 (magic sword plus Strength), SD see PHB under grel, Lang: common, giant, elven, Hon: Great, ML 20, TOP 39, Crit BSL: Def AC +3, FF 8) Equipment of Note: garments, **Bracers of Defense AC 3**, **Wand of Frost** (23 charges), **Ring of Dire Straits**, **Long sword +3**, **Frost Brand**, +6 vs. fire-using/dwelling creatures, **Cloak of Elvenkind**, **Fanny Pack of Holding** (containing his spellbook). Don't neglect the fact that he receives +1 on all die rolls (including spells cast and items employed) due to Great Honor.

Spells known (each once per day): (1) Alarm (already cast), Bash Door, Change Self, Conjure Mount, Magic Missile x2, Phantom Armor (already cast) (2) Cheetah Speed, Invisibility, Reveal Secret Portal, Wizard Lock (3) Fireball, Nondetection, Preemptive Strike (already cast), Sure Grip Snare (already cast) (4) Dimension Door, Fire Shield, Force Grenade (5) Teleport, Wall of Iron

25. BARRACKS

Flaming gas jets light this area. There are eight cots, eight stools and eight hampers in the place. Each cot is heaped with skins and pegs on the wall hold giant-sized bags and cloaks. Giant-sized weapons and shields lie scattered about.

Currently only six Fire Giants are housed here. They typically lounge around sharpening weapons and telling lies about their amatory prowess. The hampers contain the giants' personal gear.

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 31 100 gp gems. There are 5 huge clubs, 3 huge battle axes, 6 huge spears, and 8 shields scattered about. These giants use the spears first, as they are the closest to hand. They can easily pick up and use a different weapon, however.

Fire Giant guards (6) (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC –1 (giant banded mail), MV 12", HD 15 +2, HP 78, 79 x2, 82, 86, 88, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d6/2d8 +10 (huge spear + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: common, giant, Hon: Average, ML 16, TOP 39 x3, 41, 43, 44, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

KEY TO LEVEL #2

WANDERING MONSTERS:

Encounter occurs on a 1 on d10, check each turn.

1. 2 Fire Giants and 2 Fire Giantesses
2. 2 Trolls escorting 3 Hill, 2 Mountain, or 2 Frost Giants
3. 4 Trolls with 4-16 Gnolls (armed)
4. Drow fighter/magic-user (7/7) with 2-8 Were-Rats

Wandering Encounter 1:

Fire Giants (2) (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC –1 (giant banded mail), MV 12", HD 15 +3, HP 92 each, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +10 (gargantuan two-handed sword + Strength), SA hurling rocks 2-20, SD resistant to fire, Lang: common, giant, Hon: Average, ML 16, TOP 46, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

Fire Giantesses (2) (HF 45, EP 8,000 each, Int 9 (Average), AL LE, AC 5 (no armor), MV 12", HD 15 +2, HP 79 each, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6/2d8/3d12 +10 (huge long sword + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: common, giant, Hon: Average, ML 16, TOP 39 each, Crit BSL: Def AC +17, FF 7, Reference HoB 3 p 54)

Wandering Encounter 2:

Trolls, common (2) (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 3 (natural), MV 12", HD 6 +6, HP 60 each, SZ L, #AT 3 (+2 to-hit for Strength), D 1d4/1d4/1d8 +4 (claw/claw/bite + Strength), SA nil, SD regenerate 3 hp/round, Lang: giant, trollkin gibberish, Hon: Average, ML 14, TOP 30 each, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 23)

...escorting either:

Hill Giants (3) (HF 14, EP 3,000, Int 6 (Low), AL CE, AC 1 (giant chain mail), MV 12", HD 12 +1, HP 72 each, SZ H, #AT 1 (+3 to-hit for Strength), D 2d6/2d8/2d12 +9 (huge long sword + Strength), SA hurling rocks 3-30, SD catch large missiles 30%, Lang: common, giant, Hon: Average, ML 14, TOP 36 each, Crit BSL: Def AC +13, FF 7, Reference HoB 3 p 58)

...or

Mountain Giants (2) (HF 24, EP 7,000, Int 9 (Average), AL CN, AC 4, MV 12", HD 15 +3, HP 93 each, SZ H, #AT 1 (+4 to-hit for Strength) D 4d8/6d4/6d4-6 +10 (gargantuan club + Strength), SA hurling rocks 2-20, SD catch large missiles 30%, Lang: common, giant, Hon: Average, ML 16, TOP 46 each, Crit BSL: Def AC +18, FF 7, Reference HoB 3 p 60)

...or...

Frost Giants (2) (HF 34, EP 7,000, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 86 each, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, giant, Hon: Average, ML 14, TOP 43, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

Wandering Encounter 3:

Trolls, common (4) (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 3 (natural), MV 12", HD 6 +6, HP 56 each, SZ L, #AT 3 (+2 to-hit for Strength), D 1d4+4/1d4+4/1d8+4 (claw/claw/bite + Strength), SA nil, SD

regenerate 3 hp/round, Lang: giant, trollkin gibberish, Hon: Average, ML 14, TOP 28, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 23)

...with 4-16 armed and armored Gnolls:

Gnolls (4d4) (HF 1, EP 65 each, Int 6 (Low), AL CE, AC 5 (chain mail), MV 9", HD 2, HP 29 each, SZ L, #AT 1, D 1d8/1d10/2d6 (halberd), SA Nil, SD Nil, Lang: common, giant, gnoll, Hon: Average, ML 11, TOP 14, Crit BSL: Def AC +0, FF 4, Reference HoB 3 p 73)

Wandering Encounter 4:

Male Drow fighter/magic-user (HF 15, EP 1,285, F7/M-U7, Str 16/14, Dex 15/13, Con 12/07, Int 18/25, Wis 15/45, Cha 7/83, Com 6/78, AL CE, AC 1 (Drow Chain Mail +2, Dex), MV 12", HD 7 +7, HP 56, SZ M, #AT 3/2 (+2 to-hit for Strength), D 1d6/1d8/1d12 +6 (Strength, Drow Long Sword +2) and 1d6-1/1d6/1d8 +6 (Drow Short Sword +2, Strength), SA spells, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spells, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d20, +2 to save against all magic effects, Lang: common, drow, drow silent language, giant, Skills: arcane lore 54, spell craft 34, Talents: photographic memory, Quirks/Flaws: none, Hon: 50 (Average), ML 14, TOP 28, Crit BSL: Def AC +7, FF 6)

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness, Levitate, Know Alignment, Detect Magic.

Spells known: (1st) Detect Magic, Hold Portal, Magic Missile, Patternweave, Phantasmal Force, Read Magic, Resist Fire, Unseen Servant, Wizard Mark, Write; (2nd) Alter Self, Invisibility, Munz's Bolt of Acid, Shield Screen, White Hot Metal; (3rd) Haste, Lightning Bolt, Slow; (4th) Fire Shield, Improved Invisibility.

Spells Prepared: (1st - 7) Hold Portal, Magic Missile x2, Phantasmal Force x2, Resist Fire, Unseen Servant; (2nd - 4) Alter Self, Munz's Bolt of Acid, Shield Screen, White Hot Metal; (3rd - 3) Haste, Lightning Bolt, Slow; (4th - 2) Fire Shield, Improved Invisibility.

...with 2d4 Were-Rats:

Were-Rat (HF 3, EP 270 each, Int 11 (Very), AL LE, AC 6/7/8 (rat/hybrid/human form), MV 12" (any form), HD 3 +1, HP 35 each, SZ M, #AT 1 or 1, D 1d6-4 (claw) or 1d6/1d6+1/1d8+1 (Drow Short Sword +1), SA nil, SD silver or +1 to hit, Lang: common, drow elven, giant, Hon: Average, ML 12, TOP 17, Crit BSL: Def AC +1 [+2 when using weapon], FF 6, Reference HoB 4 p 107). Were-Rats travel in their hybrid form wielding black Drow Short Swords +1. Upon sustaining half or more of their hps in damage, they will transform to giant rat form (healing 10-60% of their damage in so doing) and continue to fight until reduced to 12 or fewer hps at which point they attempt to scurry away. If killed, the were-rats will transform back to their normal form - darkmen.

ENCOUNTER AREAS:

I. HALL OF DEAD KINGS

This dark hall contains huge sarcophagi standing upright along the walls, about half made of stone, the balance constructed of now corroded metal. Four even larger stone sarcophagi lie on the floor.

There are 20 huge sarcophagi (lettered A-T on the map) standing upright along the walls, and 4 even larger ones (lettered U-X on the map) lay upon the floor. Those upon the floor are of stone, and U and V have stone bas relief 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 likeness of Fire Giant kings and queens (13 and 11 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. (Were-Rat grave robbers have taken anything of value long ago.) The secret tunnel in the southeast corner is about 2 feet diameter and only passable to size S or smaller creatures. It twists and turns so that any person traversing it will lose all sense of direction. It exists on level 3 at Area 2.

Prince Snørre is pissed at the desecration of his ancestor's tombs and has vehemently complained to the drow about the Were-Rat ruffraff whom he [correctly] suspects are responsible. They've tried to placate him by assuring that they are doing everything in their power to stomp out the vermin. In truth, they have simply warned the were-rats that Snørre's pissed and that they're on their own if he catches any of them. The Prince has taken it on his own to eliminate the were-rodents and the five he's personally encountered were hewn in half before they could so much as squeak. Needless to say, all were-rats now actively avoid contact with Fire Giants.

2. ETTIN GUARDS' CHAMBER

Note: If there has been any combat in areas 3-5 before entering this room, all of the Ettins will be awake and will likely investigate the commotion.

Torches light up a chamber containing a rudely constructed table, a bench, two stools and four cats. Wall pegs hold clothing and bags. In the far corner is a hamper. Two Ettins sit on the floor and maintain their weapons while two more sleep.

The four Ettins are not on duty but generally serve as guards at level #1, Area 2. Two are asleep on mounds of straw but the other 2 are quite alert and will rouse their lazy fellows with a kick to the gut should adventurers approach. Each wields a huge Drow Morning Star +1 and huge spear, although those sleeping have their weapons to the side. There are 9 pegs and 6 bags, in all. The hamper in the far corner holds 6 sacks of coppers hidden under soiled undergarments, each sack holding 5,200 cp. This is the Ettins' accumulated pay. No one ever accused Snørre of being an overly generous employer.

The cats are pets of the Ettins - each Ettin owning one. They have been training them to fight and have found endless hours of entertainment setting up cat fights on the table in their room. The cats are really mean beasts and will hiss at anyone approaching them. Should a PC foolishly attempt to pet one of these creatures, it will attack.

Eclavdra strangely avoids these creatures.

Ettins (4) (HF 12, EP 1,400, Int 6 (Low), AL CE, AC 3 (natural), MV 12", HD 10, HP 64, 66, 68, 73, SZ H, #AT 2, D 2d4+1/2d4/1d6+1 +1 (Morning Star +1) or 2d6-1/2d6/2d8 (huge spear), SA Nil, SD surprised only on 1 in 10, Lang: common, giant, Hon: Average, ML 15, TOP 32, 33, 34, 36, Crit BSL: Def AC +8 (Def AC +9 with Morning Star +1), FF 6, Reference HoB 3 p 24)

Cat, Wild (4) (HF 1, EP 35, Int 1 (animal), AL N, AC 5, MV 18", HD 3-18 hp, HP 17, 10, 9, 8, SZ T, #AT 3, 1-2/1-2/1-2, SA rake for 1-2/1-2, SD surprised only 2 in 10, Hon: Average, ML 10, TOP 8, 5, 4, 4, Crit BSL: Def AC +1, FF 6, Reference HoB 2 p 8)

3. VISITORS' CHAMBER

This torch lit chamber contains furniture and several boulders. Four Stone Giants are seated a table on which can be seen a haunch of freshly roasted meat, various mugs, tin platters and

playing cards. One of the giants suddenly throws down his cards and laughs at his fellows.

This room houses four Stone Giants (HP: 47, 45, 44, 40) who have been working for the Prince as engineers. They are currently playing bridge and the one who threw down his cards just scored a trick. Each giant has a club within arms reach, and there are also 11 throwing boulders in the place. The room contains four cots, four stools, four lockers, a table, a big barrel of beer, and pegs holding clothing and four sacks. Each giant has 1,000 to 4,000 gp and 3-12 amethysts (100 gp each).

The stone giants are here because the pay is good and the economy back home just plain sucks. They will not initiate combat unless attacked. If queried by PCs, they are up front about the fact that they are skilled employees of the Prince. Their employment contract specifically rules out mercenary duties. If the players can convince them that Snorre's prospects for meeting the next payroll are, shall we say, compromised, they will be satisfied to pack up their stuff and head home. Giving up their treasure, though, is out of the question.

Stone Giants (4) (HF 31, EP 7,000, Int 9 (Average), AL N, AC 0 (natural), MV 12", HD 14 +2, HP 75, 80, 85, 89, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge stone club + Strength), SA hurling rocks 3-30, SD catch large missiles 90%, Lang: common, giant, Hon: Average, ML 16, TOP 37, 40, 42, 44, Crit BSL: Def AC +16, FF 7, Reference HoB 3 p 63)

4. STORAGE ROOM

Four torches set in wall cressets illuminate the room. Standard furnishings one would expect to find in living quarters are placed throughout the chamber.

This area has been set aside out to serve as quarters for either five Hill Giant mercenaries, or if they survived the player's foray into the Villa, Ivar the Hill Giant Chief, his wife and their cave bears. In the former case the room will have 5 heaps of skins for bedding, a table, 2 benches, and 2 chests. In the latter case the place will have 2 cots (for Ivar and his wife have not slept in the same bed for years), 2 trunks, a chain, 2 stools, a table, and a coffer. See page 10 for statistics on these individuals. Note that if Ivar survived, his honor will now be average instead of great.

Usual Hill Giants will have only 200 to 1,200 gp each. The Chief will have brought along whatever he could salvage and carry here.

Hill Giants (5) (HF 14, EP 3,000, Int 6 (Low), AL CE, AC 1 (giant chain mail), MV 12", HD 12 +1, HP 66, 70, 75, 81, 85, SZ H, #AT 1 (+3 to-hit for Strength), D 2d8/2d6/2d6-2 +9 (huge stone club + Strength), SA hurling rocks 3-30, SD catch large missiles 30%, Lang: common, giant, Hon: Average, ML 14, TOP 33, 35, 37, 40, 42, Crit BSL: Def AC +13, FF 7, Reference HoB 3 p 58)

5. COMMUNITY QUARTERS CHAMBER

A large assortment of furniture is scattered throughout this very large room. Eleven giants are seated at a table eating while another is apparently tutoring some youngsters in the art of giant swordplay.

There are four large beds, eight cots, eight 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. Torches are set in 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 200 to 400 gp in his bag, and the females have 100 to 300 gp each hidden in their personal areas. All are armed with various weapons, even the young, and there are 20 throwing rocks in the chamber. Any giant not engaged in hand-to-hand combat will attempt to hurl rocks into the presumably vulnerable rear area of an assault party.

The following Fire Giants are housed in this large area :

Fire Giant Sergeant (1) (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +2, HP 95, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +10 (gargantuan two-handed sword + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: common, giant, Hon: Average, ML 16, TOP 47, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

Fire Giant guards (3) (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +2, HP 75 x2, 79, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6/2d8/2d12 +10 (huge long sword + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: common, giant, Hon: Average, ML 16, TOP 37 x2, 39, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

Fire Giantesses (8) (HF 45, EP 8,000 each, Int 9 (Average), AL LE, AC 5 (no armor), MV 12", HD 15 +2, HP 60, 61, 62, 64 x2, 67, 70, 73, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6/2d8/3d12 +10 (huge long sword + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: common, giant, Hon: Average, ML 14, TOP 30 x2, 31, 32 x2, 33, 35, 36, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

Fire Giant children (8) (HF 2, EP 270 each, Int 6 (Low), AL LE, AC 5 (no armor), MV 9", HD 4 +1, HP 29, 30 x3, 32 x2, 36, 41 SZ L, #AT 1 (+3 to-hit for Strength), D 1d6-1/1d10/3d6 +7 (normal two-handed sword + Strength), SA Nil, SD resistant to fire, Lang: common, giant, Hon: Average, ML 11, TOP 14, 15 x3, 16 x2, 18, 20, Crit BSL: Def AC +5, FF 4, Reference HoB 3 p 54, fight as Common Ogres)

6. SMITHY

The hall outside this place is tinged a bloody red with the light from the lava bed and gas jets in the smithy.

A heavy hammering sound, obviously of metal on metal, can occasionally be heard in this area. The place is bathed in an eerie red glow.

A knotty-limbed, burly Fire Giant is working here. He is the weapon and iron smith and is even stronger than a normal Fire Giant (Strength 23). The molten lava is used to heat the items he works. With him are two Iron Trolls who serve as his assistants. About him are three huge two-handed swords, various pieces of armor and several huge axe and spear heads. He is performing routine weapon maintenance on a special (man-sized) footman's mace made of black metal. This is a **Drow Footman's Mace +4**. If he is attacked and the encounter goes against him, there is a 2 in 6 chance per melee round that he will toss the mace into the lava bed to destroy it.

Fire Giant smith (1) (HF 45, EP 8,000, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 91, SZ H, #AT 1 (+5 to-hit for Strength), D 4d8/6d4/6d4-6 +11 (gargantuan club + Strength), SA hurl-

ing rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: common, giant, Hon: Average, ML 16, TOP 45, Crit BSL: Def AC +19, FF 8, Reference HoB 3 p 54)

Trolls, Iron (2) (HF 65, EP 10,000 each, Int 10 (average), AL CE, AC -2 (natural), MV 9", HD 12, HP 84, 80, SZ L, #AT 3 (+3 to-hit for Strength), D 1d4+7/1d4+7/2d6+7 (claw/claw/bite), SA hug attack destroys armor and restores HP to troll, SD +3 weapon required to hit it, lesser weapons may be absorbed, Lang: giant, trollkin gibberish, Hon: Average, ML 19, TOP 42, 40, Crit BSL: Def AC +10, FF 19, Reference HoB 8 p 27). These creatures will fight using their normal attack routine until injured at least 20 hp. They will then attempt hug attacks, both to destroy their obviously staunch opponent's armor as well as to regenerate damage.

7. TORTURE CHAMBER

Steps lead down to this cluttered room that contains several implements of torture including two racks, one large and one small, and an iron maiden. Various chains, bars, irons, whips, ropes, wires and the like are festooned about it. A well, a table, two chairs, a stool and a large barrel of ale complete the picture. Two Fire Giants are present and appear to be playing dice.

This room has a 50-foot high ceiling (which enables even very tall victims to be hung in chains well above the floor). Vision range is 15 feet. The Prince's Torturer and the Royal Headsman are playing knucklebones with stakes of 7 pieces of jewelry (1,000 to 4,000 gp value each), and 2 piles of gems (totaling 68 base 10 gp and 39 base 50 gp). The Headsman employs a huge **Battle Axe of Sharpness** [+10 bonus to severity level of critical hits] while the Torturer has a gargantuan long sword nearby.

If both are attacked in melee, they will react as follows: The Torturer will grab his opponent and attempt to throw him into the iron maiden (position A) and slam it shut (causing 10 to 100 hit points of damage to the victim and trapping him therein until released). This requires three successive to-hit rolls in successive rounds. The first successful to-hit indicates that the target has been grabbed. The second, that the target has been successfully thrown into the iron maiden. The third to-hit roll, made at +4, indicates that he has slammed the device shut and the victim takes damage. If the Headsman is closely pressed he will grab and toss his opponent down the well (position B). This inflicts 9d6 points of damage (but modified by discarding all 6s rolled and ignoring penetration, as the water 90 feet below breaks the fall, so actual damage will range from 0 to 45) and traps the victim, possibly drowning him. The Headsman requires two successful to-hit rolls to do this, the first to grab and the second to throw. The headsman cannot grab and throw in the same round.

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 will otherwise use his axe. Torches light the stairway and the torture chamber.

Fire Giant (1) Prince's Torturer (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 95, SZ H, #AT 1 (+4 to-hit for Strength), D 3d6/3d10/3d12 +10 (gargantuan long sword employed two-handed + Strength), SA hurling rocks 2-20, SD resistant to fire, Lang: common, giant, Hon: Average, ML 16, TOP 47, Crit BSL: Def AC +218, FF 8, Reference HoB 3 p 54)

Fire Giant (1) Royal Headsman (HF 45, EP 8,000, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 88, SZ H, #AT 1 (+4 to-hit for Strength), D 4d4/4d4/4d4 +11 (huge **Battle Axe of Sharpness** + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: common, giant, Hon: Average, ML 16, TOP 44, Crit BSL: Def AC +29, FF 8, Reference HoB 3 p 54).

CELLS:

All cells are indicated by a "C" preceded by the cell number. "G" is the guardroom at the far end of the cell complex. Cells have rings set in the walls, chains, buckets and straw heaps.

Cell 1c.

Olina, an elven female dressed in dirty but nonetheless fashionable garments, sits idly in this cell. She has so far resisted torture and Eclavdra is sick of dealing with her. Accordingly, she agreed to allow her to be used as a sacrifice in the Temple of Zyandal. Eclavdra is hoping that this special prize will keep the clerics occupied and out of her hair for a while.

Olina is of highly noble birth and will send her rescuers 10,000 gp, 20 **Flight Arrows** +1, an **Arrow of Giant Slaying**, and a matching set of a **Cloak and Boots of Elvenkind** (elven sized unless another size is specifically requested) if she is rescued. The reward will reach the PCs from 1 to 2 months after she leaves to return home. However, if the party did not treat her with the proper deference, the reward will consist of four large sacks filled with coal.

Olina, high elf cleric (HF 1, EP 131, Cleric 2, Str 8/31, Dex 15/64, Con 9/31, Int 11/46, Wis 15/83, Cha 12/71, Com 15/93, AL CG, AC 8 (Dex), MV 12", HD 2, hp 27 (currently 11), SZ M, #AT 1 (-1 to-hit for Strength), D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB) by weapon -1 (Strength), SA +1 to-hit with long or short sword or bow, SD 90% resist Sleep or charm-related spells, Lang: common, elven, giant, orcish, Hon: 20 (Average), ML 13, TOP 13, Crit BSL: Def AC -3 (long or short sword), Def AC +1 (long or short bow), Def AC -4 (other melee), Def AC +0 (other ranged), FF 4, Age 140, Height 4'9", Weight 85 lbs., Quirks/Flaws: (if she survives, she will have a psychotic aversion to Fire Giants), Talents: none, Skills: knowledge of courtly affairs 53, social etiquette 59, mingling (balls, parties) 72, resist persuasion 66 Possessions: none.

Spells prepared (6): none.

Cell 2c.

Eight male elves clad in bright orange jumpsuits sit listlessly in this cell. They were part of Olina's entourage when she was captured and are the only survivors. They are all dishonored for allowing her capture. If rescued, they will do everything in their power, regardless of personal survival, to ensure Olina's safe return. They, too, are meant for sacrifice in the Temple.

High elf males (8) (HF 1, EP 78 each, F1, Str 11/43, Dex 12/13, Con 10/72, Int 10/72, Wis 11/64, Cha 11/81, Com 12/25, AL CG, AC 8 (Dex), MV 12", HD 2, hp 25 (currently 16 x2, 13 x3, 12 x2, 1 x8), SZ M, #AT 1, D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB) or by weapon, SA +1 to-hit with long or short sword or bow, SD 90% resist Sleep or charm-related spells, Lang: common, elven, giant, orcish, Hon: Dishonorable, ML 13, TOP 13, Crit BSL: Def AC -2 (long or short sword or bow), Def AC -3 (other), FF 4, Age 124, Height 5', Weight 100 lbs., Quirks/Flaws: none, Talents: none, Skills: none Possessions: none.

Cell 3c.

A merchant being held for ransom sits in this cell. He is a normal human, and he cannot pay any ransom for his employees have embezzled much of the working capital from the business during his extended absence. He is, however, unaware of this fact and will promise his rescuers no less than 2500 gp if they escort him back to civilization!

Human merchant (1) (HF 1, EP 15, 0-level human male, Str 7/41, Dex 10/74, Con 8/63, Int 14/52, Wis 12/19, Cha 9/71, Com 10/93, AL NG, AC 10, MV 12", HD 1, hp 20 (currently 10), SZ M, #AT 1 (-1 to-hit for Strength), D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB) or by weapon -2 (Strength), SA Nil, SD Nil, Lang: com-

mon, Hon: 10 (Average), ML 10, TOP 10, Crit BSL: Def AC -5 (melee), Def AC -4 (ranged), FF 4, Age 29, Height 5'6", Weight 168 lbs., Quirks/Flaws: none, Talents: none, Skills: none) Possessions: none.

Cell 4c.

Empty cell. There is a locked [superior quality lock, -40% to Open Locks] (and Wizard Locked [at 12th level] to boot) secret door at the back of this cell that opens only with a key held by Eclavdra. She has also barred the door from the other side. Any forcible entry will alert her.

Cell 5c.

Two noble Centaurs are imprisoned and bound for torture and execution. They will offer at least minimal help to any who free them. This assistance will be withdrawn if anyone so much as asks to ride them or inquires as to how Centaurs wipe themselves after having a bowel movement.

Centaur (2) (HF 2, EP 175 each, Int 10 (Average), AL CG, AC 5 (no armor), MV 18", HD 4, HP 47, 49, SZ L, #AT 3, D 1d6/1d6 (kick/kick) and by weapon, SA Nil, SD Nil, Lang: centaur, common, Hon: Average, ML 14, TOP 23, 24, Crit BSL: Def AC +2, FF 7, Reference HoB 2 p 15)

Cell 6c.

Empty cell.

Cell 7c.

Three Gnolls being punished for insubordination based on hearsay evidence. One has died a couple of hours ago after a brutal torture session. The other two have had 'jailhouse conversions' as a result of their experience and now wish to have nothing to do with their peers, drow or giants. If treated kindly, they will take up service with a charismatic leader and in six month's time their alignment will drift to that of their new liege. They will be absolutely loyal and staunch supporters of their new master.

Gnoll (2) (HF 1, EP 65 each, Int 6 (Low), AL N, AC 10 (none), MV 12", HD 2, HP 29 each, SZ L, #AT 1, D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB), SA Nil, SD Nil, Lang: common, giant, gnoll, Hon: Average, ML 11, TOP 14, Crit BSL: Def AC +0, FF 4, Reference HoB 3 p 73)

Cell 8c.

Empty cell.

Cell 9c.

This cell contains a Troll that is being used for torture practice, as it is a jerk and has caused trouble. It is mindless and enraged, so it will attack instantly if given a chance, but it otherwise sits motionless. It gains with a +1 bonus to both attack and damage.

Troll, common (1) (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 3 (natural), MV 12", HD 6 +6, HP 66, SZ L, #AT 3 (+2 to-hit for Strength, +1 for mindless rage), D 1d4/1d4/1d8 +5 (claw/claw/bite + Strength + mindless rage), SA nil, SD regenerate 3 hp/round, Lang: giant, trollkin gibberish, Hon: Average, ML 14, TOP 33, Crit BSL: Def AC +8, FF 11, Reference HoB 8 p 23)

Cell 10c.

Seven Gnolls caught stealing gold are held in this cell. They will not help any creature, and if freed they will simply run away as fast as possible. Five of these Gnolls are the snitches that implicated the Gnolls being held in cell 7c.

Gnoll (7) (HF 1, EP 65 each, Int 6 (Low), AL CE, AC 10 (none), MV 12", HD 2, HP 29 each, SZ L, #AT 1, D punching (use Table 12E: Punching and Wrestling Results on p. 135 of the PHB), SA Nil, SD Nil, Lang: common, giant, gnoll, Hon: Average, ML 11, TOP 14, Crit BSL: Def AC +0, FF 4, Reference HoB 3 p 73)

Cell 11c.

Two human skeletons are slumped against the wall.

Cell 12c.

Here Jasmine, a human female, is chained to the wall. She will gladly admit to being a thief caught trying to find the Prince's treasure room, and volunteer to aid the party faithfully for a chance to escape. If the opportunity presents itself, however, 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. Of course, during this time she will be casing each character to learn what he carries. She will also be shamelessly flirting with male party members and would not at all be averse to sneaking away for a quick interlude with anyone that shows interest. Should that occur, her interest in that person will fade and she will rebuff any further approaches preferring to focus her attentions on another party member.

Even if offered, she will not wear any armor heavier than leather.

Jasmine, human female thief (1) (HF 6, EP 2,864, T11, Str 12/83, Dex 18/12, Con 14/38, Int 15/71, Wis 8/67, Cha 15/24, Com 18/02, AL CN, AC 6 (Dex), MV 12", HD 11, hp 75 (currently 63), SZ M, #AT 1, D punching or by weapon +1 (Strength), SA backstab +3 dice, SD Nil, Lang: common, Hon: 81 (Average), TOP 37, Crit BSL: Def AC +2 (melee), Def AC +6 (ranged), FF 6, Age 33, Height 5'5", Weight 108 lbs., Quirks/Flaws: none, Talents: none, Skills: none) Thief abilities: (while in leather armor): pick pockets 45 (40), open locks 75 (75), find traps 85 (85), remove traps 80 (80), move silently 75 (65), hide in shadows 65 (60), detect noise 55 (55), climb walls 95 (85), read languages 45 (45). Possessions: none. Proficient in short sword and dagger.

Cell 13c.

This Fire Giant hangs in chains as punishment for failing to pay back Snørre the platinum he borrowed. He is Gunnar, the Prince's chief lieutenant, and he will do nearly anything to get back into Snørre's favor. As such, he will happily lie to the party and tell them he is here because he tried to prevent Snørre from taking his current hostile course, and if he is freed he can get several other Fire Giants to aid them in overthrowing and slaying the Prince. Gunnar will betray them at his earliest opportunity. He is not bright (indeed he got himself in this mess initially by borrowing the money from Snørre during a card game. He foolishly decided to raise while holding only two pair – aces and eights – and lost to Snørre's three kings) but will not be rash.

Gunnar the Fire Giant (1) (HF 45, EP 8,000 each, Int 10 (Average), AL LE, AC 5 (no armor), MV 12", HD 15 +4, HP 90, SZ H, #AT 1 (+4 to-hit for Strength), D 1d8 +10 (Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: common, giant, Hon: Average, ML 16, TOP 45, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

Cell 14c.

This unfortunate Titan is chained and drugged – a minimal precaution given his incredible powers. If he were aware, he would help any party to destroy the inhabitants of this place, although he would certainly not mind seeing evil characters in any party also die. Only a Neutralize Poison spell will remove the drug from his system before 12 hours time (when it will be eliminated naturally).

Justinicus was visiting a winery known throughout Garweeze World for their masterful vintages when a raiding party of Fire Giants assaulted the village. He naturally confronted the raiders but was surrounded and, much to his surprise, overwhelmed. The giants bound him up and, taking care to apply a gentle uppercut whenever he seemed to be coming to, brought him back as a present for Eclavdra. She did not react as well as they had hoped; in fact, she flipped out! She knew all too well the incredible powers this creature possessed and now he was here in 'her' lair. She immediately had him sedated and chained to the wall where he now rests. She is loath to execute him fearing the apocalyptic reprisal of even more powerful beings. Needless to say, the drow keep a careful eye on the Titan and administer huge doses of sleep agent on a regular basis.

Justinicus, Titan (of Kronos) (1) (HF 217, EP 21,000, Int 19 (Supra-Genius), AL CG, AC 0, MV 36", HD 20, HP 128, SZ G, #AT 2, D by weapon type +14 (Strength), SA time blast 10-60 points of damage in 15-foot radius at up to 100 feet, spells as 20th level cleric, effectively 20th level psionicist, PSP 100, psionic attack modes B, C, D, E, SD spells as 20th level cleric, effectively 20th level psionicist, only harmed by magical weapons, immune to psionic attack, Magic Resistance 50%, Lang: common, giant (six dialects), sylvan, titan, Hon: Dishonorable (-1 to all rolls), ML 18, TOP 64, Crit BSL: Def AC +17, FF 13, Reference HoB 8 p 11. Currently he has no spells prepared.)

Note: Award the party NO experience points for slaughtering this creature while drugged. In fact, dock them at least 8-12 Honor and 3-4 Alignment Infraction Points, provided that they are good. Aside from the fact that he could prove a useful – nay devastating – ally against the evil giants, there is no challenge to overcome.

7G. GUARD ROOM

In this torch lit room are a table, chair, stool, bench and several kegs. On the walls are pegs holding a bag, a cape, a shield, keys and a shirt. A Fire Giant has cornered three rat-man creatures and seems ready to strike them down.

A Fire Giant and 3 Were-Rats in hybrid-form are about to come to blows. The giant has his huge **Two-handed Sword** +1, a spear and 2 boulders nearby. Each Were-Rat has a **Drow Short Sword** +1 and dagger. If not disturbed, the giant will kill one of the were-rats while the other two attempt to flee his wrath. Of course, all will focus their attention on the party if attacked.

Keg #1 holds small beer. Keg #2 holds water and Keg #3 holds mead. A smaller keg on the table holds excellent wine (and also the drug which stupefies the titan with a mere quart or so...).

There is a loose stone in the floor to the east of the door. It hides a cache of 321 ep, 608 gp and 212 pp. The guard wears a brooch on his cloak that is set with 6 50 gp gems around a single larger one of 500 gp value. (He knows nothing of the secret tunnel to Area 8.) If the encounter seems to be unfavorable, the Were-Rats will turn into rats and escape down the drain at X in the room, thus alerting the drow of the party's presence. If this happens, the party will never surprise the drow. The secret door to the east opens into a passage about one foot wide and one and a half feet high. It has rough sides and a man in armor could not hope to pass along its length. Even a halfling would have to worm down it though a pixie-fairy would have few problems.

Fire Giant (1) (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 90, SZ H, #AT 1 (+5 to-hit for Strength, sword), D 2d6-2/2d10/6d6 +11 (gargantuan **Two-handed Sword** +1 + Strength), SA hurling rocks 2-20, SD resistant to fire, Lang: common, giant, Hon: Average, ML 16, TOP 45, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

Were-Rats (3) (HF 3, EP 270 each, Int 11 (Very), AL LE, AC 6/7/8 (rat/hybrid/human form), MV 12" (any form), HD 3 +1, HP 35 each, SZ M, #AT 1 or 1, D 1d6-4 (claw) or 1d6-1/1d6/1d8 +1 (**Drow Short Sword** +1), SA nil, SD silver or +1 to hit, Lang: common, giant, Hon: Average, ML 12, TOP 17, Crit BSL: Def AC +2, FF 6, Reference HoB 4 p 107)

8. SECRET ROOM

This place is shrouded in complete darkness.

This is the lair of seven Were-Rats armed in the same manner as those in the guardroom above. If they hear anyone coming through the secret door from 7G, the leader (#1) and were-rats #3 and #7 will spend one round applying Class F poison [death/0] to their blades. They have a 5% of applying the poison improperly, and the poison lasts 3-18 rounds. If the encounter is going badly, survivors will flee down the stairway to Level 3, Area 15 and warn the drow (cf. the Were-Rat action in the guardroom). All of these creatures are Darkmen in their normal form.

In the secret room are 3 very heavy iron chests, all locked [average quality], and each has a Class E (Death/2d20 - immediate onset) poisoned needle in the latch which hits on a 12 or better (if the trap is not successfully deactivated). Chest #1 holds 7 pieces of wrought platinum jewelry (700 - 4,500 gp each), 9 pieces of gem studded gold jewelry (2,000 - 8,000 gp each) and 3,200 gp. Consult Table E20: Jewelry and Items Typically Bejeweled (GMG p. 179) for the specific type of item(s) found. Chest #2 contains a **Potion of Poison** [no modification to saving throw], 9,113 gp and a **Scroll of Protection from Lycanthropes**. Chest #3 fires 2 poisoned darts upwards when the lid is opened. The darts strike as a 1+ Hit Die monster and the Class E (Death/2d20 - immediate onset) poison is so concentrated that saves are made at -1. The chest is empty, but an inscription covered by Secret Page is written inside the lid. It seems to read "Property of Bullion Partners, LLC" but in reality it shows where a stone in the stairs leading down can be removed to reveal a **Ring of Shooting Stars**, a **Rod of Cancellation**, a **spell scroll** of 7 cleric spells (Ceremony, Augury, Chant, Continual Light, Imbue with Spell Ability and Astral Spell – all at 16th level for effect) and a heavily oxidized copper box containing six potions (two **Potions of Healing**, two **Potions of Diminution**, a **Potion of Water Breathing** and a **Potion of Longevity**). A secret compartment in the lid of the box holds **Pipes of the Sewers**. The secret compartment is of extraordinary workmanship, and as such reduces the chance of locating it. Non-elves have a 1 in 8 chance of finding it, and elves have a 1 in 6 chance. Only someone actively searching for it has a chance of finding it.

Were-Rats (7) (HF 3, EP 270 each, Int 11 (Very), AL LE, AC 6/7/8 (rat/hybrid/human form), MV 12" (any form), HD 3 +1, HP 35 each, SZ M, #AT 1 or 1, D 1d6-4 (claw) or 1d6-1/1d6/1d8 +1 (**Drow Short Sword** +1), SA nil, SD silver or +1 to hit, Lang: common, giant, Hon: Average, ML 12, TOP 17, Crit BSL: Def AC +2, FF 6, Reference HoB 4 p 107)

9. ECLAVDRA'S OFFICE

Note to GM: Eclavdra is almost certain to know of the player's presence by this point. She is playing a dangerous game by allowing them to get close to her but she needs to see them firsthand and learn their identities. Succeeding at this will make scrying easier and allow for the casting of Dream or Message spells. The party has proven themselves to be a dangerous group hostile to her plans so she needs to keep an eye on them. Besides, she has a flair for the dramatic.

It is important for this encounter that the party be prevented from simply barging in and engaging Eclavdra in melee. Her extraordinary Comeliness should suffice to keep most of the party at bay while her 76% magic resist-

ance will offer protection from spells. A **Glyph of Warding** that causes anyone discharging it to save versus spells at -4 or be held for 3-12 rounds is inscribed 5 feet in front of her desk. This serves as a last ditch measure to keep the players out of arms reach. She may also use her Seeking Grasping Hands talent to suggest that a hostile individual allow her to have a couple of minutes to speak her peace.

Don't forget that she has great honor (+1 to all die rolls). She is also employing her masterful Art of Seduction skill so as long as she is not openly hostile, NPCs will not be disposed to attack her.

The floor of this chamber is tiled in jet. A black woolen area rug sits before a large wooden desk and bookcase set, both of which are constructed of a dark, auburn wood of very deep hue. An unseen source provides dim illumination and smoke hangs in the air.

From behind the desk steps a tall and phenomenally attractive dark elf. A cigarette burns in her right hand as she addresses you in a smoky and utterly appealing voice. "Well... hello there, gentlemen. So nice of you to finally drop by and pay me a visit. You know, you've been quite naughty little boys." She pauses to take a drag from her cigarette then continues, "Ivar and Karl were most upset at your disruptive behavior and I believe poor Snørre now shares their opinion. [contemplative pause] It seems I've misjudged you. Perhaps if you handsome men [winks flirtatiously] would allow me the small courtesy of knowing who you are [stops to flick ash off her cigarette], I will know to whom I should extend congratulations on a job exceedingly well done."

[At this point she will employ her Medallion of ESP to 'listen in' on the player's thought processes in the hope of discovering their true identities.]

She pauses for a response. Those fascinated by her Comeliness (all males with less than 15/19 Wisdom) should have no issue with this request - in fact, they should rush to blurt it out lest this hottie forget who to call upon. Other players have the option of not replying or giving a pseudonym, but Eclavdra will be aware of any potential deception via ESP.

"Well [repeats names given to her], I must apologize* [all characters must save vs. apology or accept] for any trouble or inconvenience I've caused. I hope you can find some place in your heart to forgive a no-good dame like me." [pauses for response and to take another drag off her cigarette]

[flirtatiously acknowledges those who accepted her apology] "Thank you... I've always depended on the kindness of strangers." [pause] "Now if you'll excuse me, I have another far less pleasant engagement to which I must go." She extinguishes the cigarette in a brazier atop her desk**, utilizes her graceful exit skill and departs through an illusionary wall behind her desk. The brazier begins to pour out smoke.

* She is using her **Ring of Sincerity**

** The brazier is a **Brazier of Sleep Smoke**

Immediately after departing through the illusionary wall, Eclavdra casts Teleport. After Eclavdra departs, the players are free to search her office. Her desk is made of mpingo (a.k.a. blackwood or Dalbergia melanoxylon). On it is a statuette of a black capital letter 'E' that is canted 30° forward. It is carved from jet and the word Eilservs is spelled out in platinum letters along the long

portion of the letter. There is also the aforementioned brazier and a number of documents. These are letters from field agents Eclavdra has had out [fruitlessly] hunting for personal information about the players. The bookshelf, also constructed from mpingo, is loaded with ledgers. Only a character with the Campaign Logistics or Civil Administration skills will be able to make sense of these. If said person makes a successful check [difficult - no adjustment to check], he will notice that the books have been doctored and there are many 'off the balance sheet' transfers involving hundreds of thousands of gold pieces.

Note that a five foot section of wall directly behind her desk is an **Illusionary Wall**. The corridor behind it is covered in a three foot wide growth of **Cling Mold**. Eclavdra is aware of the growth and will hop over it when making her departure. Anyone passing through the **Illusionary Wall** will become stuck in the mold unless they prod ahead.

Fire Elemental (conjured by brazier) (HF 27, EP 6,000, Int 6 (Low), AL NE, AC 8, MV 12", HD 12, HP 74, SZ H, #AT 1, D 3d8, SD +2 weapon required to hit, immune to fire, Hon: Average, ML 17, TOP 37, Crit BSL: Def AC +10, FF 8, Reference HoB 3 p 8)

Eclavdra, drow Villianess [NOT #5] (HF 64, EP 9,422, F/MU/Th 11/12/13, Str 14/37, Dex 18/25, Con 10/14, Int 18/61, Wis 17/14, Cha 18/27, Com 22/78, AL CE, AC -10 (**Drow Buckler +4, Drow Chain Mail +5**, Dex, acrobatic skill suite), MV 12", HP 79, SZ M, #AT 3/2 (+4 to-hit), D 1d6-1/1d6/1d8 +4 (Str + Short Sword of Life Stealing), SA spells, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spells, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, Magic Resistance 76%, +2 to save against all magic effects, Lang: common, drow, drow silent language, giant, gnoll, trollkin, Hon: 125 (Great Honor), ML 18, TOP 39, Crit BSL: Def AC +11, FF 13, Age 160, Height 5'9", Weight 115 lbs., Quirks/Flaws: Animal Antipathy (cats), Nicotine addiction, Obsessive/Compulsive disorder (obsession with body image), Superstitious (believes black is lucky), Greedy, Talents: Acrobatic Skill Suite, Ambidextrous, Heat Resistance, Less Sleep, Magic Identification, Seeking Grasping Hands, Spell Ability, Sword Bonus, Skills: Bargain Sense (66), Forgery (89), Glean Information (74), Liar, Skilled (99), Reading/Writing (92), Seduction, Art of (107), Diplomacy (68), Graceful Entrance/Exit (87), Mingling (88), Shaving/Grooming, Religion, General (55), Leadership, Basic (54), Leadership, Committee (63), Current Affairs (81), Administration (69). Possessions: See entry for NOT #5.

Spells: (innate) Faerie Fire, Dancing Lights, Darkness, Levitate, Detect Magic, Know Alignment (1) Alarm (already cast), Befriend, Change Self, Hold Portal, Magic Missile x2 (2) Locate Object, Misdirection, Premonition, White Hot Metal (3) Clairaudience, Dispel Magic, Nondetection, Preemptive Strike (already cast), Wraithform (4) Detect Scrying, Dimension Door, Fire Shield, Magic Mirror (5) Cloudkill, Sending, Teleport, Zarba's Guardian Hand (6) Chain Lightning

Thieving Abilities: PP 95 [75]%, OL 95 [90]%, FT 95 [90]%, RT 95 [90]%, MS 30 [20]%, HS 30 [25]%, DN 60 [55]%, CW 95 [75]%, RL 95% (bracketed stats reflect that she is clad in drow elven chain mail)

(Special Note to the GameMaster: If you intend to continue with the balance of the modules that follow, the party will find an adamantite tube when they search the drawer of Eclavdra's desk. Unfortunately it has a Perpetual Shocking Grasp cast upon it which will inflict 1d4+1 points of damage. It holds a scroll, a personal note [Player aid #5] and a map that Eclavdra kept in case her "indiscretions" were ever discovered. In the drama of the moment, she has neglected to take it with her. The scroll contains a Wish spell. The map depicts the drow escape route, showing a vast maze of passages in a large scale. There are three cryptic areas on it, which could indicate the whereabouts of vast subterranean cities or other strange places that are far deeper than any dungeon known. This map will be included for your players in the next module, *Descent into the Netherdeep*, and a copy with full annotation will be included for the GM in that adventure.)

10.-12. TEMPLE OF ZYANDAL

Note the Illusionary Walls that screen this area.

A dim and ghostly plum-colored light, that seems to emanate from opaque stones set into the ceiling, illuminates this place. 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.

The ceiling is 65 feet high at the lowest, and well over 80 feet high where it vaults upwards.

Eight phase spiders guard this most unholy sanctuary of Zyandal. Ordinarily, they reside in the ethereal plane and simply keep watchful eyes on the place. They've become used to the less than enthusiastic worshippers goaded into attendance, so player characters wandering about will be assumed to be more of the same. If, however, the PCs opt to loot the place or assault the priests, the spiders will materialize and attack. This is 75% likely to be behind their intended target thereby giving them a +4 bonus to hit. Should they beat their opponent's initiative score by 4 or more, they may appear, strike and then escape back in to the ethereal plane before their opponent can strike back! They will then reappear the subsequent melee round (75% chance of being behind their opponent again) and repeat this attack routine. These spiders are fanatical guardians and will press home the attack regardless of losses but will not pursue anyone should they flee the temple area.

Phase Spiders (8) (HF 14, EP 1400 each, Int 7 (low), AL N, AC 7, MV 6", 15" web, HD 5+5, hp 50 each, SZ H, #AT 1, D 1d6 + class F poison (death/0) saves @ -2, SA phasing, SD phasing, Hon: Average, ML 20 (these particular spiders are fanatical guardians), TOP 25, Crit BSL: Def AC +4, FF n/a, Reference HoB 7 p 99)

10. GIANTS' WORSHIP AREA

The wall to the west is covered with a mural showing all types of giants bowing to a gargantuan black spider, offering sacrifices, giving gifts and in general showing due deference. The floor is tiled in blackest jet, the pillars made of basalt and their well-polished surfaces reflect the strange light. The scenes on the mural grow more horrific, showing human and giant sacrifice near the altar at the far end.

The mural is an extreme example of wishful thinking on the part of Zyandal's clergy. None of the Fire Giants would so much as donate a single copper piece to the temple much less engage in any of the acts depicted. Spiders are meant for squishing, not worshipping!

11. SERVANTS' & THRALLS' WORSHIP AREA

The highly polished floor of blackest jet tiles seems to flow between the basalt pillars that close off this area. The wall to the right shows a scene of various creatures crawling, then creeping, up to huge, arachnid creatures. In the forefront of this mass self-sacrifice are elves and men, but there are also dwarves, Gnolls, Orcs, Trolls, halflings, Ogres, Goblins, etc.



FRAIM

amongst the crowd. Those near the monsters are being torn apart and the bloody gobbets eaten as tasty meat snacks. There are three of these ghastly things, mottled in various shades and tints of purple and violet.

Each of the pillars is inscribed with prayers of supplication to the Queen of Spiders. Glyphs of Warding are hidden within the vile and ego flagellating prose. If one of these pillars is touched, the creature contacting it must actually save versus paralysis (at -2) or be afflicted by Rigor Mortis for 4d4 melee rounds.

The Glyphs were placed upon the pillars to prevent visitors from defacing them with graffiti. This was formerly a problem as one unusually clever gnoll forced to attend services subtly altered a prayer such that it implied Zyandal was available for lap dances to particularly venerated worshippers.

12. PRIESTS' AREA

In front of the far wall, three huge steps form stacked semicircular tiers on the floor. The wall itself, which is made of a cloudy purple stone, shows an amber-like inlay of a huge inverted triangle with a "Z" enclosed in it and touching the sides of the triangle. Beneath this, hanging on chains from the ceiling, is a black metal triangle.

The first tier of the area is of black stone shot through with veins of violet and a gigantic drum rests on the western third of it. The second tier is of dark gray stone, with specks of lilac and orange and purple. On that tier is a huge stone altar block of dull, porous-looking and somewhat dusty black mineral. Flanking it on either side are large platinum braziers whose polished surfaces appear particularly nauseating under this lighting. To the left and right of each these braziers are candelabra, each having 8 branches.

The third tier is dull black stone with streaks of dark gray. On the eastern third of the last tier stands a rack from which hang several platinum cylinders.

There are eight platinum cylinders; these chime tubes are hollow and are worth 1,000 gp each. The braziers rest in triangular settings with points facing south. The candelabra are made of platinum, and each branch holds a delicate violet candle that burns with a flame of leaping lavender and deep glowing purple, but never grows smaller.

Nothing save the rack holding the chimes stands upon the third tier. If the altar stone is touched by living flesh or hit with any object, it will begin to fade in color, and in 3 rounds, it will become a translucent smoke color with a black, amorphous center. Any further touch when the altar is thus transformed will poison a creature touching (Class F, Death/0, immediate onset, -4 to saving throw).

If the chimes are rung and the triangle struck while the altar is thus changed, a glowing eye will swim into view from the stone's writhing center. All creatures seeing the eye must save versus Apology or learn their fate (Magic Defense Adjustment from Wisdom applies).

Saved	no effect other than an strong urge not to stupidly touch the altar again
Missed by 1-2	age d20 years
Missed by 3-4	fright and weakness (50% Strength loss until receives a Remove Curse)
Missed by 4-5	rage (attack own party until subdued, killed, kills entire party or receives a Remove Curse)
Missed by 6-7	permanent insanity
Missed by 8 or more	death

The eye is that of Zyandal herself. If she is summoned, she will now know the identities of the players. What she does with this knowledge only time will tell...

If the 3 Rods of Arachnia (see Appendix hereafter) are present when the eye appears and the braziers are lit, the altar becomes a transparent heliotrope color, the black mass at the center grows larger and shows swollen veins of purple and the eye is a fiery red-orange. A hairy 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 and destroyed. The altar will then return to its dead state, and atop of it will be the thing most wished for by the party - or something that will enable them to attain the end or state they most desire. This is left to the GM to decide based upon your own particular group of players.

If a second summoning of Zyandal is made within the same day, she will act as follows (roll 1d12):

- 1 Seize and devour 1-4 more creatures and not grant any desires.
- 2 Strike everyone present totally blind and then not grant any desires.
- 3 Sends forth a Type 8 demon to deal with the pesky supplicants
- 4-12 Ignores the whole thing

Further summonings will only bring forth Type 8 demons, 2 on the third summoning, 3 on the fourth, etc...

Type VIII Demon (1) (HF 59, EP 17,000, Int 16 (exceptional), AL CE, AC -4, MV 12", HD 10+10, hp 161, SZ H, #AT 9, D 1d6 x8/2d10 (scepter), SA tentacle grab, soul steal (scepter), spell abilities, SD +1 weapon or better to hit, magic resistance 85%, spell abilities, Hon: Average, ML 20 (fanatic), TOP 80, Crit BSL: Def AC +9, FF n/a, Reference HoB 5 p 99)

12A. UNHOLY OF UNHOLIES

There are three Drow herein, each of whom will be detailed hereafter. Should the party gain entrance to the antechamber, read them the following:

In this room are two low black couches, each inlaid with silver. Each couch has a chest against one side. Between them is a round table and two arm chairs. At the foot of each couch is a low table with a basin and ewer. There are also small stools and enameled coffers visible. Against the right wall is a massive ebony wardrobe. A massive mural of Zyandal in drow form is painted on the north wall.

These candles are the same everlasting black candles that are in the Temple. The antechamber is the quarters of the two lesser clerics. Each basin and ewer set is made of jasper and is worth 3,000 gp. The two chests hold personal effects. A huge wardrobe of ebony contains the clerics' vestments - 2 black under robes, 2 mauve cassocks, and caps and sashes of black with mauve embroidering. Coffers 1 holds a scroll with a cleric spell (Word of Recall) and 3 bars of black metal (adamantite, worth 3,500 gold pieces each) that weigh 50 pounds apiece. Coffers 2 contains 100 of each type of coin, each type in its own black leather pouch, and a pouch of 100 base 50 gp gems. A platinum brazier near the door gives off an incense smoke that is sweet, cloying, decayed-smelling, disgusting and euphoric all at once.

In the inner chamber, read the following:

Sconces with black candles that provide dim and eerie illumination light the inner chamber. Two braziers of black and silver stand in the far corners. The walls are hung with purple cloth, and the floor is thickly carpeted in black. A brocaded hanging of black

with orange, gold, lilac and mauve screens a section of the wall to your left, near the other side of the chamber. The walls here have certain tapestries of suggestive (or lewd) nature. Furnishings, all made of mpingo (a.k.a. blackwood or *Dalbergia melanoxylon*) include a large bed, 2 small tables, 3 coffers, a buffet, a cabinet, a large wardrobe, 2 divans with a low chest between them, a dressing table and chair, a large silver mirror, 2 hampers and 2 chests. A small screen of ebony, inlaid with amber sets off a dressing area in the far right corner near the wardrobe, where a low-backed chair stands with a gown thrown over it.

The inner room is the sanctuary of the high priest. The silver mirror is worth 500 gp. The furnishings include a large bed, and most of the furnishings have fine silver inlay. The wardrobe holds various garments and the priest's vestments of mauve, black and plum, stitched with gold. This garment is set with 10 violet garnets (500 gp each), 10 topazes (500 gp each), 10 black opals (1,000 gp each), and 10 oriental amethysts (1,000 gp each). (All stones are listed at base value). Note that it is covered with a plain black wrapper to protect it.

On the dressing table are 2 combs, a brush, 4 pins, and 10 unguent and cosmetic jars. These items are of onyx and silver, set with tiny gems, each of which is worth 200 to 800 gp. The chests and hampers hold his personal effects. The buffet and cabinet hold 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* and *Restoration all as an 18th lvl caster*). A coffer near her bed contains six potions (a *Potion of Poison*, a *Potion of Fire Giant Control*, a *Potion of Human Control*, a *Philter of Love*, a *Potion of Polymorph* (self), and a *Philter of Persuasiveness*). Beside the bed on a small table is an ewer, basin and goblet made from lapis-lazuli (each is worth 5,000 gp).

If the priests are attacked, they will make every effort to engage only one character in melee at a time. If the situation allows, all three will use their *Rigor Mortis* and *Fear* to freeze dangerous characters, starting with any clerics and continuing to magic-users, fighters, and finally thieves. Ezteban will use *Touch of Death* on any incapacitated characters. When in melee they will attack with their *Rods of Arachnia* and will concentrate all their damage on the most dangerous character. In the event of an emergency, Ezteban will cast *Plane Shift* and inform Zyandal of what is transpiring. Zaan and Koliz will protect Ezteban as long as he is alive. Once he is dead or gone, they will try to flee to their personal quarters to establish a better defensive position.

The small ebony screen inlaid with amber in the southeast corner is worth 1,500 gp.

The Drow clerics in this chamber are:

Koliz, male drow cleric of Zyandal (HF 10, EP 510, Cleric 4, Str 9/77, Dex 16/95, Con 15/23, Int 17/19, Wis 16/61, Cha 15/68, Com 13/59, AL CE, AC -3 (*Drow Medium Shield* +1, *Drow Chain Mail* +1, Dex), MV 12", HD 4 +8, hp 46, SZ M, #AT 1, D 1d6/1d6/1d6 + Class B Poison (2d4/1d4-1, +1 save) (*Lesser Rod of Arachnia*) or 1d8/1d6/1d6+1 -1 (Strength, footman's mace), SA spells, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spells, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d20, Magic Resistance 58%, +2 to save against all magic effects. Lang: common, drow, drow silent language, giant, gnoll, trollkin, Hon: 30 (Average), ML 14, TOP 23, Crit BSL: Def AC -1, FF 7, Age 160, Height 5'1", Weight 106 lbs., Quirks/Flaws: lisp, Talents: none, Skills: dirty fighting 49)

He is armed with a *Lesser Rod of Arachnia*.

Spell-like effects (each 1/day): *Dancing Lights*, *Faerie Fire*, *Darkness*, *Detect Lie*, *Clairvoyance*, *Suggestion*, *Dispel Magic*.

Spells Prepared: (1st - 7) *Cause Light Wounds*, *Command*, *Fear* x2, *Protection from Good*, *Sanctuary*, *Walking Corpse*; (2nd - 4) *Chant*, *Spider Charm*, *Rigor Mortis*, *Silence 15' Radius*.

This male Drow wears black garments with violet trim. His eyebrow, lip and nose are all pierced.

Zaan, male drow cleric of Zyandal (HF 12, EP 470, Cleric 4, Str 10/89, Dex 17/01, Con 10/71, Int 12/15, Wis 16/56, Cha 15/23, Com 13/91, AL CE, AC -4 (*Drow Medium Shield* +1, *Drow Chain Mail* +1, Dex, acrobatic skill suite), MV 12", HD 4, HP 38, SZ M, #AT 1, D 1d6/1d6/1d6 + Class B Poison (2d4/1d4-1, +1 save) (*Lesser Rod of Arachnia*) or 1d8/1d6/1d6+1 (footman's mace), SA spells, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spells, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d20, Magic Resistance 58%, +2 to save against all magic effects. Lang: common, drow, drow silent language, giant, gnoll, trollkin, Hon: 29 (Average), ML 14, TOP 19, Crit BSL: Def AC -1, FF 5, Age 160, Height 5'2", Weight 99 lbs., Quirks/Flaws: agoraphobia, lisp, Talents: acrobatic skill suite, seeking grasping hands, Skills: eye gouge 32, pimp slap 50)

This male Drow also has a *Lesser Rod of Arachnia*.

Spell-like effects (each 1/day): *Dancing Lights*, *Faerie Fire*, *Darkness*, *Detect Lie*, *Clairvoyance*, *Suggestion*, *Dispel Magic*.

Spells Prepared: (1st - 7) *Cause Light Wounds*, *Command*, *Endure Heat*, *Fear*, *Protection from Good*, *Sanctuary*, *Walking Corpse*; (2nd - 4) *Resist Cold*, *Rigor Mortis*, *Silence 15' Radius*, *Snake Charm*.

His stylish black robe has platinum threaded trim. He also wears black go-go boots with large silver buckles.

These Drow clerics speak all of the giant tongues, as well as troll and gnoll.

Ezteban, male drow cleric of Zyandal (HF 55, EP 3,698, Cleric 10, Str 10/16, Dex 18/16, Con 14/71, Int 12/61, Wis 18/11, Cha 15/66, Com 7/08, AL CE, AC -12 (*Drow Medium Shield* +4, *Drow Chain Mail* +4, Dex), MV 12", HP 82, SZ M, #AT 1, D 1d8/1d6+1/1d6 +4 (*Drow Mace* +4) or 1d8/1d8/1d8 + Class F poison (*Death/0*) (*Greater Rod of Arachnia*), SA spells, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spells, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d20, Magic Resistance 70%, +2 to save against all magic effects. Lang: common, drow, drow silent language, giant, gnoll, trollkin, Hon: (Average), ML 14, TOP 19, Crit BSL: Def AC -1, FF 5, Age 160, Height 5'0", Weight 99 lbs., Quirks/Flaws: Animal Antipathy (dogs), Lisp, Male Pattern Baldness, Talents: Ambidextrous, Constitution/health bonus, Grace under pressure, Heat resistance, Less sleep, Spell Abilities, Skills: Reading/Writing (92), Shaving/Grooming, Religion, General (55), Leadership, Basic (54), art appreciation: painting (47), religion (Zyandal) (102), Ulterior Motive (65)

Equipment of Note: *Drow Chain Mail* +4, *Drow Medium Shield* +4, *Drow Mace* +4, *Greater Rod of Arachnia*, *Nipple Ring of Protection* +2, brooch in the shape of a copper staff bearing the engraved name *Eilservs* on the reverse

Spells: (innate) *Faerie Fire*, *Dancing Lights*, *Darkness*, *Levitate*, *Detect Magic*, *Know Alignment* (1) *Befriend*, *Bless*, *Ceremony*, *Cure Light Wounds* (x2), *Curse*, *Protection from Good*, *Sanctuary* (2) *Aid*, *Cure Moderate Wounds* (x2), *Silence 15' Radius*, *Spider Charm*, *Withdraw* (3) *Dispel Magic*, *Lesser Reanimation*, *Locate Object*, *White Hot Metal* (4) *Heal Nasty Wounds*, *Spike Stones*, *Stones to Snakes*, *Touch of Death* (5) *Plane Shift*, *Rigor Mortis* 10' Radius

13. GUEST CHAMBER

This room is only dimly lit by a few torches. It holds eight cots, a long table, two benches, two chairs, three stools, two buckets, six chests, a large box and a cabinet. Pegs hold clothing and several bags.

Six Frost Giants that are messengers from Karl, Jarl of the Frost Giants, will be here unless Karl and his girlfriend survived the party's foray into the glacial rift. In the latter case, they will also be present. Each giant has 100 to 400 gp.

If Karl and his girlfriend are here, there will be two Frost Giants posted outside the chamber to serve as guards near the door. There are hides on the floors and pelts on the cots. Karl will have whatever loot he managed to salvage from his stronghold. See page 45 for the stats of Karl and Klara.

Frost Giants (6) (HF 34, EP 7,000, Int 6 (Low), AL CE, AC 0 (furs/hides), MV 12", HD 14 +3, HP 82, 85, 86 x2, 88, SZ H, #AT 1 (+4 to-hit for Strength), D 4d8/6d4/6d4-6 +9 (gargantuan club + Strength), SA hurling rocks 2-20, SD catch large missiles 40%, immune to cold, Lang: common, giant, Hon: Average, ML 14, TOP 41, 42, 43 x2, 44, Crit BSL: Def AC +17, FF 8, Reference HoB 3 p 57)

14. GUEST CHAMBER

This torch lit chamber contains two very large beds, two wardrobes, two small tables, a large table, two chairs, two stools, two buckets, a cabinet, a bench and four chests. There are tapestries on the walls, rugs and hides on the floor, and furs on the beds.

Two Cloud Giants, emissaries from the Aerie of the Cloud Giants, have come to hear Prince Snørre tell why his warfare will profit them, and make them more powerful. The giants have two Spotted Lions as watch animals at the door. Both have massive, decorated clubs and throwing boulders nearby. On the small table near the bed to the south is a platinum box set with moonstones and sun-stones (value 5,000 gp). It holds 78 average red garnets (100 gp each), a present to them from the Prince.

Cloud Giants (2) (HF 45, EP 10,000 each, Int 10 (Average), AL NE, AC 0 (natural), MV 15", HD 16 +4, HP 80, 98, SZ H, #AT 1 (+5 to-hit for Strength), D 4d8/6d4/6d4-6 +11 (gargantuan club + Strength), SA hurling rocks 2-24, SD surprised only on a 1, Lang: cloud giant, common, giant, Hon: Average, ML 18, TOP 40, 49, Crit BSL: Def AC +20, FF 6, Reference HoB 3 p 52)

Spotted Lions (2) (HF 8, EP 975 each, Int 3 (Semi-), AL N, AC5/6 (front/back), MV 12", HD 6 +2, HP 49, 50, SZ M, #AT 3, D 1d4/1d4/1d12 (claw/claw/bite), SA rear claws 2-8 x2, SD surprised only one 1 in 10, Lang: none, Hon: Average, ML 9, TOP 24, 25, Crit BSL: Def AC +4, FF 7, Reference HoB 1 p 110)

15. TROLLS' CHAMBER

A group of Trolls inhabits this large, rectangular room. Four stand guard in a passage to the north and four in a passage to the south. The other ten mill about in the room proper gnawing on bones.

Eighteen Troll guards nest here. As noted above, four of their numbers stay in the north passage, and 4 stay in the passage south. An X on the map indicates each of their positions. The other 10 monsters remain in the large room. Each has a heap of sticks, bones, scraps of hide and skin and other nauseating material. Each has from 10 to 100 gp hidden in their nest. There are dozens of various pole arms, morning stars, and swords heaped against the east wall. These are meant to arm the Gnolls... should that prove necessary.

These trolls are much smarter than common trolls and will employ credible tactics. Upon being attacked, the guards to the north and south will mobilize the gnoll thralls and shepherd them into this area so that they can grab weapons and join in the fight. Injured trolls will use the Gnolls as shields to allow them to withdraw and regenerate their wounds.

Trolls, crested (18) (HF 14, EP 2,000 each, Int 9 (average), AL CE, AC 5 (natural), MV 12", HD 7 + 2, HP 65 each, SZ L, #AT 3 (+2 to-hit for Strength), D 1d4+5/1d4+5/1d8+5 (claw/claw/bite + Strength), SA nil, SD regenerate 3 hp/round, Lang: giant, trollkin gibberish, Hon: Average, ML 14, TOP 32, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 23)

16. THRALL PEN

A couple of dozen Gnolls mills about, some sitting or sleeping, others stumbling around apparently without purpose.

42 unarmed Gnolls dwell here. Each has a heap of straw and a winter blanket as a cover. Although not free, they will never help humans for any reason. They will gladly arm to fight intruders if given the chance. There is only a 50% chance that they will investigate if they hear a lot of commotion (battle) in Area 15, as they lack serious motivation and are used to the sound. However, if the troll guards rouse them out of bed, they will answer the call to arms.

Gnoll thralls (42) (HF 1, EP 65 each, Int 6 (Low), AL CE, AC 10 (none), MV 12", HD 2, HP 29 each, SZ L, #AT 1, D punching OR 2d4 (battle axe) OR 2d4 (broad sword) OR 2d4 (bardiche), SA Nil, SD Nil, Lang: common, giant, gnoll, Hon: Average, ML 11, TOP 14, Crit BSL: Def AC +0, FF 4, Reference HoB 3 p 73)

17. THRALL PEN

In this room, several dozen Gnolls lounge around, looking listless and bored.

Twenty-eight unarmed Gnolls dwell here. They are similar to those in Area 16.

Gnoll thralls (28) (HF 1, EP 65 each, Int 6 (Low), AL CE, AC 10 (none), MV 12", HD 2, HP 30 each, SZ L, #AT 1, D punching OR 2d4 (battle axe) OR 2d4 (broad sword) OR 2d4 (bardiche), SA Nil, SD Nil, Lang: common, giant, gnoll, Hon: Average, ML 11, TOP 15, Crit BSL: Def AC +0, FF 4, Reference HoB 3 p 73)

KEY TO LEVEL #3

GAMEMASTER'S NOTES:

Level 3 is all natural, the dark igneous tunnels and caverns show no evidence of being tunneled out except for the rampway which leads from level two and the passageway beyond the River of Lava which leads down to the NetherDeep. Most areas of the level are dark and still. Only a few are illuminated – such as the lava cavern (areas 19-20) and the Fire Giants guard post (area 5). All passages are at least 25 feet high, small caves being 30 feet or so from floor to ceiling vault, and large caverns are anywhere from 35 feet to 75 feet high.

If the party were to remain still, they might hear [assuming a successful Detect Noise check on a thief's part] water dripping and perhaps a far distant echoing of stone striking stone – but only a singular occurrence. As is usual with natural areas, do not worry too much about describing direction of passages and walls of caves and caverns, let alone size and shape unless a party member possesses the Complex Geometric Approximation skill. Primitive cartography under stressful conditions would develop just about the same sort of map as your players will when they 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 GM. In fact, if you haven't inflicted some severe damage on the players by this point in the adventure, you ought to question your ability.

WANDERING MONSTERS:

Encounters occur on a 1 on d12, check each turn.

1. 3-12 wandering Trolls
2. 2 Fire Giants and 2 HellHounds out patrolling
- 3-4. Drow guards; they will attempt to remain unseen by the party and even if engaged will break contact so as to warn the others of the presence of intruders.

Wandering Encounter 1:

Trolls, crested (3d4) (HF 14, EP 2,000 each, Int 9 (average), AL CE, AC 5 (natural), MV 12", HD 7 + 2, HP 54 each, SZ L, #AT 3 (+2 to-hit for Strength), D 1d4+5/1d4+5/1d8+5 (claw/claw/bite + Strength), SA nil, SD regenerate 3 hp/round, Lang: giant, trollkin gibberish, Hon: Average, ML 14, TOP 32, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 23)

Wandering Encounter 2:

Fire Giant guards (2) (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 90, 92, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +10 (huge two-handed sword + Strength), SA hurling rocks 2-20, SD resistant to fire, Lang: common, giant, Hon: Average, ML 16, TOP 45, 46, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54)

HellHounds (2) (HF 32, EP 1,400 each, Int 6 (Low), AL LE, AC 4, MV 12", HD 7, HP 52 each, SZ M, #AT 1, D 1-10, SA breathe fire (7 points of damage), SD immune to fire, surprised only on 2 in 10, see hidden/invisible creatures 50%, Hon: Average, ML 13, TOP 26, Crit BSL: Def AC +5, FF n/a, Reference HoB 5 p 123)

Wandering Encounter 3-4:

Male Drow fighter/magic-user (HF 14, EP 2,396, F7/M-U8, Str 14/45, Dex 15/13, Con 12/30, Int 16/70, Wis 12/15, Cha 10/26, Com 10/49, AL CE, AC 0 (**Drow Chain Mail** +3, Dex), MV 12", HD 7 +7, HP 58, SZ M, #AT 3/2 and 1 (+1 to-hit for Strength), D 1d6/1d8/1d12 +4 (Strength, **Drow Short Sword** +2) and 1d6-1/1d6/1d8 +4 (**Drow Dagger** +2, Strength), SA spells, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spells, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, Magic Resistance 66%, +2 to save against all magic effects, Lang: common, drow, drow silent language, giant, gnoll, trollkin, Hon: 53 (Average), ML 14, TOP 29, Crit BSL: Def AC +8 (**Drow Short Sword** +2), Def AC +7 (other), FF 6, Age 162, Height 5'2", Weight 103 lbs., Quirks/Flaws: sleep walker, lisp, Talents: voiceless casting, Skills: arcane lore 58, spell craft 41)

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness, Levitate, Know Alignment, Detect Magic.

Spells known: (1st) Detect Magic, Magic Missile, Phantasmal Force, Protection from Good, Read Magic, Run, Throw Voice, Write; (2nd) Cheetah Speed, Invisibility, Strength; (3rd) Dispel Magic, Runes of Eyeball Implosion, Suggestion; (4th) Illusionary Wall, Polymorph Other, Wall of Acid.

Spells Prepared: (1st – 6) Magic Missile x2, Phantasmal Fireball, Protection from Good, Run, Throw Voice; (2nd – 3) Cheetah Speed, Invisibility, Strength; (3rd – 3) Dispel Magic, Runes of Eyeball Implosion, Suggestion; (4th – 2) Polymorph Other, Wall of Acid.

With three 2nd level fighters:

Male Drow 2nd level fighters (3) (HF 5, EP 216 each, Fighter 2, Str 10/86, Dex 16/96, Con 11/68, Int 10/98, Wis 10/15, Cha 10/26, Com 14/55, AL CE, AC -1 (**Drow Chain Mail** +1, **Drow Buckler** +1, Dex), MV 12", HD 2, hp 32, SZ M, #AT 1 (+2 to-hit), D 1d6-1/1d6/1d8 +1 (**Drow Short Sword** +1), SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 54%, Lang: common, drow, drow silent language, elven, gnome, uncommon, Hon: 19 (Average), ML 14, TOP 16, Crit BSL: Def AC +0, FF 5, Age 101, Height 5', Weight: 103 lbs., Quirks/Flaws: lisp, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance)

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

ENCOUNTER AREAS:

1. CAVERN

If the characters can see (via infravision or with a light source) read the following:

Natural stalagmite formations fill this quiet area.

Three Ropers of 10, 11 and 12 Hit Dice respectively 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 a 100 gp gem per Hit Die in its gizzard (roll on Table 13E: Fancy Stones, Base Value 100 gp on p. 178 of the GMG to determine type). 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.

These pests have long dwelt here, predating the arrival of the drow. The Fire Giants tolerate their presence since they keep the vermin population under control.

Ropers (3) (HF 41, EP 6,000, 7,000 and 8,000, Int 15 (Exceptional), AL CE, AC 0, MV 3", HD 10, 11, 12, HP 65, 69, 74 SZ L, #AT 1, D 5d4, SA Strength drain, opponents -2 on surprise, SD camouflage 80%, Magic Resistance 80%, Lang: none, Hon: Average, ML 15, TOP 32, 34, 37, Crit BSL: Def AC +8 (10 HD), +9, (11 HD) +10 (12 HD), FF 5, Reference HoB 7 p 18)

2. GLOWING CAVE

Luminous plant growth seems to fill this entire area, providing a very dim light.

This small offshoot of the cavern that runs north and south is filled with luminous plant growth and contains 12 hungry Fire Beetles. 1-4 of their number will be on the ceiling and will drop upon any creatures entering their lair, always surprising them unless one or more of the party members state that they are looking upwards. These creatures served as a source of gifts for the frost giants in the past. Now they're just pests.

Fire Beetles, Giant (12) (HF 0, EP 35 each, Int 0 (Non-), AL N, AC 4, MV 12", HD 1 +2, HP 26 each, SZ S, #AT 1, D 2d4, SA Nil, SD Nil, Lang: none, Hon: Average, ML 12, TOP 13 each, Crit BSL: Def AC -1, FF n/a, Reference HoB 1 p 66)

3. CAVERN

If the part has any means of visual inspection:

This long cavern hooks towards your right and ends in a rounded natural wall. Two red scaled reptiles are sprawled out near a pile of large translucent rocks.

As the long cavern hooks eastward and terminates, it provides a lair for two large Fire Lizards, an old mated pair with a clutch of 3 eggs. Both are quite old and their skins are reddish gray with large red-orange mottled spots, 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.

Fire Lizards (2) (HF 17, EP 1,400 each, Int 1 (Animal), AL N, AC 3, MV 9", HD 10, HP 60, 70, SZ G, #AT 3, D 1d8/1d8/2d8 (claw/claw/bite), SA breathe fire 2d6 (25 ft. long by 5 ft. wide), SD immune to all fire and heat, Lang: none, Hon: Average, ML 14, TOP 30, 35, Crit BSL: Def AC +8, FF 5, Reference HoB 4 p 88)

4. CAVE

This cavern holds no illumination, only a now familiar sulfurous smell. Four large dogs are sniffing about.

Four HellHounds (hp: 41, 38, 35, 30) of 7 hit dice are on guard here. They will bark loudly if they detect any intruder and defend themselves if attacked. There is no treasure is here.

HellHounds (4) (HF 32, EP 1,400 each, Int 6 (Low), AL LE, AC 4, MV 12", HD 7, HP 38 each, SZ M, #AT 1, D 1-10, SA breathe fire (7 points of damage), SD immune to fire, surprised only on 2 in 10, see hidden/invisible creatures 50%, Hon: Average, ML 13, TOP 19, Crit BSL: Def AC +5, FF n/a, Reference HoB 5 p 123)

5. GUARD POST

Note that a Fire Giant stands watching at both entrances to this area. If the party can inspect visually:

This huge cavern holds piles of hides, a couple of hampers, some personal gear, and eight giant-sized bags.

Eight Fire Giants are stationed here as a guard and reserve by Queen Frumpy's order (and she got her instructions from Eclavdra, of course). At either end of the place one of their number watches; a "G" indicates these positions on the map. Each giant is armed with a sword, spear and has several boulders nearby for throwing, though they've been taught to throw their spears rather to use boulders. They have no treasure since they keep it in their permanent quarters upstairs. In crisis situations, this is where Prince Snørre, Queen Frumpy, and/or other important Fire Giants and guests will retreat to. In the event they do, whatever goods they salvage from elsewhere will be in the cavern.

Fire Giant guards (8) (HF 45, EP 8,000 each, Int 8 (Average), AL LE, AC -1 (giant banded mail), MV 12", HD 15 +3, HP 90 each, SZ H, #AT 1 (+4 to-hit for Strength), D 2d6-2/2d10/6d6 +10 (huge two-handed sword + Strength) or 2d6-2/2d6/2d8 +10 (huge spear + Strength), SA hurling rocks 2-20, SD resistant to fire, catch large missiles 50%, Lang: common, giant, Hon: Average, ML 16, TOP 45 each, Crit BSL: Def AC +18, FF 8, Reference HoB 3 p 54).

6. GREAT VAULTED CAVERN

If the characters have infravision or provide illumination, read:

In the middle of this vast natural is a huge Red Dragon asleep atop a mound of gold, jewelry, chests and other valuables. Gray smoke pours from its nostrils as it snores loudly.

This dragon is actually a **Perpetual Illusion**. What is actually there is a Goregon (hp: 43) that has been charmed and instructed to ignore such creatures as HellHounds, Fire Giants and Trolls. It obeys drow, of course. If any creature speaks to it in the common tongue or in the language of Red Dragons, it has been instructed to stand quietly and to breathe upon the creatures as soon as they are seen and within range (this breathing appears to be the normal smoky breath of a dragon). There is no real treasure in the cavern.

Goregon (1) (HF 18, EP 1,400, Int 1 (Animal), AL N, AC 2, MV 12", HD 8, HP 60, SZ L, #AT 1, D 2d6 (horns), SA breathe petrifying gas cone 4/day, SD Nil, Lang: none, Hon: Average, ML 18, TOP 30, Crit BSL: Def AC +6, FF 6, Reference HoB 3 p 96)

7. EMPTY CAVE

8. WIDE PASSAGE

If the party can see, read:

The floor of this place is strewn with shattered skulls and bones.

Twelve Piercers make this their home, and they await their unwary prey patiently. Amidst the gleaming white remains of bones picked clean of flesh glints a gold necklace set with 5 gems (1 of 500 gp, 2 of 100, 2 of 50 gp) worth 1,100 gp. The Piercers are:

Piercers (12) (HF 1/2/3/5, EP 15/35/65/125, Int 1 (Animal), AL N, AC 3, MV 1", HD 1 (2 Piercers), 2 (4 Piercers), 3 (4 Piercers), 4 (2 Piercers), HP 24 x2 (1 HD), 29 x4 (2 HD), 33 x4 (3 HD), 38 x2 (4 HD), SZ S/S/M/M, #AT 1, D 1d6 per Hit Die, SA 90% surprise, SD Nil, Lang: none, Hon: Average, ML 14, TOP 12 x2, 14 x4, 16 x4, 19 x2, Crit BSL: Def AC +6, FF 6, Reference HoB 6 p 70)

9-11. STINKING CAVERNS

All of these spaces are inhabited by Troll servants of Prince Snørre, and the stink which comes from these creatures, their nests, and what they leave about is noticeable in the corridor which leads southwest from Area 9. Their chieftain is in Area 13. Note how they will support each other. Remember that the party must have infravision or a light source to see anything in these caves.

9. THIRTEEN TROLLS

About a dozen Trolls muck about amidst messy mounds of sticks, bones and other noisome things.

Thirteen Trolls rest here, each with the typical messy mound of things. In each nests are 5 to 50 of each type of coin. If they hear a disturbance in area 12, they split into two groups and move there to attack.

Trolls, common (13) (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 3 (natural), MV 12", HD 6 +6, HP 47, 49, 50, 52 x2, 53 x3, 55, 57 x2, 60, 61, 67, SZ L, #AT 3 (+2 to-hit for Strength), D 1d4/1d4/1d8 +4 (claw/claw/bite + Strength), SA nil, SD regenerate 3 hp/round, Lang: giant, trollkin gibberish, Hon: Average, ML 14, TOP 23, 24, 25, 26 x5, 27, 28, 30 x2, 33, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 23)

10. SIXTEEN TROLLS

More than a dozen Trolls muck lunge about the walls of this cave. Some count their things while others bicker or rest.

Sixteen Trolls dwell here, much as above in Area 11. If they hear combat, they move to Area 11 in two groups.

Trolls, common (16) (HF 13, EP 1,400 each, Int 6 (Low), AL CE, AC 3 (natural), MV 12", HD 6 +6, HP 50, 52 x3, 57 x3, 58 x2, 59, 61 x2, 63, 65 x2, 67, SZ L, #AT 3 (+2 to-hit for Strength), D 1d4/1d4/1d8 +4 (claw/claw/bite + Strength), SA nil, SD regenerate 3 hp/round, Lang: giant, trollkin gibberish, Hon: Average, ML 14, TOP 25, 26 x3, 28 x3, 29 x3, 30 x2, 31, 32 x2, 33, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 23)

11. TWENTY-SEVEN TROLLS

Some two dozen Trolls mill about this area. Among them is a larger troll with two heads.

Twenty-seven Trolls dwell here. The chieftain is the giant two-headed troll. 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 to tear them to shreds. The three leader-types nest in the southeastern spur of the cavern, and each nest contains 100 to 400 of each coin type. The chieftain has 5 to 30 gems of 100 gp value and a jeweled mace worth 6,500 gp.

Trolls, common (26) (HF 13, EP 1,400 each, Int 5-7 (low), AL CE, AC 4 (natural), MV 12", HD 6 + 6, HP 77 each, SZ L, #AT 3 (+2 to-hit for Strength), D 1d4+4/1d4+4/1d8+4 (claw/claw/bite + Strength), SA nil, SD regenerate 3 hp/round, Lang: giant, trollkin gibberish, Hon: Average, ML 14, TOP 38, Crit BSL: Def AC +7, FF 11, Reference HoB 8 p 23)

Troll, giant two-headed (1) (HF 27, EP 3,000, Int 10 (average), AL CE, AC 4 (natural), MV 12", HD 10, HP 80, SZ H, #AT 4 (+3 to-hit for Strength), D 1d4+4/1d4+4/1d12/1d12 +4, SA split attacks, SD regenerate 3 hp/round, Lang: giant, trollkin gibberish, Hon: Average, ML 16, TOP 40, Crit BSL: Def AC +11, FF 11, Reference HoB 8 p 23)

12. NARROW CAVERN

The walls of this passage are streaked with layers of blue, green and greenish-blue deposits.

There is Green Slime growing on the passage roof and in the pool of water at its end. The Slime is actually a color variant colored a deep ultramarine. This blue Green Slime on the ceiling covers about 40 feet of space just south of the pool, and it will drop on a 1 in 6 per creature per round, i.e. check for each member of the party under its growth area, a 1 on a six-sided die indicating that the Slime has dropped upon them. There are 36 agates (10 gp each) in the pool of water, and any creature reaching in to get these stones is 50% likely to have the Slime attack. The Slime in the pool blends with the greenish-blue rock of the pool.

Green Slime, blue-colored variant (2) (HF 0, EP 35, Int 0 (Non-), AL N, AC 9, MV 0", HD 2, HP 24 each, SZ S/S/M/M, #AT 1, D Transformation, SA Transformation, SD Nil, Lang: none, Hon: Average, ML 20, TOP n/a, Crit BSL: Def AC n/a, FF n/a, Reference HoB 7 p 78)

13. SINGING CHAMBER

The sound of dripping water can be heard at 60 feet in quiet conditions and 30 feet in normal conditions.

If the party can see, read:

Drops of water dripping into a pool make a pleasant musical sound.

This small place has excellent acoustics, allowing the drops to echo and produce dulcet tones. A minstrel might find singing or playing an instrument here irresistible. The pool edge is lined by a huge Crystal Ooze blob and another lays along a ledge 11 feet high in the southeast of the place.

Crystal Ooze (2) (HF 11, EP 420, Int 1 (Animal), AL N, AC 8, MV 1", 3" swim, HD 4, HP 45, 44, SZ L, #AT 1, D 4d4, SA paralyzing poison, wood disintegration, SD acid, cold, heat and fire immunity, weapon resistance, Hon: Average, ML 18, TOP n/a, Crit BSL: Def AC +2, FF n/a, Reference HoB 6 p 29)

14. CAVE

This is a dark and apparently vacant cave has only the discarded gear of its former occupants.

This is a drow guard post, with one 6th level, two 4th level and six 2nd level fighters. Two sentries are on duty at all times in the entry passage. They will attempt to remain hidden (utilizing their **Drow Cloaks**) and allow the party to pass for they know the sentry point down the hall is well guarded (area #15). Once they hear battle there, they will slink out and attempt to take the PCs from the rear. Each drow has a hand crossbow with a belt case holding 9 poisoned darts. The room has only their bedrolls and some miscellaneous gear.

Male Drow 2nd level fighters (6) (HF 5, EP 216 each, Fighter 2, Str 10/86, Dex 16/96, Con 11/68, Int 10/98, Wis 10/15, Cha 10/26, Com 14/55, AL CE, AC -1 (**Drow Chain Mail +1**, **Drow Buckler +1**, Dex), MV 12", HD 2, hp 32, SZ M, #AT 1 [melee] (+2 to-hit), D 1d6-1/1d6/1d8 +1 (**Drow Short Sword +1**) or 1 [missile] (+3 to-hit), D 1d6-1/1d6-3/1d6-4 + poison, SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 54%, Lang: common, drow, drow silent language, elven, gnome, uncommon, Hon: 19 (Average), ML 14, TOP 16, Crit BSL: Def AC +0, FF 5, Age 101, Height 5', Weight: 103 lbs., Quirks/Flaws: lisp, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance)

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

Male Drow 4th level fighters (2) (HF 10, EP 460 each, F4, Str 11/13, Dex 17/15, Con 11/85, Int 11/05, Wis 10/26, Cha 10/40, Com 14/68, AL CE, AC -1 (**Drow Chain Mail +1**, **Drow Buckler +1**, Dex), MV 12", HD 4, hp 43, SZ M, #AT 3/2 (+3 to-hit) and 1 [melee] (+2 to-hit), D 1d6/1d8/1d12 +3 (**Drow Long Sword +1** + specialization) and 1d6-1/1d6/1d8 +1 (**Drow Short Sword +1**) or 1 [missile] (+4 to-hit), D 1d6-1/1d6-3/1d6-4 + poison, SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 58%, Lang: common, drow, drow silent language, elven, gnome, uncommon, Hon: 29 (Average), ML 14, TOP 21, Crit BSL: Def AC +3 (**Drow Long Sword +1**), Def AC +2 (**Drow Short Sword +1**), Def AC +4 (hand crossbow), FF 5, Age 104, Height 5', Weight: 104 lbs., Quirks/Flaws: lisp, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, weapon specialization (long sword))

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

Note: These drow will fight with only their long swords until their shields are destroyed at which time they will draw their short swords and fight with two weapons.

Male Drow 6th level fighter (1) (HF 28, EP 957 each, Fighter 6, Str 11/48, Dex 17/29, Con 12/10, Int 11/16, Wis 10/46, Cha 10/49, Com 14/82, AL CE, AC -3 (**Drow Chain Mail +2**, **Drow Buckler +2**, Dex), MV 12", HD 6, hp 54, SZ M, #AT 3/2 (+3 to-hit) and 1 [melee] (+2 to-hit), D 1d6/1d8/1d12 +4 (**Drow Long Sword +2** + specialization) and 1d6-1/1d6/1d8 +2 (**Drow Short Sword +2**) or 1 [missile] (+4 to-hit), D 1d6-1/1d6-3/1d6-4 + poison, SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 62%, Lang: common, drow, drow silent language, elven, gnome, uncommon, Hon: 45 (Average), ML 14, TOP 27, Crit BSL: Def AC +6 (**Drow Long Sword +2** and hand crossbow), Def AC +5 (**Drow Short Sword +2**), FF 6, Age 110, Height 5', Weight: 106 lbs., Quirks/Flaws: lisp, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, weapon specialization (long sword))

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

Note: This drow will fight with only his long sword until his shield is destroyed at which time he will draw his short sword and fight with two weapons.

15. GRAY CAVERN

This walls and ceilings of this cavern are unusually dark and foreboding. Several rough tunnels lead into it. A very dim purplish illumination fills this cave.

This dark cavern is the drow sentry point and two guards watch each of the 6 corridors that meet at this cavern. Six other guards on duty in the cavern proper serve as a reserve and can reinforce any corridor. These 18 drow are all 3rd level fighters. The purplish illumination comes from a UV lantern hanging on the wall. See the Appendix for a description of this item.

Male Drow 3rd level fighters (18) (HF 8, EP 327 each, Fighter 3, Str 10/98, Dex 17/02, Con 11/73, Int 11/01, Wis 10/18, Cha 10/34, Com 14/61, AL CE, AC -1 (**Drow Chain Mail +1**, **Drow Buckler +1**, Dex), MV 12", hp 38, SZ M, #AT 3/2 (+3 to-hit) and 1 (+2 to-hit), D 1d6/1d8/1d12 +3 (**Drow Long Sword +1** + specialization) and 1d6-1/1d6/1d8 +1 (**Drow Short Sword +1**), SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 56%, Lang: common, drow, drow silent language, elven, gnome, uncommon, Hon: 25 (Average), ML 14, TOP 17, Crit BSL: Def AC +2 (**Drow Long Sword +1**), Def AC +1 (**Drow Short Sword +1**), FF 5, Age 102, Height 5', Weight: 103 lbs., Quirks/Flaws: lisp, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, weapon specialization (long sword))

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

Note: These drow will fight with only their long swords until their shields are destroyed, at which time they will draw their short swords and fight with two weapons.

There are three higher level Dark Elves here as well:

Male Drow 5th level fighter [Lieutenant] (HF 13, EP 713, Fighter 5, Str 11/36, Dex 17/20, Con 11/95, Int 11/10, Wis 10/32, Cha 10/45, Com 14/74, AL CE, AC -1 (**Drow Chain Mail +1**, **Drow Buckler +1**, Dex), MV 12", hp 48, SZ M, #AT 3/2 (+3 to-hit), D 1d6-1/1d6/1d8 +3 (**Drow Short Sword +1** + specialization), SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 60%, Lang: common, drow, drow silent language, elven, gnome, uncommon, Hon: 38 (Average), ML 14, TOP 24, Crit BSL: Def AC +4 (**Drow Long Sword +1**), Def AC +3 (**Drow Short Sword +1**), FF 5, Age 107, Height 5', Weight: 105 lbs., Quirks/Flaws: lisp, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, weapon specialization (short sword))

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

Daraax, male drow fighter/magic-user 6/6 [Lieutenant] (HF 15, EP 1060, Fighter 6/Magic-User 6, Str 8/26, Dex 17/80, Con 10/03, Int 17/05, Wis 12/45, Cha 12/23, Com 10/90, AL CE, AC -3 (**Drow Chain Mail +2**, **Ring of Protection +3**, Dex), MV 12", HP 45, SZ M, #AT 1 (-1 to-hit for Strength), D 1d6-1/1d6/1d8 +1 (**Drow Short Sword +2**, Strength) and 1d6/1d6-1/1d6-2 +2 (**Drow Dagger +3**, Strength, coated with drow sleep poison), SA spells, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spells, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d20, Magic Resistance 62%, +2 to save against all magic effects, Lang: common, drow, drow silent language, giant, gnoll, trollkin, Hon: 48 (Average),

ML 14, TOP 22, Crit BSL: Def AC +4 (Drow Short Sword +2 or Drow Dagger +3), FF 5, Age 158, Height 5', Weight 97 lbs., Quirks/Flaws: enmity towards half-elves, paranoid, lisp, Talents: photographic memory, Skills: arcane lore 51, spell craft 23). He also wears a **Nose Ring of Viscid Globes**.

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness, Levitate, Know Alignment, Detect Magic.

Spells known: (1st) Bash Door, Burning Hands, Color Spray, Detect Magic, Grease, Icy Sphere, Magic Missile, Read Magic, Throw Voice, Write; (2nd) Blindness, Mirror Image, Ray of Enfeeblement; (3rd) Blink, Dispel Magic, Ward Off Good.

Spells Prepared: (1st – 7) Bash Door, Burning Hands, Color Spray, Grease, Icy Sphere, Magic Missile, Throw Voice; (2nd – 3) Blindness, Mirror Image, Ray of Enfeeblement; (3rd – 3) Blink, Dispel Magic, Ward Off Good.

Dr'izz'ell Bo'r'da, 9th level male Drow fighter [Captain] (HF 42, EP 3,014, Fighter 9, Str 14/96, Dex 19/57, Con 13/52, Int 9/35, Wis 11/87, Cha 13/55, Com 17/39, AL CN, AC -5 (Drow Chain Mail +5, Dex) (AC -6 with buckler), MV 12", hp 76, SZ M, #AT 2 and 1 (+1 to-hit for Strength), D 1d8/1d8/1d8 +10 (Scimitar +5 Defender + mastery + Strength, right hand) and 1d6-1/1d6/1d8 +6 (Drow Short Sword +4 + Strength, left hand), SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 68%, Lang: common, drow, drow silent language, elven, giant, orcs, undercommon, Hon: 34 (Average), ML 14, TOP 38, Crit BSL: Def AC +13 (Scimitar +5 Defender), Def AC +11 (Drow Short Sword +4), FF 6, Age 149, Height 5'4", Weight: 116 lbs., Quirks/Flaws: self-absorbed, stutter, lisp, Talents: ambidextrous, blind-fighting, sixth sense, sword bonus, Skills: armor maintenance, ballroom dancing 67, graceful entrance/exit 59, local history 46, shaving/grooming, weapon maintenance, weapon mastery (scimitar), weapon specialization (scimitar)

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius, Levitate, Know Alignment, Detect Magic.

Possessions: Dr'izz'ell had a **Drow Buckler +4**, but has put it away due to a recent incident that he will not discuss. His current buckler, now normal, is still strapped to his left arm, but he does not normally use it. **Scimitar +5 Defender** ("Tenkle"), **Drow Short Sword +4** ("Sdarr")

Each drow has 1 to 10 pp per level of his experience. Each above 4th level has a 100 gp gem per level, twice as many if multi-classes.

16. SMALL CAVERN

Note that the arrows to the north of the entry passage mark the location a metal sphere trap. A fine trip wire is set so that as an intruder enters the cavern it triggers a torrent of small iron spheres which pour into the last 20 feet of the passageway and first 10 feet of the cavern. These 1/4 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 3 rounds after they are released, and a 2 in 6 chance for the next 3 rounds thereafter, unless it instantly stands still and does not move its feet. Naturally, still targets are easier to hit, and Dexterity bonuses are cancelled. Creatures that fall are not able to attack, and they lose both shield and Dexterity benefits.

If the party has some means of visual inspection, read:

This large cavern appears to have no exits. Several elven-looking people mingle near the rear of the cave. Ebony-colored skin peeks out from under clothes and armor. A very dim purplish illumination fills this cave.

There are ten drow in the place. Eight are 4th level fighters, special guards (hp: 28, 26, 25, 3x24, 22, 21). Each is equipped with a **Drow Medium Shield +2**, **Drow Chain Mail +2**, and has +3 AC bonus for Dexterity, so Armor Class is -5. Each is armed with **Drow Dagger +2**, a **Drow Short Sword +2**, hand crossbow (on belt), case and 9 darts. All of these missiles are poisoned in the usual manner with a paralyzing agent that makes victims lose their senses for 2 to 8 turns unless a save vs. poison at -4 is made.

Female Drow 4th level fighters (8) (HF 10, EP 420 each, Fighter 4, Str 11/13, Dex 17/15, Con 11/85, Int 11/05, Wis 10/26, Cha 10/40, Com 14/68, AL CE, AC -5 (Drow Chain Mail +2, Drow Medium Shield +2, Dex), MV 12", hp 43, SZ M, #AT 3/2 (+4 to-hit) 1d6-1/1d6/1d8 +4 (weapon specialization, Drow Short Sword +2) or 1 [missile] (+4 to-hit), D 1d6-1/1d6-3/1d6-4 + poison, SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 58%, Lang: common, drow, drow silent language, elven, gnome, undercommon, Hon: 29 (Average), ML 14, TOP 21, Crit BSL: Def AC +4, FF 5, Age 104, Height 5'6", Weight: 124 lbs., Quirks/Flaws: none, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, weapon specialization (short sword))

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

These guards protect Nedylene, an assassin noble highly suspicious of Eclavdra. She is CFO of the Eilservs clan and here to audit the books, 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.

Her sidekick Derek, a cleric of Zyandal, accompanies her at all times. He will never leave her side, and is always quick to offer her assistance. He has little will of his own.

Nedylene is a 12th level assassin clad in **Drow Chain Mail +5**, with a **Drow Buckler +3** (AC -9). She is armed with a **Hand Crossbow of Doom +3** and a **Short Sword +2**, **Nine Lives Stealer**.

Nedylene, female drow assassin (HF 42, EP 4,766, Assassin 12, Str 14/20, Dex 19/67, Con 12/25, Int 19/40, Wis 13/47, Cha 8/03, Com 21/86, AL CE, AC -9 (Drow Buckler +3, Drow Chain Mail +5, Dex, acrobatic skill suite), MV 12", HP 76, SZ M, #AT 1 ranged (+9 to-hit for Hand Crossbow of Doom +3, Dex, Crossbow Bonus) or 1 melee (+3 to-hit for Short Sword +2, Nine Lives Stealer, Str), D 1d12/1d12/1d12 +4 ranged (Hand Crossbow of Doom +3, Bolt of Throat Seeking +1) or 1d6-1/1d6/1d8 +4 (Short Sword +2, Nine Lives Stealer), SA spells, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spells, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d20, Magic Resistance 74%, +2 to save against all magic effects, Lang: common, drow, drow silent language, giant, gnoll, trollkin, Hon: 95 (Average), ML 14, TOP 38, Crit BSL: Def AC +11 (Hand Crossbow of Doom +3) Def AC +5 (Short Sword +2, Nine Lives Stealer), FF 6, Age 172, Height 4'8", Weight 87 lbs., Quirks/Flaws: Agoraphobia, Jerk, Obnoxious, Obsessive/Compulsive (counts everything), Sadistic, Talents: Acrobatic Skill Suite, Crossbow Bonus, Less Sleep, Relevant Skills: coin pile numerical approximation 105, jugular swipe 83, leadership, basic 75)

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness, Levitate, Know Alignment, Detect Magic

Possessions: **Drow Chain Mail +5**, **Drow Buckler +3**, **Hand Crossbow of Doom +3**, **20 Bolts of Throat Seeking**, **Bolt of the Month Pouch**, **Short Sword +2**, **Nine Lives Stealer**, **Ring of Invisibility**, **Drow Boots and Cloak**, adamantite choker (75,000 gp), brooch in the shape of a copper staff bearing the engraved name Eilservs on the reverse.

Derek, male drow cleric of Zyandal (Nedylene's sidekick) (HF 21, EP 1,156, Cleric 6, Str 15/64, Dex 16/06, Con 13/14, Int 14/68, Wis 19/67, Cha 12/02, Com 15/98, AL CE, AC -4 (Drow Chain Mail +4, Drow

Buckler +2, Dex), MV 12", HP 57, SZ M, #AT 1 (+3 to-hit from **Drow Footman's Mace +1**, Mace Bonus talent, Str), D 1d8/1d6+1/1d6 +4 (**Drow Footman's Mace +1**, Str), SA spells, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spells, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d20, Magic Resistance 62%, +2 to save against all magic effects, Lang: common, drow, drow silent language, giant, Hon: 45 (Average), ML 20 (if Nedlyne present) 10 (without Nedlyne), TOP 28, Crit BSL: Def AC+3, FF 6, Age 134, Height 5'3", Weight 102 lbs., Quirks/Flaws: Lisp, Clingy, Talents: Mace Bonus, Relevant Skills: religion 87, religion (Zyandal) 77, first aid skill suite 56,

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness, Levitate, Know Alignment, Detect Magic

Possessions: Demon Staff, **Drow Chain Mail +4**, **Drow Buckler +2**, **Drow Footman's Mace +1**, Drow Boots and Cloak.

Spells Prepared: (1st - 8) Cure Light Wounds x 7, Protection From Good, (2nd - 5) Cure Moderate Wounds x 4, Rigor Mortis, (3rd - 4) Cure Nasty Wounds x 3, Dispell Magic

17. JEWELED CAVERN

If the party can see anything, read:

This large cavern has several natural pillars formed from joined stalagmites and stalactites.

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.

It is also currently the lair of three Mind Flayers. They are independent contractors in the employ of Eclavdra who has kept them on retainer for special jobs. Unfortunately, they haven't been paid in a while so they have decided to see what is going on with their employer. Nedlyne and her audit team are unsure of their motives but since they seem to be agitated and desirous of a private meeting with Eclavdra, she's decided to try to arrange this.

Each Mind Flayer carries 2d6 100 gp gems (zircons) and a prolonged excursion pre-packed outfitting bundle (see p. 113 of the PHB). They also have an **Amulet of the Planes** and a **Tome of Clear Thought** in a black metal puzzle box which can only be opened by persons with an Intelligence of 18 or higher.

Mind Flayers (3) (HF 52, EP 7,000 each, Int 18 (Genius), AL LE, AC 5 (natural), MV 12", HD 8 +4, HP 56, 60, 63, SZ M, #AT 4, D 2 (tentacles remain attached once they strike), SA Mind Blast cone, brain sucking, psionic attack modes B,C/all defense modes, SD Magic Resistance 90%, Lang: common, giant, illithid, Hon: Average, ML 15, TOP 28, 30, 31, Crit BSL: Def AC +7, FF 9, Reference HoB 5 p 20)

18. SMALL CAVERN

A dim and ghostly plum-colored light can be seen in this cavern.

This is a drow guardroom, exactly the same as Area 8. The light comes from a UV lantern.

Male Drow 2nd level fighters (6) (HF 5, EP 216 each, Fighter 2, Str 10/86, Dex 16/96, Con 11/68, Int 10/98, Wis 10/15, Cha 10/26, Com 14/55, AL CE, AC -1 (**Drow Chain Mail +1**, **Drow Buckler +1**, Dex), MV 12", HD 2, hp 32, SZ M, #AT 1 [melee] (+2 to-hit), D 1d6-1/1d6/1d8 +1 (**Drow Short Sword +1**) or 1 [missile] (+3 to-hit), D 1d6-1/1d6-3/1d6-4 + poison, SA spell-like abilities, opponents suffer -4 on surprise rolls (-2

w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 54%, Lang: common, drow, drow silent language, elven, gnome, undercommon, Hon: 19 (Average), ML 14, TOP 16, Crit BSL: Def AC +0, FF 5, Age 101, Height 5', Weight: 103 lbs., Quirks/Flaws: lisp, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance)

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

Male Drow 4th level fighters (2) (HF 10, EP 460 each, Fighter 4, Str 11/13, Dex 17/15, Con 11/85, Int 11/05, Wis 10/26, Cha 10/40, Com 14/68, AL CE, AC -1 (**Drow Chain Mail +1**, **Drow Buckler +1**, Dex), MV 12", HD 4, hp 43, SZ M, #AT 3/2 (+3 to-hit) and 1 [melee] (+2 to-hit), D 1d6/1d8/1d12 +3 (**Drow Long Sword +1** + specialization) and 1d6-1/1d6/1d8 +1 (**Drow Short Sword +1**) or 1 [missile] (+4 to-hit), D 1d6-1/1d6-3/1d6-4 + poison, SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 58%, Lang: common, drow, drow silent language, elven, gnome, undercommon, Hon: 29 (Average), ML 14, TOP 21, Crit BSL: Def AC +3 (**Drow Long Sword +1**), Def AC +2 (**Drow Short Sword +1**), Def AC +4 (hand crossbow), FF 5, Age 104, Height 5', Weight: 104 lbs., Quirks/Flaws: lisp, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, weapon specialization (long sword))

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

Note: These drow will fight with only their long swords until their shields are destroyed, at which time they will draw their short swords and fight with two weapons.

Male Drow 6th level fighter (1) (HF 20, EP 1,082, Fighter 6, Str 11/48, Dex 17/29, Con 12/10, Int 11/16, Wis 10/46, Cha 10/49, Com 14/82, AL CE, AC -3 (**Drow Chain Mail +2**, **Drow Buckler +2**, Dex), MV 12", HD 6, hp 54, SZ M, #AT 3/2 (+3 to-hit) and 1 [melee] (+2 to-hit), D 1d6/1d8/1d12 +4 (**Drow Long Sword +2** + specialization) and 1d6-1/1d6/1d8 +2 (**Drow Short Sword +2**) or 1 [missile] (+4 to-hit), D 1d6-1/1d6-3/1d6-4 + poison, SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 62%, Lang: common, drow, drow silent language, elven, gnome, undercommon, Hon: 45 (Average), ML 14, TOP 27, Crit BSL: Def AC +6 (**Drow Long Sword +2** and hand crossbow), Def AC +5 (**Drow Short Sword +2**), FF 6, Age 110, Height 5', Weight: 106 lbs., Quirks/Flaws: lisp, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, weapon specialization (long sword))

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

Note: This drow will fight with only his long sword until his shield is destroyed, at which time he will draw his short sword and fight with two weapons.

19-20. RED CAVERN OF INFERNALNESS

This huge space is lit up in reddish light by the bubbling, steaming river of molten lava that flows through the place. The cavern stinks of sulfur and heated rock, and the temperature there is very hot, despite a strong draft that cools it somewhat. The roof is no less than 60' high.

19. LOWER LAVA RIVER BANK

If the party has means of visual inspection:

Vents release flames and smoke from the floor. A river of lava flows slowly from somewhere near the far wall. Intense heat continually assaults your senses. A precarious-looking rope bridge spans the river to another bank, attached 20 feet above the roiling molten rock.

Amidst this vaporous inferno are two Salamanders who are enjoying a change of clime. The flames and smoke make them impossible to see beyond 30 feet. They are totally neutral with respect to whom they attack, although they know, respect and of course fear the drow. They have no treasure.

Salamanders, common (2) (HF 18, EP 975, Int 11 (High), AL CE, AC 5/3 (upper body/lower body), MV 9", HD 7 +7, HP 59, 65, SZ M, #AT 2, D 1d6-1/1d6/1d8 (spear) +1d6 (heat)/2d6 (tail constriction) +1d6/round (heat), SA heat, SD immune to heat and fire, +1 or better weapons to hit, Lang: common, drow, giant, salamander, Hon: Average, ML 17, TOP 29, 32, Crit BSL: Def AC +6, FF 12, Reference HoB 7 p 23)

20. UPPER LAVA RIVER BANK

A party of dark elves on the far side of the lava river blocks your passage.

The drow encamped here are Eclavdra's rear guard, and are completely loyal to her. Their mission is to ensure that should she need to withdraw, a secure route has been left open for her. This may mean coming to blows with Nedylene and her retinue! Should the party make it down here with no word from Eclavdra, they will defend the rope bridge to prevent entry to the NetherDeep. If things go badly, they will sever the bridge and retreat.

Currently at this place are 6 2nd level male fighters, 3 4th level male fighters and an 8th level Dark Knight.

Male Drow 2nd level fighters (6) (HF 5, EP 216 each, Fighter 2, Str 10/86, Dex 16/96, Con 11/68, Int 10/98, Wis 10/15, Cha 10/26, Com 14/55, AL CE, AC -1 (Drow Chain Mail +1, Drow Buckler +1, Dex), MV 12", HD 2, hp 32, SZ M, #AT 1 [melee] (+2 to-hit), D 1d6-1/1d6/1d8 +1 (Drow Short Sword +1) or 1 [missile] (+3 to-hit), D 1d6-1/1d6-3/1d6-4 + poison, SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 54%, Lang: common, drow, drow silent language, elven, gnome, uncommon, Hon: 19 (Average), ML 14, TOP 16, Crit BSL: Def AC +0, FF 5, Age 101, Height 5', Weight: 103 lbs., Quirks/Flaws: lisp, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance)

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

Male Drow 4th level fighters (3) (HF 10, EP 460 each, Fighter 4, Str 11/13, Dex 17/15, Con 11/85, Int 11/05, Wis 10/26, Cha 10/40, Com 14/68, AL CE, AC -1 (Drow Chain Mail +1, Drow Buckler +1, Dex), MV 12", HD 4, hp 43, SZ M, #AT 3/2 (+3 to-hit) and 1 [melee] (+2 to-hit), D 1d6/1d8/1d12 +3 (Drow Long Sword +1 + specialization) and 1d6-1/1d6/1d8 +1 (Drow Short Sword +1) or 1 [missile] (+4 to-hit), D 1d6-1/1d6-3/1d6-4 + poison, SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, Magic Resistance 58%, Lang: common, drow, drow silent language, elven, gnome, uncommon, Hon: 29 (Average), ML 14, TOP 21,

Crit BSL: Def AC +3 (Drow Long Sword +1), Def AC +2 (Drow Short Sword +1), Def AC +4 (hand crossbow), FF 5, Age 104, Height 5', Weight: 104 lbs., Quirks/Flaws: lisp, Talents: ambidextrous, sword bonus, Skills: armor maintenance, weapon maintenance, weapon specialization (long sword)

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius.

Note: These drow will fight with only their long swords until their shields are destroyed, at which time they will draw their short swords and fight with two weapons.

K'nilith, male Darkman dark knight (HF 38, EP 2,296, Dark Knight 8, Str 17/34, Dex 14/89, Con 10/38, Int 12/89, Wis 13/70, Cha 17/27, Com 7/66, AL CE, AC -6 (Drow Chain Mail +5, Drow Buckler +4, Dex), MV 12", HD 8, hp 58, SZ M, #AT 3/2 (+3 to-hit for Strength and sword bonus), D 1d6/1d8/1d12 +8 (Long Sword +3 "Dumkal" + Strength), SA spell-like abilities, opponents suffer -4 on surprise rolls (-2 w/door or screen), wuss slap 1/day (16 points of damage/lose 1-4 Honor), SD spell-like abilities, 90% resist Sleep or charm-related spells, surprised only on a 1 on 1d10, +2 to save against all magic effects, detect good intent 60 ft., immune to disease, aura of evil, command undead as 6th level cleric, Magic Resistance 36%, Lang: common, drow, drow silent language, elven, giant, gnome, orcish, uncommon, Hon: 60 (Average), ML 14, TOP 29, Crit BSL: Def AC +10 (Long Sword +3 "Dumkal"), Def AC +6 (Hand Crossbow +1), FF 5, Age 60, Height 5'9", Weight: 140 lbs., Quirks/Flaws: anosmia, inappropriate sense of humor, paranoid, Talents: ambidextrous, blind-fighting, sword bonus, Skills: administration 23, armor maintenance, basic leadership 42, intimidation 34, pimp slap 91, ride (equine) 79, shaving/grooming, torture 57, weapon maintenance)

Spell-like effects (each 1/day): Dancing Lights, Faerie Fire, Darkness 15' Radius, Levitate, Know Alignment, Detect Magic.

Possessions: Long Sword +3 ("Dumkal" - Int 12, Ego 4, semi-empathy, detect "elevator"/shifting rooms/walls in a 10-foot radius), Hand Crossbow +1, 12 bolts with drow poison and 3 magical bolts: a Bolt of Stunning, a Bolt of Blinding and a Bolt of Vapors. K'nilith would prefer not to use the hand crossbow (which he's always considered to be a sissy weapon) but will draw it out to cover Eclavdra's escape - should that be necessary.

GM's Note:

Eclavdra will be here with as many of her followers as survived if things go badly on Level 2. In addition to bedding and a small amount of personal gear, there is a chest holding 2,000 pp and 200 gems of 100 gp value. All this is hidden under an perpetual illusion designed to make the valuables look like a rock formation in the far northeastern corner of the place. The commander has a small coffer which contains 2 Potions of Speed and 2 Potions of Extra Healing. The drow will use these if necessary. Guards keep a constant watch on the east entry to the cavern, and if intruders came, the Dark Elves will know of it. If threatened by powerful characters, the drow will flee to safety back down the passage from whence they came here, i.e. the one to the north-northwest. A Lurker Above protects this way.

A. This is the location of a huge, charmed Lurker Above which causes 1-6 points of damage when it constricts its victim(s). It will fall upon any creatures that pass under it after Eclavdra gives it a one-word command.

Lurker Above (1) (HF 12, EP 2,000, Int 0 (Non-), AL N, AC 6, MV 1", Fly 9" (B), HD 10, HP 70, SZ H, #AT 1, D 1d6, SA Opponents -4 to surprise, SD Only 10% detectable on ceiling, Lang: none, Hon: Average, ML 11, TOP 35, Crit BSL: Def AC +8, FF 4, Reference HoB 4 p 100)

Equipment for a pair of hoists, derrick-like machines with straps for cargo of any sort, even large animals, will be found in nooks on either side of the

river of lava. It will take several hours to set these hoists into working position, but once done they will not be disturbed. Your players will be able to move supplies and pack animals across the river of lava when they are ready for the next adventure!

THIS ENDS THE EXPEDITION TO SNØRRE'S HALL

Notable Personalities

1) Snørre, Fire Giant Prince

STR	23/88	HP	116
DEX	10/46	+H/+D	+5/+11
CON	17/29	AC	-4
INT	15/41	MV	12"
WIS	14/08		
CHA	16/28	HON	Average
COM	9/44	AL	NE

Skills: Art of Beating (78), Establish Ambush Zone (34), Flex Muscle (97), Gaming (33), Torture (46)

Talents: Close to the Earth, Critical Hit Bonus

Quirks/Flaws: male pattern baldness, pack rat, temper tantrum

Equipment of Note: huge flaming long sword +4/+6, white dragon hide cloak, huge drow-enchanted banded mail +3, Brooch of Shielding

His Story: Snørre took over as the nominal head of this clan of fire giants upon the untimely death of his father some 70 years ago. His mother, however, still controls the affairs of the clan, and has yet to relinquish any power to her son. This is a real sore spot with Snørre because he is now a middle-aged giant who still lives at home with his mommy. This hasn't gone unnoticed in the wider community of fire giants, despite the infamy he's acquired from a long and successful run of raiding that puts his peers to shame. As such, his Honor is capped at average until he gets out from under his mother's wing.

This friction with his mom extends to the drow. He's become convinced, in part due to the influence of Rocko Thistleback, that Eclavdra is ruthlessly exploiting his clansgiants. Despite the fact that their raiding excursions are clearly more successful than ever, they are being driven hard to perform. Whereas they once had the luxury of taking it easy and enjoying the fruits of their pillage, each foray is immediately followed up by planning and practicing for the next excursion. Frankly, it's taking a toll on morale. And if that weren't enough, the 'cut' taken by Eclavdra coupled with the ballooning expenditure on weapon system acquisition (purchased from the drow, naturally) and maintenance has left him with less treasure than he had before embarking on this partnership. Snørre and his trusted lieutenants were on the verge of mutiny until Eclavdra decided to establish a satellite office within their lair to quell the sedition she rightly sensed.

2) Frumpy, Fire Giant Queen and Shaman

STR	21/34	HP	92
DEX	12/88	+H/+D	+4/+9
CON	17/29	AC	-1
INT	15/41	MV	12"
WIS	16/08		
CHA	12/28	HON	Average
COM	8/31	AL	LE

Skills: Animal Handling (78), Animal Training (65), Astrology (88), Berate (105), Idle Gossip (99), **Talents:** Acute Taste, Detect Poison

Quirks/Flaws: Alcoholic, Glutton, Obsessive/Compulsive (buying clothing)

Equipment of Note: Potion of Fire Giant Control, Potion of Delusion, Potion of Animal Control, spellbook, spell scroll, 8 pieces of gem set jewelry

Her Story: Queen Frumpy is the true leader and policy maker of this clan of fire giants. Eclavdra has always secretly dealt with her (bypassing her hot-headed son) and of late has gone to great lengths to cultivate the relationship through presents of exquisite jewelry and fostering her rudimentary magic

skills. This has proven successful and Frumpy is a willing thrall of the dark elven wizardress. Of course, Eclavdra hedged her bet by casting Charm of Undying Devotion on the Queen just in case she should have second thoughts. Were Frumpy to be eliminated, a bloody rebellion would probably ignite as Snørre tried to assert his dominance and clean house.

3) Rocko Thistleback, Grel Military Advisor, Barbarian 10

STR	19/77	HP	159
DEX	19/88	+H/+D	+3/+7
CON	17/29	AC	-14
INT	15/41	MV	15"
WIS	15/23		
CHA	16/28	HON	Great
COM	14/31	AL	NE

Skills: Glensee (82), Poetry, Writing & Comprehension/Interpretation (89), Map Sense (55), Forage for Food (39), Identify Animal by Tracks (48), Cartography: Overland (58), Reading/Writing, Tracking (53), Slip Away into the Shadows (67), Stealthy Movement (80), Intelligence Gathering (72), Pimp Slap (99), Tracking (91)

Talents: Acrobatic Skill Suite, Spear Bonus, Ambidextrous

Quirks/Flaws: none

Tattoos (from pixie-fairies eaten): Shunkrin (+1 to all saves), Emphkrin (cannot be surprised), Gorkrink (+1 to damage), Grekrin (+2 to Strength)

Equipment of Note: elven chain mail, **Drow Buckler +4, Spear of Wounding, Dagger of Interrogation +5, Ring of Protection +3**

His Story: Rocko is here as the representative of the Green Death, a powerful guerrilla army notorious in this area of Garweeze Wurd. His superiors learned of Eclavdra's little project and sent his team here to assess the situation. He is under strict orders not to endanger the mission by getting tangled up in a fight with Eclavdra or her lackies. The Green Death is spread thin and a proper intelligence assessment is required for the hierarchy to decide how best to deal with this threat. If the drow have at long last decided to crawl out from their subterranean warrens, a major rethinking of policy is in order. If worse comes to worse, he will sacrifice his life to ensure that his subordinate Vinny is able to escape and report back to headquarters.

Rocko has been treated as an honored guest by Snørre, who sees him as a useful tool to rid himself of the manacles of the drow. A long conversation - over several glasses of bitter-korn whiskey - has provided Rocko with all the information he needed. He took advantage of the opportunity to inform Snørre of the benefits allying with the grel would provide as well as to explain at length how the drow were exploiting him.

As a side note, he acquired his buckler from the drow Dr'i'zz'le, who he pimp slapped for annoying him.

4) Vinny Tanglethorne, Grel Military Advisor, MU/Th 9/10

STR	14/91	HP	79
DEX	19/22	+H/+D	+1/+2
CON	15/18	AC	-1
INT	18/79	MV	12"
WIS	17/10		
CHA	12/54	HON	Great
COM	12/39	AL	NE

Skills: Slip Away into the Shadows (88), Stealthy Movement (90), Tracking (41), Intelligence Gathering (72), Looting, Basic (53), Looting, Advanced (67), Mimic Dialect (80), Glean Information (66), Interrogation (47), Shaving/Grooming, Weapon Maintenance, Reading/Writing, Religion, General (23)

Talents: Ambidextrous, Photographic Memory, Spear Bonus, Sword Bonus

Quirks/Flaws: none

Tattoos (from pixie-fairies eaten): Shunkrin (+1 to all saves), Emphkrin (cannot be surprised)

Equipment of Note: garments, Bracers of Defense AC 3, Wand of Frost (23 charges), Ring of Dire Straits, Long sword +3, Frost Brand, +6 vs. fire-using/dwelling creatures, Cloak of Elvenkind, Fanny Pack of Holding (containing his spellbook)

His Story: Vinny is Rocko's lieutenant and intelligence officer. He's done a thorough sweep of the place and is aware of Eclavdra's current predicament. He is charged with relaying this information to his superiors and will not recklessly endanger his life. If things look grim, he will use his Ring of Dire Straits to make good his escape.

Surprisingly, given the fact that he's a magic-user, Vinny and Rocko get along quite well. In fact, Rocko personally requested that Vinny become his second.

Spells: (1) Alarm (already cast), Bash Door, Change Self, Conjure Mount, Magic Missile x2, Phantom Armor (already cast) (2) Cheetah Speed, Invisibility, Reveal Secret Portal, Wizard Lock (3) Fireball, Nondetection, Preemptive Strike (already cast), Sure Grip Snare (already cast) (4) Dimension Door, Fire Shield, Force Grenade (5) Teleport, Wall of Iron

Additional Spells in book: Perpetual Shocking Grasp, Fire Trap, Illusionary Wall

Thieving Abilities: PP 40%, OL 95%, FT 95%, RT 95%, MS 95%, HS 45%, DN 20%, CW 95%, RL 95%

5) Eclavdra Eilservs, Drow Leader, F/MU/Th 11/12/13

STR	14/37	HP	79
DEX	18/25	+H/+D	+1/+2
CON	10/14	AC	-10
INT	18/61	MV	12"
WIS	17/14		
CHA	18/27	HON	Great
COM	22/78*	AL	CE

*fascinates all males with less than 15/19 Wis

Skills: Bargain Sense (66), Forgery (89), Glean Information (74), Liar, Skilled (99), Reading/Writing (92), Seduction, Art of (107), Diplomacy (68), Graceful Entrance/Exit (87), Mingling (88), Shaving/Grooming, Religion, General (55), Leadership, Basic (54), Leadership, Committee (63), Current Affairs (81), Administration (69)

Talents: Acrobatic Skill Suite, Heat Resistance, Less Sleep, Magic Identification, Seeking Grasping Hands, Spell Ability, Sword Bonus

Quirks/Flaws: Animal Antipathy (cats), Obsessive/Compulsive disorder (obsession with body image), Superstitious (believes black is lucky), Greedy, Nicotine Addiction

Equipment of Note: drow chain mail +5, drow buckler +4, short sword of life stealing, fanny pack of holding (containing spellbook), scarab of enraging enemies, Ring of Sincerity, Drow cloak and boots, Medallion of ESP, platinum ring set with average sized but flawless black sapphire (250,000 gp), set of platinum earrings set with large and near-perfect black sapphires (100,000 gp each), platinum choker (6000 gp), brooch in the shape of a copper staff bearing the engraved name *Eilservs* on the reverse

Her Story: Eclavdra is a bright, hard working, manipulative and extremely ambitious noble of the house of Eilservs. She realized that the incessant squabbling between the drow noble houses was a zero sum game. Any advantage that was gained was only temporary and would be thwarted quickly as enemy houses rallied together to prevent the hegemony of any particular clan. Subjugation of the family's rivals would only be accomplished by 'thinking outside the vault'. To this end, she embarked on a special project aimed at garnering the strength (both physical and financial) to allow the Eilservs to rule the vault - naturally with her as the dark queen.

She was drawn to giants initially as a source of thuggish muscle. Further research revealed the impossibility of simply attempting a giant-backed putsch in Eerie-Sinlo. Casualties would be excessive, thereby drastically compromising her ultimate goal of extending drow power and influence back upon the surface world. A bloodless coup in the byzantine world of drow politics would require buying the loyalty of many key people and this demanded cash.

Her preliminary contact with the Fire Giants impressed her with the sheer amount of wealth these creatures possessed. Sacking their lair was out of the question, for they were fearsome opponents. However, she saw that as an advantage. Even with poor leadership and lacking any strategic vision, they were able to bring in a huge trove of loot from their haphazard raiding. If their operations were made more strategically efficient by concentrating on high value targets, identified beforehand by her intelligence network, and tactically adept through better weaponry, armor and basic infantry skills, the giants could bring in significantly more treasure. Of course, she would retain a healthy fee for her services as well as marking up any equipment provided to the brutes. This was the answer to her dilemma.

She set about her task in typical nose-to-the-grindstone fashion. Beginning with the Fire Giants, she set up a program of quality metrics she learned from the dark sage Demming. The hard work paid off and soon enough the Fire Giants were bringing in bountiful wealth - her fees alone net-

ting in the hundreds of thousands of gold pieces. She was able to leverage that relationship and eventually bring in Hill and Frost Giants to join her team.

Naturally, the fees she levied were not hers to dispense with as she wished. She is a partner, albeit a very senior one, in the merchant clans aligned with Eilservs as well as a noble in that house. The firm provided the financial backing and startup costs with the expectation of a return on that investment. After her initial success, Eclavdra was able to send enough back to the vault - accompanied by reports which underestimated her gross - to satisfy her kinsmen. However, she got greedy. She began to siphon off more and more to satisfy her desire for personal wealth. Eventually her lifestyle began to catch up with her. Despite the copious treasure the giants were bringing in, there simply was not enough. She sought other sources of revenue: fencing the non-liquid assets the raiders were accumulating as well as strong-arming herself into a number of insurance firms on the surface of Garweeze Wurd. The latter proved lucrative since all the mayhem she had instigated caused rates to go through the roof. She could manage her exposure to risk by directing the Giants to areas that refused to pay the exorbitant fees while making those fees seem like a wise investment by shielding the policy holders from pillage.

Eclavdra managed this precarious situation well enough until the surface nobility finally had enough and began hiring adventurers to put down the Giants. Though initial attempts failed (and ironically further enriched her through acquisition of their magical items), the assaults made by the player characters have torn down her house of cards. With the defeat of both the Hill and Frost Giants and the sedition growing in Snørre's Hall, her whole operation is in jeopardy. She has moved her offices into the Fire Giant lair in order to take a more direct hand in daily operations as well as to put some distance between her and the rest of the Eilservs clan.

Spells: (innate) Faerie Fire, Dancing Lights, Darkness, Levitate, Detect Magic, Know Alignment (1) Alarm (already cast), Befriend, Change Self, Hold Portal, Magic Missile x2 (2) Locate Object, Misdirection, Premonition, White Hot Metal (3) Clairaudience, Dispel Magic, Nondetection, Preemptive Strike (already cast), Wraithform (4) Detect Scrying, Dimension Door, Fire Shield, Magic Mirror (5) Cloudkill, Sending, Teleport, Zarda's Guardian Hand (6) Chain Lightning

Additional Spells in book: Fire Trap, Charm of Undying Devotion, Explosive Runes, Illusionary Script, Secret Page, Sepia Snake Sigil, Runes of Eyeball Implosion, Dream

Thieving Abilities: PP 95 [75]%, OL 95 [90]%, FT 95 [90]%, RT 95 [90]%, MS 30 [20]%, HS 30 [25]%, DN 60 [55]%, CW 95 [75]%, RL 95% (bracketed stats reflect that she is clad in drow elven chain mail)

6) Ezteban Eilservs, High Priest of Zyandal, Cleric 10

STR	10/16	HP	73[82]
DEX	18/16	+H/+D	+0/+0
CON	13[14]/61	AC	-12
INT	12/61	MV	12"
WIS	18/11		
CHA	15/66	HON	Average
COM	7/08	AL	CE

[bracketed stats] reflect adjustment from Constitution/health bonus talent

Skills: Reading/Writing (92), Shaving/Grooming, Religion, General (55), Leadership, Basic (54), art appreciation:painting (47), religion (Zyandal) (102), Ulterior Motive (65)

Talents: Ambidextrous, Constitution/health bonus, Grace under pressure, Heat resistance, Less sleep, Spell Abilities

Quirks/Flaws: Animal Antipathy (dogs), Lisp, Male Pattern Baldness

Equipment of Note: drow chain mail +4, drow medium shield +4, drow mace +4, greater Rod of Arachnia, Nipple Ring of Protection +2, brooch in the shape of a copper staff bearing the engraved name *Eilservs* on the reverse

His Story: Ezteban is a young but particularly favored high priest of Zyandal, and is also Eclavdra's second cousin. Ostensibly he is the High Priest of the temple dedicated to Zyandal. His ulterior motive, however, is to spy on Eclavdra's operation and routinely report back to his dark mistress.

Eclavdra sought out Zyandal's priesthood as an ally in her bid to gain control over all of the Vault. As outsiders to the quarrelsome feuding between the noble houses, she could be relatively assured of their loyalty since they had no vested interest in opposing her bid to dominate the other houses. They

were promised a new status and respect. This obviously appealed to them as their status had been waning for decades as drow society became increasingly hedonistic and secular.

All of this, of course, is part of Zyandal's master plan. With the drow nobility engaged in centuries of internecine warfare, scant thought could be given to matters outside their homeland. The emergence of a strong leader able to curb this fratricide would allow the dark elves to unite in a common purpose of extending their - and consequently Zyandal's - power and influence far and wide. The Dark Spider Queen has been working behind the scenes to aid Eclavdra. The foiling of her ambitions by the players has not gone unnoticed by Zyandal. In defeating one foe they may well have drawn the attention of a much more powerful enemy...

Spells: (innate) Faerie Fire, Dancing Lights, Darkness, Levitate, Detect Magic, Know Alignment (1) Befriend, Bless, Ceremony, Cure Light Wounds (x2), Curse, Protection from Good, Sanctuary (2) Aid, Cure Moderate Wounds (x2), Silence 15' Radius, Spider Charm, Withdraw (3) Dispel Magic, Lesser Reanimation, Locate Object, White Hot Metal (4) Heal Nasty Wounds, Spike Stones, Stones to Snakes, Touch of Death (5) Plane Shift, Rigor Mortis 10' Radius

It was in this capacity that she became suspicious of Eclavdra. After discovering that one of her underlings was being paid off by Eclavdra, she launched an investigation into the goings on of the "Giants Project." She now believes that Eclavdra had paid off one said underlings to ensure that her financial reports would be verified. Nedlylene is here to investigate, and should she discover any wrongdoing, she plans to "solve" the problem in her own unique way.

Spells: (innate) Faerie Fire, Dancing Lights, Darkness, Levitate, Detect Magic, Know Alignment

Thieving Abilities: PP 80 [60]%, OL 95 [90]%, FT 50 [45]%, RT 50 [45]%, MS 95 [85]%, HS 95 [85]%, DN 50 [45]%, CW 95 [75]%, RL 5% (bracketed stats reflect that she is clad in drow elven chain mail)

7) Nedlylene Eilservs, Eilservs CFO, Assassin 12

STR	14/20	HP	76
DEX	19/67	+H/+D	+1/+2
CON	12/25	AC	-9
INT	19/40	MV	12"
WIS	13/47		
CHA	8/03	HON	Average
COM	21/86	AL	CE

Skills: Administration (61), Anatomy, Basic (95), Anatomy, Vital (drow) (115), Bargain Sense (92), Bartering (75), Civil Administration (69), Coin Pile Numerical Approximation (105), Complex Geometric Estimation (74), Forgery (88), Glean Information (99), Haggle (103), Intelligence Gathering (98), Interrogation (91), Jugular Swipe (83), Leadership, Basic (75), Leadership, Committee (56), Liar, Skilled (99), Slip Away Into Shadows (76), Stealthy Movement (95), Torture (103), Tracking (86)

Talents: Acrobatic Skill Suite, Crossbow Bonus, Less Sleep

Quirks/Flaws: Agoraphobia, Jerk, Obnoxious, Obsessive/Compulsive (counts everything), Sadistic,

Equipment of Note: Drow Chain Mail +5, Drow Buckler +3, Hand Crossbow of Doom +3, 20 Bolts of Throat Seeking +1, Bolt of the Month Pouch (currently holds 3 Bolts of Skewering +5), Short Sword +2 Nine Lives Stealer (3 lives stolen already), Ring of Invisibility, Drow Cloak and Boots, adamantite choker (75,000 gp), brooch in the shape of a copper staff bearing the engraved name Eilservs on the reverse

Her Story: Nedlylene had the misfortune of being born at the same time and into the same family as her cousin Eclavdra. From the moment the two met, they developed a fierce rivalry, and continued to compete over everything. However, as they both matured, it became increasingly obvious that Eclavdra was winning the competition. It wasn't that Eclavdra was more talented than her cousin; in fact, some say (though not out loud) that Nedlylene is much more skilled. Instead, it was Eclavdra's natural charm and charisma, which served to enhance her beauty and made her very popular with the drow males (and some females). Nedlylene, though just as physically attractive, was downright mean, and as such was seen as ugly in many drow eyes. Often it was whispered amongst the elders that if only Nedlylene would temper her anger, she could be as pretty as Eclavdra. Nedlylene heard all this, and it naturally made her meaner.

Nedlylene began to track the "injustices" against her in a little black book. Every time Eclavdra got a piece of candy for being cute, she wrote it down. Every time Eclavdra got an extension on her work, it was duly noted. And every time that Eclavdra was promoted ahead of Nedlylene, she made sure to document it. Soon, Eclavdra was running the Eilservs clan businesses, and Nedlylene was fiercely jealous. So she decided to become an assassin.

This career choice turned out to be a gawdsend for Nedlylene. Her new killing abilities meshed seamlessly with her fondness for math and numbers, and she soon became the perfect accountant, accurate and deadly. Her "audits" were a public display, as the unfortunate party would be found the next morning with a crossbow bolt sticking in their chest. On a small yellow note attached to the bolt the words "next time check your work" would be written. Her newfound notoriety soon meant new responsibilities, as she was appointed the CFO of the Eilservs clan.

Fire Giant Monster & Treasure Roster

Wilderness Encounter

Potential Yield:

- Slaying Spazzemal (EPV = 21,000)
- copper coinage (GPV = 1,789.83)
- silver coinage (GPV = 49,601)
- electrum coinage (GPV = 89,350)
- gold coinage (GPV = 122,475)
- platinum coinage (GPV = 240,015)
- malachite box (GPV = 1,000)
- 'belly' gems (GPV = var)
- gems (GPV = 7,320)
- silver egg (GPV = 500)
- 31 pieces of jewelry (GPV = var)
- 11 jeweled weapons (GPV = var)
- jeweled necklace (GPV = 2,000)
- 2 silver mirrors (GPV = 600)
- 11 gold service pieces (GPV = var)
- 17 silver service items (GPV = var)
- 12 ivory statues (GPV = var)
- 4 jade carvings (GPV = var)
- bloodstone idol (GPV = 1,900)
- MU scroll (GPV = 13,500)
- crystal casket (GPV = 3,400)
- Red Dragon Slayer Long Sword +2 (GPV = 18,500)
- jeweled scabbard (GPV = 6000)
- Iron Flask (GPV = 10,500)
- 4 Potions of Fire Resistance (GPV = 1,600)
- 8 jars of rare unguents (GPV = var)
- human-sized Splint Mail +6 (GPV = 40,000)
- 2 Horseshoes of Speed (GPV = 0)
- Pipes of Pain (GPV = 10,000)
- Potion of Rainbow Hues (GPV = 800)
- Ring of Sustenance (GPV = 3,500)
- Ring of Teleportation (GPV = 20,000)
- Sacred Spatula of Healing (GPV = 5,000)
- Scroll of Protection from Plants (GPV = 2,500)
- Clerical scroll of Walking Corpse (GPV = 300)
- Wand of Enemy Detection (GPV = 10,000)
- Arrow of Barbarian Slaying (GPV = 400)
- Bolt of Bluntness (GPV = 1,000)
- Dagger Longtooth +2 (GPV = 2,000)
- (5) Darts +7 (GPV = 21,000)
- Medium Shield +2 (GPV = 2,000)
- human-sized Plate Mail of Vulnerability -4 (GPV = 2,000)
- Awl Pike of Speed +2 (GPV = 1,200)

LEVEL I: WANDERING ENCOUNTERS

Wandering Encounter 1

Encounter: Fire Giant Guards (2)

Potential Yield:

- Slaying Fire Giant guards (EPV = 16,000)
- 2 gargantuan two-handed swords (GPV = -)
- 2 suits of huge banded mail (GPV = -)

→ _____ →

Wandering Encounter 2

Encounter: Fire Giantesses (2), Gnoll workers (12)

Potential Yield:

- Slaying Fire Giantesses (EPV = 16,000)
- Slaying Gnoll workers (EPV = 780)
- 2 huge clubs (GPV = -)
- 12 daggers (GPV = 24)

→ _____ →

Wandering Encounter 3

Encounter: Adolescent Fire Giants (4), Young HellHounds (1d4)

Potential Yield:

- Slaying adolescent Fire Giants (EPV = 28,000)
- Slaying HellHounds (EPV = var.)
- 2 huge spears (GPV = -)
- 2 suits of huge hide armor (GPV = -)

→ _____ →

Wandering Encounter 4

Encounter: Gorge Giant (1)

Potential Yield:

- Slaying Gorge Giant (EPV = 8,000)
- Huge two-handed sword (GPV = -)

→ _____ →

Level I: Encounter Areas

1. Entry Passage

Encounter: Fire Giant (1)

Potential Yield:

- Slaying Fire Giant (EPV = 8,000)
- Gargantuan club (GPV = -)
- Suit of Giant banded mail (GPV = -)

→ _____ →

2. Grand Hall

Encounter: Ettins (2)

Potential Yield:

- Slaying Ettins (EPV = 2,800)
- 2 Drow Morning Stars +1 (GPV = var)
- 2 Drow Spears +1 (GPV = var)
- 2 Drow Footman's Maces +1 (GPV = var)

→ _____ →

3. Throne Room and Audience Chamber

Encounter: Fire Giants (4), HellHounds (2), Fire Giant Prince (1)

Potential Yield:

- Slaying Fire Giants (EPV = 32,000)
- Slaying HellHounds (EPV = 2,800)
- Slaying Snørre (EPV = 10,070)
- 4 suits of Giant banded mail (GPV = -)
- 4 huge battle axes (GPV = -)
- 8 huge throwing axes (GPV = -)
- Giant Banded Mail +3 (GPV = 15,000)
- Huge Flaming Two-handed Sword +6 (GPV = 20,000)
- Coral skull necklace (GPV = 15,000)
- Giant leather belt (GPV = 6600)
- Cloak of White Dragon hide (GPV = 25,000)
- Snørre's crown (GPV = 30,000)
- Snørre's throne (GPV = 100,000)

→ _____ →

4. Chamber of the Queen's Ladies in Waiting

Encounter: Fire Giantesses (8)

Potential Yield:

- Slaying Fire Giantesses (EPV = 64,000)
- 8 suits of Giant banded mail (GPV = -)
- 8 huge long swords (GPV = -)
- Hides (GPV = var.)
- Jewelry (GPV = var.)

→ _____ →

5. Queen Frumpy's Boudoir

Encounter: Fire Giant Queen (1), Giant Weasels (2), Asps (2)

Potential Yield:

- Slaying Fire Giant Queen Frumpy (EPV = 12,000)
- Slaying Giant Weasels (EPV = 288)
- Slaying Asps (EPV = 250)
- Suit of Studded Black Dragon hide armor (GPV = 1,000)
- Huge iron scepter (GPV = 200)
- Jewelry (GPV = 82,605)
- Giant Beaver furs (GPV = 4,200)
- Silver mirror (GPV = 1,000)
- Potion of Fire Giant Control** (GPV = 4,000)
- Potion of Delusion** (GPV = 150)
- Potion of Animal Control** (GPV = 400)
- Coinage (GPV = 20,040)
- Jade box (GPV = 5,000)
- Scroll of Merrywether's Drastic Death and Merrywether's Frost Fist** (GPV = 4,200)
- Spellbook (GPV = 9,000)

→ _____ →

6. Chamber of the Prince's Guards

Encounter: Fire Giants (4)

Potential Yield:

- Slaying Fire Giants (EPV = 32,000)
- 4 suits of Giant banded mail (GPV = -)
- 4 huge long swords (GPV = -)
- 4 huge throwing axes (GPV = -)
- Belt pouch coinage (GPV = 8,000)
- Footlocker coinage (GPV = var.)
- Gems (GPV = 4800)

→ _____ →

7. Prince Snørre's Private Quarters

Encounter: HellHounds (6)

Potential Yield:

- Slaying HellHounds (EPV = 4,940)
- Giant weapons (GPV = -)
- 5 suits of field plate (GPV = 20,000)
- 8 mink pelts (GPV = var.)
- Carnelian (GPV = 1,000)

→ _____ →

8. Cave

Encounter: Pyro-Hydra, 8-headed (1)

Potential Yield:

- Slaying Pyro-Hydra (EPV = 3,000)

→ _____ →

9. Prince Snørre's Treasure Cave

Encounter: Venomous Snakes (4), Yellow Mold (1)

Potential Yield:

- Loose coinage (GPV = 283.7)
- Loose vases (GPV = 12,660)

Trunk #1

- Coinage (GPV = 7,240.9)

Trunk #3

- Coinage (GPV = 600.9)
- Jewelry (GPV = 108,768)

Trunk #4

- Teakwood (GPV = 8,000)

Trunk #5

- Silk (GPV = 1,000)

Trunk #6

- Coinage (GPV = 6668.5)

Trunk #7

- 12 giant walrus tusks (GPV = 1,500)

Trunk #8

- Slaying Venomous Snakes (EPV = 500)
- Jewelry (GPV = 19,899)

Chest #1

- Slaying Yellow Mold (EPV = 65)

Chest #2

- Rocks (GPV = 5,000)

Chest #3

- Oil of Acid Resistance (GPV = 5,000)
- Oil of Timelessness (GPV = 2,000)
- Potions of Extra-Healing (GPV = 1,600)
- Potion of Flying (GPV = 750)
- Potion of Half-Orc Control (GPV = 900)
- Potion of Hill Giant Strength (GPV = 900)
- Potion of Healing (GPV = 400)
- Potion of Polymorph to Insect (GPV = 500)
- Potion of Spectre Control (GPV = 2,500)
- Potion of Speed (GPV = 450)
- Potion of Water Breathing (GPV = 900)
- Scroll of Protection from Demons (GPV = 7,500)
- Scroll of Protection from Gas (GPV = 5,000)
- Scroll of Protection from Magic (GPV = 5,000)
- Scroll of Protection from Plants (GPV = 2,500)
- Scroll of Protection from Undead (GPV = 3,750)
- Scroll of Protection from Water (GPV = 3,750)
- Magic-user scroll (GPV = 8,700)
- Cleric scroll (GPV = 3600)

Chest #5

- Coinage (GPV = 17,315)

Chest #6

- Drow Cloak (GPV = 10,000)
- Drow Boots (GPV = 15,000)

Coffer #1

- Mundane gold rings (GPV = 1,340)
- Ring of Protection +3 (GPV = 15,000)
- Ring of Contrariness (GPV = 1,000)
- Ring of Elemental (Water) Command (GPV = 25,000)
- Ring of Delusion (GPV = 2,000)
- Ring of Wishes, Three (GPV = 25,000)

Coffer #2

- Coinage (GPV = 6627.52)

Coffer #3

- Unguent (GPV = 5,820)

Coffer #4

- Cursed jewelry (GPV = 72,000)

Coffer #5

- Gems (GPV = 42,168)

→ _____ →

10. Kitchen

Encounter: Fire Giantess matron (1), Fire Giantess cooks (4), Gnoll thralls (12)

Potential Yield:

- Slaying Fire Giantess matron (EPV = 8,000)
- Slaying Fire Giantesses (EPV = 32,000)
- Slaying Gnoll workers (EPV = 780)

→ _____ →

11. Storage Chamber

Encounter: none

Potential Yield: none

→ _____ →

12. Door Guard

Encounter: Fire Giants (2)

Potential Yield:

- Slaying Fire Giants (EPV = 16,000)
- 2 suit of Giant banded mail (GPV = -)
- 2 huge two-handed swords (GPV = -)

→ _____ →

13. Council Room

Encounter: None

Potential Yield:

- Coinage (GPV = 5,031.8)

→ _____ →

14. Advisors' Chamber

Encounter: Gnolls (8), Obee-Wann, turncoat mountain dwarf (1)

Potential Yield:

- Slaying Gnolls (EPV = 520)
- Slaying Obee-Wann (EPV = 3,085)
- Gnolls' coinage (GPV = var.)
- Gems (GPV = 29,500)
- Studded Leather Armor +2 (GPV = 5,040)
- Medium Shield +2 (GPV = 5,030)
- Battle Axe +1 (GPV = 2,500)
- Warhammer +3 (GPV = 10,000)
- Collar of Iron Skin (GPV = 15,000)
- Ring of Invisibility (GPV = 7,500)
- Obee-Wann's treasure (GPV = 19,013)

→ _____ →

15. Guard Post

Encounter: Fire Giants (2)

Potential Yield:

- Slaying Fire Giants (EPV = 16,000)
- 2 suits of Giant banded mail (GPV = -)
- 2 gargantuan two-handed swords (GPV = -)
- 2 huge spears (GPV = -)

→ _____ →

16. Arsenal Complex

Encounter: Fire Giants (2)

Potential Yield:

- Slaying Fire Giants (EPV = 16,000)
- Assorted mundane Giant armor (GPV = -)
- Assorted mundane Giant weaponry (GPV = -)
- Greek fire (GPV = 15,500)
- Longbow +1 (GPV = 2,500)

- 20 Arrows of Thermal Fury +1 (GPV = 8,000)

- Shield of Missile Attraction -1 (GPV = 2,000)

→ _____ →

17. Chimera Pen

Encounter: Chimera (1)

Potential Yield:

- Slaying Chimera (EPV = 5,000)

→ _____ →

18. Barracks

Encounter: Fire Giants (8)

Potential Yield:

- Slaying Fire Giants (EPV = 64,000)
- 5 Giant bags (GPV = var.)
- Coinage (GPV = 7,842)
- Jewelry (GPV = 20,735)
- Battle Axe +3 (GPV = 10,000)
- 8 suits of Giant banded mail (GPV = -)
- 8 huge spears (GPV = -)
- 7 gargantuan two-handed swords (GPV = -)

→ _____ →

19. Giantesses' Quarters

Encounter: Fire Giantesses (8), HellCats (2)

Potential Yield:

- Slaying Fire Giantesses (EPV = 64,000)
- Slaying HellCats (EPV = 2,800)
- Jewelry (GPV = var.)
- 8 huge daggers (GPV = -)

→ _____ →

20. Communal Quarters

Encounter: Fire Giantesses (5), Fire Giant young (15)

Potential Yield:

- Slaying Fire Giantesses (EPV = 40,000)
- Slaying Fire Giant young (EPV = 4,050)
- Jewelry (GPV = var.)
- 5 huge long swords (GPV = -)

→ _____ →

21. Entry Hall to the Kennels

Encounter: HellHounds (6)

Potential Yield:

- Slaying HellHounds (EPV = 3,900)

→ _____ →

22. Kennel Chamber

Encounter: HellHounds (6)

Potential Yield:

- Slaying HellHounds (EPV = 7,550)

→ _____ →

23. Kennel Keeper's Quarters

Encounter: Fire Giant (1), Fire Giantess (1)

Potential Yield:

- Slaying Fire Giant (EPV = 8,000)
- Slaying Fire Giantess (EPV = 8,000)
- Giant bags (GPV = var.)
- Coinage (GPV = 995)
- Gems (GPV = 3,400)
- 4 Javelins of Lightning (GPV = 4,000)
- Cloak of Poisonousness (GPV = 18,000)
- Long Sword +2, Cursed Berserking (GPV = 2,800)
- Mundane weapons (GPV = -)

→ _____ →

24. Grel Advocates

Encounter: Grel (4)

Potential Yield:

- Slaying Rocko (EPV = 4,626)
- Slaying Guido and Chico (EPV = 790)
- Slaying Vinny (EPV = 4,106)
- Coinage (GPV = 1,000)
- Cloak of Elvenkind (GPV = 10,000)
- Wand of Frost (GPV = 20,000)
- Ring of Dire Straits (GPV = 20,000)
- Spear of Wounding (GPV = 35,000)
- Drow Buckler +4 (GPV = var)
- Ring of Protection +3 (GPV = 15,000)
- Dagger of Interrogation +5 (GPV = 4,000)
- 2 Medium Shields +2 (GPV = 10,060)
- Long Sword +3, Frostbrand (GPV = 35,000)
- Bracers of Defense AC 3 (GPV = 35,000)
- Fanny Pack of Holding (GPV = 9,500)
- Spellbook (GPV = 4,800)
- Elven chain mail (GPV = 700)
- 2 suits of field plate made of elven steel (GPV = 16,000)
- 2 spears (GPV = 1.6)

→ _____ →

25. Barracks

Encounter: Fire Giants (6)

Potential Yield:

- Slaying Fire Giants (EPV = 48,000)
- Giant weapons and Armor (GPV = -)
- Party fund (GPV = 4,167.14)

→ _____ →

LEVEL 2: WANDERING ENCOUNTERS

Wandering Encounter 1

Encounter: Fire Giants (2), Fire Giantesses (2)

Potential Yield:

- Slaying Fire Giants (EPV = 16,000)
- Slaying Fire Giantesses (EPV = 16,000)
- 2 suits of Giant banded mail (GPV = -)
- 2 gargantuan two-handed swords (GPV = -)
- 2 huge long swords (GPV = -)

→ _____ →

Wandering Encounter 2

Encounter: Trolls, common (2), Hill Giants (3) or Mountain Giants (2) or Frost Giants (2)

Potential Yield:

- Slaying Trolls (EPV = 2,800)
- Slaying Hill Giants (EPV = 9,000)
- Slaying Mountain Giants (EPV = 14,000)
- Slaying Frost Giants (EPV = 14,000)
- 3 suits of Giant chain mail (GPV = -)
- 3 huge long swords (GPV = -)
- 2 Mountain Giant gargantuan clubs (GPV = -)
- 2 Frost Giant gargantuan clubs (GPV = -)

→ _____ →

Wandering Encounter 3

Encounter: Trolls, common (4), Gnolls (4d4)

Potential Yield:

- Slaying Trolls (EPV = 5,600)
- Slaying Gnolls (EPV = var.)

- 4d4 suits of chain mail (GPV = var.)
- 4d4 halberds (GPV = var.)

→ _____ →

Wandering Encounter 4

Encounter: Male drow fighter/magic-user (1), 2d4 Were-Rats

Potential Yield:

- Slaying male drow fighter/magic-user (EPV = 1,285)
- Slaying Were-Rats (EPV = var.)
- Drow Chain Mail +2 (GPV = var)
- Drow Long Sword +2 (GPV = var)
- Drow Short Sword +2 (GPV = var)
- 2d4 Drow Short Swords +1 (GPV = var.)
- Spellbook (GPV = 3,700)

→ _____ →

Level 2: Encounter Areas

1. Hall of Dead Kings

Encounter: none

Potential Yield: none

→ _____ →

2. Ettin Guards' Chamber

Encounter: Ettins (4), Wild Cats (4)

Potential Yield:

- Slaying Ettins (EPV = 5,600)
- Slaying Wild Cats (EPV = 140)
- 4 huge spears (GPV = -)
- 4 Drow Morning Stars +1 (GPV = var)
- 6 Giant bags (GPV = var.)
- Coinage (GPV = 312)

→ _____ →

3. Visitors' Chamber

Encounter: Stone Giants (4)

Potential Yield:

- Slaying Stone Giants (EPV = 28,000)
- 4 huge stone clubs (GPV = -)
- 4 Giant sacks (GPV = var.)
- Coinage (GPV = var.)
- Gems (GPV = var.)

→ _____ →

4. Storage Room

Encounter: Hill Giants (5)

Potential Yield:

- Slaying Hill Giants (EPV = 15,000)
- Coinage (GPV = var.)
- 5 suits of Giant chain mail
- 5 huge stone clubs

→ _____ →

5. Community Quarters Chamber

Encounter: Fire Giant sergeant (1), Fire Giant guards (3) Fire Giantesses (8), Fire Giant children (8)

Potential Yield:

- Slaying Fire Giant sergeant (EPV = 8,000)
- Slaying Fire Giant guards (EPV = 24,000)
- Slaying Fire Giantesses (EPV = 64,000)
- Slaying Fire Giant children (EPV = 2,160)
- 7 Giant bags (GPV = var.)
- Coinage (GPV = var.)
- 4 suits of Giant banded mail (GPV = -)

- gargantuan two-handed sword (GPV = -)
- 11 huge long swords (GPV = -)
- 8 two-handed swords (GPV = 400)

→ _____ →

6. Smithy

Encounter: Fire Giant smith (1), Iron Trolls (2)

Potential Yield:

- Slaying Fire Giant (EPV = 8,000)
- Slaying Iron Trolls (EPV = 20,000)
- Mundane weapons and armor (GPV = -)
- Drow Footman's Mace +4** (GPV = var)
- Giant banded mail (GPV = -)
- Gargantuan club (GPV = -)

→ _____ →

7. Torture Chamber

Encounter: Fire Giants (2)

Potential Yield:

- Slaying Fire Giants (EPV = 16,000)
- Jewelry (GPV = var.)
- Gems (GPV = 2,630)
- Battle Axe of Sharpness** (GPV = 38,000)
- 2 suits of Giant banded mail (GPV = -)
- gargantuan long sword (GPV = -)

→ _____ →

CELLS

1c.

Encounter: Olina

Potential Yield:

- Slaying Olina (EPV = 131)

→ _____ →

2c.

Encounter: High Elf males (8)

Potential Yield:

- Slaying High Elf males (EPV = 624)

→ _____ →

3c.

Encounter: Human merchant (1)

Potential Yield:

- Slaying human merchant (EPV = 15)

→ _____ →

5c.

Encounter: Centaurs (2)

Potential Yield:

- Slaying Centaurs (EPV = 350)

→ _____ →

7c.

Encounter: Gnolls (2)

Potential Yield:

- Slaying Gnolls (EPV = 130)

→ _____ →

9c.

Encounter: Troll, common (1)

Potential Yield:

- Slaying Troll (EPV = 1,400)

→ _____ →

10c.

Encounter: Gnolls (7)

Potential Yield:

- Slaying Gnolls (EPV = 455)

→ _____ →

12c.

Encounter: Jasmine, female human thief (1)

Potential Yield:

- Slaying Jasmine (EPV = 2,864)

→ _____ →

13c.

Encounter: Gunnar, Fire Giant lieutenant (1)

Potential Yield:

- Slaying Gunnar (EPV = 8,000)

→ _____ →

14c.

Encounter: Justinicus, Titan (1)

Potential Yield:

- Slaying Justinicus (EPV = 21,000)

→ _____ →

G. Guard Room

Encounter: Fire Giant (1), Were-Rats (3)

Potential Yield:

- Slaying Fire Giant (EPV = 8,000)
- Slaying Were-Rats (EPV = 810)
- Giant banded mail (GPV = -)
- Gargantuan Two-handed Sword +1** (GPV = 2,000)
- 3 **Drow Short Swords +1** (GPV = var)
- Coinage (GPV = 1,828.5)
- Brooch (GPV = 800)

→ _____ →

8. Secret Room

Encounter: Were-Rats (7)

Potential Yield:

- Slaying Were-Rats (EPV = 1,890)
- Ring of Shooting Stars** (GPV = 15,000)
- Rod of Cancellation** (GPV = 15,000)
- Cleric Spell Scroll (GPV = 5,700)
- 2 **Potions of Healing** (GPV = 800)
- 2 **Potions of Diminution** (GPV = 500)
- Potion of Water Breathing** (GPV = 900)
- Potion of Longevity** (GPV = 1,000)
- Pipes of the Sewers** (GPV = 15,000)

Chest #1

- Jewelry (GPV = var.)
- Coinage (GPV = 3,200)

Chest #2

- Potion of Poison** (GPV = var.)
- Scroll of Protection from Lycanthropes** (GPV = 2,500)
- Coinage (GPV = 9,113)

→ _____ →

9. Eclavdra's Office

Encounter: Eclavdra, drow fighter/magic-user/thief (1)

Potential Yield:

- Slaying Eclavdra (very unlikely!) (EPV = 9,422)
- Slaying Fire Elemental (EPV = 6,000)
- Ring of Sincerity** (GPV = 5,000)
- Brazier of Sleep Smoke** (GPV = 10,000)
- Drow Chain Mail +5** (GPV = var)
- Drow Buckler +4** (GPV = var)
- Short Sword of Life Stealing** (GPV = 40,000)
- Magic-User Scroll (GPV = 2,700)
- Spellbook (GPV = 70,000)

→ _____ →

10-12. Temple of Zyandal

Encounter: Phase Spiders (8)

Potential Yield:

- Slaying Phase Spiders (EPV = 11,200)

→ _____ →

12. Priests' Area

Encounter: Type VIII Demon (var.)

Potential Yield:

- Slaying Type VIII Demon (EPV = 17,000)
- Platinum chimes (GPV = 8,000)

→ _____ →

12a. Unholy of Unholies

Encounter: Koliz and Zaan, drow clerics (4th level) (2), Ezteban, drow high priest (1)

Potential Yield:

- Slaying Koliz and Zaan (EPV = 980)
- Slaying Ezteban (EPV = 3,698)
- 2 Drow Medium Shields +1 (GPV = var)
- 2 suits of Drow Chain Mail +1 (GPV = var)
- Drow Medium Shield +4 (GPV = var)
- Drow Chain Mail +4 (GPV = var)
- Drow Mace +4 (GPV = var)
- 2 Lesser Rods of Arachnia (GPV = 60,000)
- Greater Rod of Arachnia (GPV = 50,000)
- Nipple Ring of Protection +2 (GPV = 10,000)
- Ewer and basin sets (GPV = 6,000)
- Silver mirror (GPV = 500)
- Priest's vestement (GPV = 30,000)
- Cosmetic items (GPV = var.)
- Ewer, basin and goblet (GPV = 15,000)
- Ebony Screen (GPV = 1,500)

Coffer #1

- Clerical Scroll (GPV = 1,800)
- Adamantite bars (GPV = 10,500)

Coffer #2

- Coinage (GPV = 861)
- Gems (GPV = 5,000)

Gas Trapped Coffer

- Clerical Scroll (GPV = 6,300)

Bed Coffer

- Potion of Poison (GPV = var.)
- Potion of Fire Giant Control (GPV = 3,000)
- Potion of Human Control (GPV = 900)
- Philter of Love (GPV = 300)
- Potion of Polymorph Self (GPV = 350)
- Philter of Persuasiveness (GPV = 850)

→ _____ →

13. Guest Chamber

Encounter: Frost Giants (6) (or Frost Giant Karl, his girlfriend and 2 Frost Giant guards, see below)

Potential Yield:

- Slaying Frost Giants (EPV = 42,000)
- 6 gargantuan clubs (GPV = -)

→ _____ →

14. Guest Chamber

Encounter: Cloud Giants (2), Spotted Lions (2)

Potential Yield:

- Slaying Cloud Giants (EPV = 20,000)
- Slaying Spotted Lions (EPV = 1,950)

- 2 decorated gargantuan clubs (GPV = -)
- Platinum box (GPV = 5,000)
- Gems (GPV = 7,800)

→ _____ →

15. Trolls' Chamber

Encounter: Crested Trolls (18)

Potential Yield:

- Slaying Trolls (EPV 36,000)
- Coinage (GPV = var.)
- Assorted weaponry (GPV = -)

→ _____ →

16. Thrall Pen

Encounter: Gnoll thralls (42)

Potential Yield:

- Slaying Gnolls (GPV = 2,730)

→ _____ →

17. Thrall Pen

Encounter: Gnolls (28)

Potential Yield:

- Slaying Gnolls (EPV = 1,820)

→ _____ →

LEVEL 3: WANDERING ENCOUNTERS**Wandering Encounter 1**

Encounter: Trolls, crested (3d4)

Potential Yield:

- Slaying Trolls (EPV = var.)

→ _____ →

Wandering Encounter 2

Encounter: Fire Giant guards (2), HellHounds (2)

Potential Yield:

- Slaying Fire Giants (EPV = 16,000)
- Slaying HellHounds (EPV = 2,800)
- 2 suits of Giant banded mail (GPV = -)
- 2 huge two-handed swords (GPV = -)

→ _____ →

Wandering Encounter 3-4

Encounter: Male drow fighter/magic-user (1), male drow fighters (3)

Potential Yield:

- Slaying fighter/magic-user (EPV = 2,396)
- Slaying fighters (EPV = 648)
- Drow Chain Mail +3 (GPV = var)
- Drow Short Sword +2 (GPV = var)
- Drow Dagger +2 (GPV = var)
- 3 suits of Drow Chain Mail +1 (GPV = var)
- 3 Drow Bucklers +1 (GPV = var)
- 3 Drow Short Swords +1 (GPV = var)
- Spellbook (GPV = 35,000)

→ _____ →

Level 3: Encounter Areas

1. Cavern

Encounter: Ropers (3)

Potential Yield:

- Slaying Ropers (EPV = 21,000)
- Gems (GPV = 3,300)

→ _____ →

2. Glowing Cave

Encounter: Fire Beetles, Giant (12)

Potential Yield:

- Slaying Fire Beetles (EPV = 420)

→ _____ →

3. Cavern

Encounter: Fire Lizards (2)

Potential Yield:

- Slaying Fire Lizards (EPV = 2,800)

→ _____ →

4. Cave

Encounter: HellHounds (4)

Potential Yield:

- Slaying HellHounds (EPV = 5,600)

→ _____ →

5. Guard Post

Encounter: Fire Giants (8)

Potential Yield:

- Slaying Fire Giants (EPV = 64,000)
- 8 suits of Giant banded mail (GPV = -)
- 8 huge two-handed swords (GPV = -)
- 9 huge spears (GPV = -)

→ _____ →

6. Great Vaulted Cavern

Encounter: Goregon (1)

Potential Yield:

- Slaying Goregon (EPV = 1,400)

→ _____ →

7. Empty Cave

Encounter: none

Potential Yield: none

→ _____ →

8. Wide Passage

Encounter: Piercers (12)

Potential Yield:

- Slaying Piercers (EPV = 680)
- Necklace (GPV = 1,100)

→ _____ →

9. 13. Trolls

Encounter: Trolls, common (13)

Potential Yield:

- Slaying Trolls (EPV = 18,200)
- Coinage (GPV = var.)

→ _____ →

10. 16 Trolls

Encounter: Trolls, common (16)

Potential Yield:

- Slaying Trolls (EPV = 22,400)
- Coinage (GPV = var.)

→ _____ →

11. 27 Trolls

Encounter: Trolls, common (26), Troll, giant two-headed (1)

Potential Yield:

- Slaying giant two-headed troll (EPV = 3,000)
- Slaying Trolls (EPV = 36,400)
- Coinage (GPV = var.)
- Gems (GPV = var.)
- Jeweled mace (GPV = 6500)

→ _____ →

12. Narrow Cavern

Encounter: Green Slime (blue variant) (2)

Potential Yield:

- Slaying Green Slime (EPV = 70)
- Gems (GPV = 360)

→ _____ →

13. Singing Chamber

Encounter: Crystal Ooze (2)

Potential Yield:

- Slaying Crystal Ooze (EPV = 840)

→ _____ →

14. Cave

Encounter: Drow fighter (6th level) (1), Drow fighters (4th level) (2), Drow fighters (2nd level) (6)

Potential Yield:

- Slaying 6th level fighter (EPV = 957)
- Slaying 4th level fighters (EPV = 920)
- Slaying 2nd level fighters (EPV = 1,296)
- Drow Chain Mail +2 (GPV = var)
- Drow Buckler +2 (GPV = var)
- Drow Long Sword +2 (GPV = var)
- Drow Short Sword +2 (GPV = var)
- 8 suits of Drow Chain Mail +1 (GPV = var)
- 8 Drow Bucklers +1 (GPV = var)
- 8 Drow Short Swords +1 (GPV = var)
- 2 Drow Long Swords +1 (GPV = var)
- 9 Drow Cloaks (GPV = 90,000)
- 9 hand crossbows (GPV = 2,700)

→ _____ →

15. Gray Cavern

Encounter: Drow fighters (3rd level) (18), Drow fighter (5th level) (1), Dr'i'zz'ell, drow fighter (9th level) (1), Daraax, drow fighter/magic-user (6th level/6th level) (1)

Potential Yield:

- Slaying 3rd level fighters (EPV = 5,886)
- Slaying 5th level fighter (EPV = 713)
- Slaying Daraax (EPV = 1,060)
- Slaying Dr'i'zz'ell (EPV = 3,014)
- 19 suits of Drow Chain Mail +1 (GPV = var)
- 19 Drow Bucklers +1 (GPV = var)
- 19 Drow Long Swords +1 (GPV = var)
- 19 Drow Short Swords +1 (GPV = var)
- Drow Chain Mail +2 (GPV = var)
- Ring of Protection +3 (GPV = 15,000)

- Drow Short Sword +2 (GPV = var)
- Drow Dagger +3 (GPV = var)
- Nose Ring of Viscid Globbs (GPV = 8,000)
- Drow Chain Mail +5 (GPV = var)
- Scimitar +5 Defender (GPV = 50,000)
- Drow Short Sword +4 (GPV = var)
- Spellbook (GPV = 25,000)
- Coinage (GPV = var.)
- Gems (GPV = 2,600)

→ _____ →

16. Small Cavern

Encounter: Drow fighters (8), Nedlyne, drow assassin (1), Derek, drow cleric (1)

Potential Yield:

- Slaying fighters (EPV = 3,360)
- Slaying Nedlyne (EPV = 1,608)
- Slaying Derek (EPV = 1,156)
- 8 suits of Drow Chain Mail +2 (GPV = var)
- 8 Drow Medium Shields +2 (GPV = var)
- 8 Drow Short Swords +2 (GPV = var)
- 8 Drow Daggers +2 (GPV = var)
- 8 hand crossbows (GPV = 2,400)
- Drow Chain Mail +5 (GPV = var)
- Drow Buckler +3 (GPV = var)
- Hand Crossbow of Doom +3 (GPV = 12,000)
- Short Sword +2, Nine Lives Stealer (GPV = 30,000)
- Bolt of the Month Pouch (GPV = 5,000)
- 20 Bolts of Throat Seeking +1 (GPV = 400)
- Ring of Invisibility (GPV = 7,500)
- Drow Chain Mail + 4 (GPV = var)
- Drow Buckler +2 (GPV = var)
- Drow Footman's Mace +1 (GPV = var)
- Demon Staff (GPV = 45,000)
- Adamantite choker (GPV = 75,000)

→ _____ →

17. Jeweled Cavern

Encounter: Mind Flayers (3)

Potential Yield:

- Slaying Mind Flayers (EPV = 21,000)
- Gems (GPV = var.)
- 3 prolonged excursion bundles (GPV = 360)
- Amulet of the Planes (GPV = 30,000)
- Tome of Clear Thought (GPV = 30,000)

→ _____ →

18. Small Cavern

Encounter: Drow fighter (6th level) (1), Drow fighter (4th level) (2), Drow fighter (2nd level) (6)

Potential Yield:

- Slaying 2nd level fighters (EPV = 1,296)
- Slaying 4th level fighters (EPV = 920)
- Slaying 6th level fighter (EPV = 1,082)
- 8 suits of Drow Chain Mail +1 (GPV = var)
- 8 Drow Bucklers +1 (GPV = var)
- 8 Drow Short Swords +1 (GPV = var)
- 2 Drow Long Swords +1 (GPV = var)

- Drow Chain Mail +2 (GPV = var)
- Drow Buckler +2 (GPV = var)
- Drow Short Sword +2 (GPV = var)
- Drow Long Sword +2 (GPV = var)

→ _____ →

19. Lower Lava River Bank

Encounter: Salamanders, common (2)

Potential Yield:

- Slaying Salamanders (EPV = 1,950)

→ _____ →

20. Upper Lava River Bank

Encounter: Drow male fighters (2nd level) (6), Drow male fighters (4th level) (3), K'nilith, darkman male dark knight (8th level) (1)

Potential Yield:

- Slaying 2nd level fighters (EPV = 1,296)
- Slaying 4th level fighters (EPV = 1,380)
- Slaying K'nilith (EPV = 2,296)
- 9 suits of Drow Chain Mail +1 (GPV = var)
- 9 Drow Buckler +1 (GPV = var)
- 9 Drow Short Sword +1 (GPV = var)
- 3 Drow Long Sword +1 (GPV = var)
- Drow Chain Mail +5 (GPV = var)
- Drow Buckler +4 (GPV = var)
- Long Sword +3 "Dumkal" (GPV = 10,000)
- Hand Crossbow +1 (GPV = 2,500)
- Bolt of Stunning (GPV = 250)
- Bolt of Blinding (GPV = 300)
- Bolt of Vapors (GPV = 200)
- Coinage (GPV = 10,000)
- Gems (GPV = 20,000)
- 2 Potions of Speed (GPV = 900)
- 2 Potions of Extra Healing (GPV = 1,600)

→ _____ →

A.

Encounter: Lurker Above (1)

Potential Yield:

- Slaying Lurker Above (EPV = 2,000)

→ _____ →

Appendices

Appendix A: New Magic Items

Awl Pike of Speed +2

EP Value = 950 GP Value = 1,200

This unique item was crafted by the renowned and ridiculed half-elven fighter/magic-user Oussel, who always preached the combat value of pole arms. He was especially fond of the awl pike, claiming that it is the most useful standard weapon in Garweeze Wuld. It is a +2 weapon (+2 to attack and damage rolls) that always strikes first in any round, even before a Scimitar of Speed.

Boomeranging Javelin of Lightning

EP Value = - GP Value = 1,000

Like its beneficial cousin, a Boomeranging Javelin of Lightning is considered equal to a +2 magical weapon, although it has neither attack nor damage bonuses. Upon being hurled, it flies 10 feet out then does a 180° and comes back directly at the person who threw it. At impact, the Javelin becomes the head of a five-foot wide, 30-foot long stroke of lightning. The hurler's to-hit roll is used to determine if he is struck by the javelin. If successful, he suffers 1d6 points of damage (plus any strength bonuses) and an additional 20 points of electrical damage (no saving throw). If he failed his to-hit roll, he suffers no damage from the javelin itself and may attempt to dodge the lightning bolt (a successful save resulting in only 10 points of damage). Any other creatures in the path of the stroke take either 10 or 20 points of damage, based on whether their saving throws are successful or not. From two to five Boomeranging Javelins of Lightning will be found - occasionally mixed in with regular Javelins of Lightning. The Javelin is consumed in the lightning discharge.

Bolt of Blinding

EP Value = 100 GP Value = 300

This bolt is considered to be a +2 weapon, though it provides no to-hit or damage bonus when used. On a successful hit, it detonates in a brilliant flash of light. The individual struck is blinded for 2-8 melee rounds while all those in a 10' foot radius are blinded for 1-4 melee rounds. Note that the bolt does not have to penetrate the target's armor to detonate and cause blinding. A normal to-hit roll is used to see if the target is struck for damage, but failing that the to-hit roll is compared to the target's unarmored AC (allowing only Dexterity Defense Adjustment and/or Acrobatic Skill Suite) to see if the missile detonates on his armor or shield. A Bolt of Blinding that completely misses the target will continue on its trajectory until it hits something (even if that is the ground) and explodes.

Bolt of Stunning

EP Value = 100 GP Value = 250

This bolt is considered to be a +2 weapon, though it provides no to-hit or damage bonus when used. On a successful hit, it detonates, causing a loud explosion with significant concussive force. The individual struck is stunned for 2-8 melee rounds while all those in a 10' foot radius are stunned for 1-4 melee rounds. Note that the bolt does not have to penetrate the target's armor to detonate and cause stunning. A normal to-hit roll is used to see if the target is struck for damage, but failing that the to-hit roll is compared to the target's unarmored AC (allowing only Dexterity Defense Adjustment and/or Acrobatic Skill Suite) to see if the missile detonates on his armor or shield. A Bolt of Stunning that completely misses the target will continue on its trajectory until it hits something (even if that is the ground) and explodes.

Bolt of Vapors

EP Value = 100 GP Value = 200

This bolt is considered to be a +2 weapon, though it provides no to-hit or damage bonus when used. On a successful hit, it detonates and discharges a nauseous cloud of Hydrogen Sulfide in a hemisphere of 15' radius. The effect of this gas is similar to a Stinking Cloud. Note that the bolt does not have to penetrate the target's armor to detonate and discharge its noxious gas. A normal to-hit roll is used to see if the target is struck for damage, but failing that the to-hit roll is compared to the target's unarmored AC (allowing only Dexterity Defense Adjustment and/or Acrobatic Skill Suite) to see if the missile detonates on his armor or shield. A Bolt of Vapors that completely misses the target will continue on its trajectory until it hits something (even if that is the ground) and explodes.

Demon Staff

EP Value = 5,000 GP Value = 45,000

This weapon is a black leather-like staff that nonetheless is very strong. Disgusting scenes and vile runes are carved along its length, and (not surprisingly) it radiates strong evil. It has the properties of a +3 magical weapon and causes Fear (as the 4th level MU spell) in whomever it strikes. No saving throw is allowed, but magic resistance applies. Cavaliers are immune to this effect while those within their protection from fear aura are allowed a saving throw versus staff.

The Demon staff has other magical properties, each of which expend charges:

- **Demonic Wounding:** The staff inflicts an additional 4-24 points of damage which can only be healed by the passage of 1 full day of time per hit point. This power may be used once per day and expends two charges. The charges are not used until a creature is actually wounded so the wielder may keep this feature activated until he makes a successful to-hit roll.

- **Demonic Transformation:** The wielder is transformed into a Type III Demon (see Hacklopedia Volume 5, pg 75 and 95) for 6 rounds. During this time, the character has all the powers of said demon (including spell abilities, magic resistance and Armor Class - even if it's worse than his previous AC). He retains his personality and current hit points though he may not cast spells he may have had in memory until the transformation expires. Should he successfully Gate in a lesser demon while transformed, the creature will turn on him once he returns to his normal form. This power can be used once per day and expends three charges.

- **Demonic Gate:** The staff calls forth a Type I Demon (see Hacklopedia Volume 5, pg 75 and 94) which is bound to serve its summoner for 666 minutes. This power may be used once per day and uses 4 charges.

Merely owning this staff has a 1% cumulative change per day of shifting the bearer's alignment to chaotic evil. The Demon Staff may be recharged, but it requires the sacrifice of a living, sentient being per charge restored.

Rod of Arachnia, Lesser

EP Value = 4,000 GP Value = 30,000

This featureless yard-long bar of black adamantite is a unique creation of Zyandal's workshops. It is usually given to her clerics as a reward for faithful service.

The rod confers many powers upon he who wields it. As a melee weapon, it may strike creatures hit only by a +1 weapon though no to-hit or damage bonus is applicable. Those hit by the rod take 1-6 damage and must make a saving throw vs. poison (at +1) or suffer the effects of Class B poison (2d4 points of damage every round for 2-12 rounds). Those saving sustain only 1d4-1 points of damage per round but for the same duration.

The bearer of this rod gains a +4 saving throw bonus vs. poison and any damage sustained is -1 point per die. He may cast Web twice per day and may also traverse mundane or magical webs at his normal movement rate. Once per day he may Polymorph Self into a Huge Spider.

The Lesser Rod of Arachnia is intelligent and aligned to chaotic evil. It has an Intelligence of 12, is semi-empathetic and its Ego is 11.

Rod of Arachnia, Greater

EP Value = 6,000 GP Value = 50,000

This black adamantite rod set with eight violet garnets is another unique creation of Zyandal's workshops. It is given only to a select cadre of her high priests as a reward for exemplary service.

The Rod confers many powers to those who wield it. As a melee weapon, it is considered a +2 weapon though it confers no to-hit or damage bonus. Those hit by the Rod take 1-8 points of damage and must make a saving throw vs. poison or suffer the effects of Class F poison (death/0).

The bearer of this rod is completely immune to poison. He may cast Web three times per day, Toxic Web* once per day and may also traverse mundane and magical webs at his normal movement rate. Once per day he may Polymorph Self into a Gargantuan Spider. He may also communicate telepathically with all arachnids and no such creature would dare attack such a favored servant of the Spider Queen.

The Greater Rod of Arachnia is intelligent and aligned to chaotic evil. It has an Intelligence of 15 and speaks the drow tongue and chaotic evil. Its Ego is 18.

*see spell description in Appendix C1

UV Lantern

EP Value = 500 GP Value = 2,500

While the dark elves are notorious for their dislike of even modest forms of illumination, such as that given off by torches, lanterns, magic weapon or Faerie Fire, they too

often have to perform such mundane tasks as reading maps. For this reason they developed a portable light source better suited to their special needs. This device, commonly called a UV Lantern, superficially resembles a normal, albeit paneless, lantern. Made from the same durable black adamantite common to many of their goods, the wick and fuel reservoir have been replaced with a rod of thorite - the same material which illuminates their homeland. This rod, approximately two inches thick, is threaded and screws into a socket in the base of the lantern. The inside of the base and top are highly polished mirror-like surfaces.

To human eyes, the UV Lantern gives off a ghostly plum-colored light adequate to illuminate a 20 foot radius. However, when viewed by ultravision, this lantern emits a brilliant amethyst light which illuminates a 120 foot radius.

The thorite rod will last 31-50 days before burning out.

Appendix B: New Spells

NEW MU SPELLS

Zeebart's Rust Resistance

(Abjuration)

Level: 2

Range: 10 yds./level

Duration: 2 turns/level

Area of Effect: 15' radius

Components: S, M

Casting time: 2 segments

Saving Throw: None

When cast, this spell creates a protective aura in which ferrous metal objects become resistant to the effects of rusting such as that inflicted by a Rust Monster. As any car owner north of the Mason-Dixon line well knows, rust "resistance" is seldom totally effective! Metal items gain a 10% chance per level of the caster to resist any rust attack. This may be added to the inherent chance to resist such an attack possessed by magic weapons or armor. For example, a fighter carrying a Shield +2 is protected by his 5th level Magic-User buddy's Rust Resistance spell. The Rust Monster he's faced with strikes his precious magic shield. It has a 70% chance to remain unaffected (whereas previously it had only a 20% chance to resist becoming a ten pound hunk of junk.)

The material component is a daub of metal polish.

Carter's Energy Conservation

(Alteration)

Level: 3

Range: 0

Duration: 1 hr./level

Area of Effect: 20 yds.

Components: V, S, M

Casting time: 3 segments

Saving Throw: None

The purpose of this spell is to reduce energy consumption of all types such that future generations will have access to the same lamp oil guzzling lifestyle enjoyed by today's residents of Garweeze Wurd. Its effect is to dim torch and lamp light by 25% while conversely extending their burning time by 33%. For example, a torch within the area of effect would only shed light in a 13.6 foot radius (the amount of light shed is reduced by 25%, but since this is distributed in a sphere with a radius of 15 feet, reducing the volume by 25% does not significantly reduce the radius) while its burning time would increase to 40 minutes. Similarly, a hooded lantern would only illuminate a 27 foot radius while a pint of lamp oil would now last two hours and forty minutes. All in all, this is deemed by many to be a fair and eco-conscious trade off.

Of course, every good idea is perverted in practice. Flaming oil still causes approximately the same amount of damage - albeit spread out over a longer period (2-8 the first round and 1-4 for each of two rounds thereafter). It is common knowledge that Carter's Energy Conservation also affects magical spells. A Light spell is restricted to illuminating only a 18 foot radius but its duration increases to 13 minutes per level of the caster while a Continual Light spell dims to illuminate but a 55 foot radius.

What is less commonly known is that this spell has dampening powers on ALL fire and electricity based spells. A Fireball that explodes within the confines of Carter's Energy Conservation has its damage reduced by 25% (compute damage normally, then multiply by .75 and round to the nearest whole number). Similarly, a magic-user casting Lightning Bolt from within the confines of this spell would reduce the damage caused by the bolt by 25% even if the target is outside the area of effect of this spell (because the lightning originated from within the energy conservation field).

The somatic component is a wagging finger and the material component is a drop of peanut oil.

Toxic Web

(Evocation)

Level: 4

Range: 5 yds./level

Duration: 2 turns/level

Area of Effect: 6,000 cubic ft.

Components: V, S, M

Casting Time: 4 segments

Saving Throw: Neg. or 1/2

A Toxic Web spell creates a many-layered mass of strong, sticky strands similar to spider webs but much thicker, tougher and saturated with a contact neurotoxin. These masses must be anchored to two or more solid and diametrically opposed points - floor and ceiling, opposite walls, etc. - or the web collapses upon itself and disappears. The Toxic Web spell covers a maximum area of six 10-foot x 10-foot x 10-foot cubes and the webs must be at least 10 feet thick, so a mass 30 feet high, 20 feet wide, and 10 feet deep may be cast. Creatures caught within webs, or simply touching them, become stuck among the gluey poisonous fibers. Anyone in the area when the spell is cast must roll a saving throw vs. spell with a -2 penalty. If the saving throw is successful, two things may have occurred. If the creature has room to escape the area, then it is assumed to have jumped free. If there is no room to escape, then the webs are only half strength, but their toxicity is unaffected.

Anyone caught within the webs or attempting to pass through them will suffer the effects of the poison-laced strands. Each round victims must save versus poison. Those failing suffer 1-4 points of damage from the neurotoxin while those making their save suffer only 1 point. Note that this damage will not be absorbed by armor. Creatures (such as spiders) or characters (such as those with a Ring of Free Action) who can move swiftly through the webbing still suffer poison damage for the duration of their exposure - no less than one round in any case.

Creatures with less than 13 Strength (7 if the webs are half strength) are stuck fast and suffer continuous poison damage until freed by another, they die, the spell wears off or the webs are burned away. Creatures with Strengths between 13 and 17 can break through 1 foot of webs per round. Creatures with 18 or greater Strength can break through 2 feet of webs per round. If the webs are at half strength, these rates are doubled. Great mass equates to great strength in this case, and creatures of large mass hardly notice webs. All size H creatures can break through 5 feet of webs per round while strong and huge creatures such as giants or any size G creature can break through 10 feet of webs per round.

The strands of a Toxic Web spell are flammable. A magical flaming sword can slash them away quite easily. Any fire - torch, flaming oil, flaming sword, etc. - will set them alight and burn them away in a single round. All creatures within flaming webs suffer 2d4 points of damage from the flames, but those free of the strands are not harmed.

As with a standard Web, missile fire is ineffective against creatures trapped within these webs. The material component of this spell is a bit of spider web and a drop of poison.

NEW CLERIC SPELLS

Spider Charm

(Enchantment/Charm)

Level: 2

Range: 30 yds.

Duration: Special

Area of Effect: 30-ft. cube

Components: V, S

Casting Time: 5 segments

Saving Throw: None

When this spell is cast, it sets up a hypnotic pattern that causes one or more spiders to cease all activity except for a swaying movement that is reminiscent of a bobble head toy. If the spiders are charmed while idle, the duration of the spell is 1d4+2 turns; if the spiders are lively but not irritated, the charm lasts 1d3 turns; if the spiders are provoked or attacking, the spell lasts 1d4+4 rounds. The cleric casting the spell can charm spiders whose total hit points are less than or equal to those of the cleric.

On the average, a 1st-level cleric could charm spiders with a total of 24 or 25 hit points; a 2nd-level cleric could charm 29 hit points, etc. The hit points can be those of a single spider or those of several arachnids, but the total hit points cannot exceed those of the cleric casting the spell.

This spell is also effective against any partially arachnid monster, such as Driders, subject to magic resistance, hit points and so forth.

Stones to Spiders

(Alteration)

Level: 4

Range: 30 yds.

Duration: 2 rds./level

Area of Effect: 1d4 stones + 1 stone/level in a 10-ft. cube

Components: V, S, M

Casting Time: 7 segments

Saving Throw: None

By means of this spell, the caster can change 1d4 small stones, plus one additional stone per experience level, into spiders. Thus, a 9th level cleric can change 10-13 stones into an equal number of spiders. These arachnids attack as commanded by the cleric.

There must, of course, be small stones or similar pieces of gravel to turn into spiders. Such a stone cannot be larger than a man's fist. Magical items, such as Ioun Stones or a Gem of Seeing, are not affected by the spell but ordinary gemstones may be.

The spell typically creates Large Spiders (HF 1, EP VALUE 175 each, Int 0 (non), AL N, AC 8, MV 6", 15" web, HD 1+1, hp 25 each, SZ S, #AT 1, D 1 + class B poison (2d4/d4-1) save at +2, SA poison, SD n/a, TOP 12, Crit BSL: Def AC -1, FF 4, Reference HoB 7 p 97). However, there is a 2% chance per level of the caster for any particular spider to actually be a Giant Spider (HF 6, EP VALUE 420, Int 6 (low), AL CE, AC 4, MV 3", 12" web, HD 3+3, hp 37 each, SZ L, #AT 1, D 1d8 + class F poison (death/0), SA poison, SD n/a, TOP 18, Crit BSL: Def AC +2, FF 4, Reference HoB 7 p 97). Thus, a 10th level cleric has a 20% chance of any single stone becoming a Giant Spider instead of a Large Spider.

The spell lasts for two rounds per experience level of the spell caster. The material components of the spell are some dirt and a bit of cobweb.

Appendix C: New Quirks

Nicotine Addiction: Characters with this quirk are addicted to smoking. They are seldom seen without a cigarette in their hands and get nervous and irritable when deprived. Smoking while adventuring makes it very difficult to surprise opponents as the tell-tale aroma will alert anyone in a 100 foot radius.

Characters with this flaw lose 50 fractional points of Constitution. On the up side, however, smokers gain the benefit of a half strength Befriend spell if they are generous with their smokes in any bar or tavern. (Minor: 6 points)

Appendix D: New Race

Darkmen

Darkmen are the result of the mating of a dark elf and a human. This is sadly rather common in the NetherDeep as male drow, notorious for their freakish peccadillos, frequent shady brothels offering a gamut of hapless slaves of varying races, ages and genders, all forced into the sex trade.

Though darkmen favor their drow parent's dark complexion, they usually have no status in dark elf society and rank even lower than half-drow. Darkmen can be of any alignment, but given the typically sad instances of their birth, poor parenting and social stigmatization, most tend towards chaos and evil.

Darkmen are a common mixed race in the Netherdeep, given the superior fertility of the human parent compared to that of most drow. The relationship between drow, human and darkman is defined as follows: Anyone with both drow and human ancestors is either a human or a darkman (drow have only drow ancestors). If there are more human ancestors than drow, the person is human albeit with drow-like features; if there are equal numbers or more drow, the person is a darkman.

Darkmen, both men and women, are of similar size typically about five and one-half feet tall and weighing around 140 pounds. Their natural life expectancy is 150 years though few actually live this long. They do not have all the abilities of the drow, nor do they have the flexibility of unlimited level advancement of humans. In general, a darkman has the curiosity, inventiveness and ambition of his human ancestors and the vanity, cruelty and depravity of his drow ancestors. Due to their drow parentage and affinity for leg-erdmain, all darkmen possess an inherent spell-casting ability. They may cast Faerie Fire once per day at 1st level, Dancing Lights once per day at 4th level and Darkness once per day at 7th level. These are in addition to spells obtained by means of their class.



Darkmen At a Glance:

The Upside

Racial Bonuses:

- Infravision enables Darkmen to see up to 60 feet in darkness.
- 30% resistance to Sleep and all charm-related spells.
- Spell abilities (see text)
- Base resistance to magic of 20%. Increases by 1% for each level of experience.
- +1 bonus on saves vs. all forms of magical attack (including devices).

Initial Languages:

Common, drow, drow silent language, elf, dwarf, gnome, undercommon, kuo-toa, bugbear, and orcish **

Talents:

- Darkmen have a one-in-three chance of spotting a secret door
- Darkmen have a one-in-two chance of locating a concealed door.

Allowable Classes:

Cleric, fighter, dark knight, magic-user, battlemage, bloodmage, thief, assassin, bard.
(Level restrictions apply. See Table D above.)

Allowable Multi-Classes:

Cleric/fighter, cleric/fighter/magic-user, cleric/assassin, fighter/magic-user, fighter/thief, fighter/magic-user/thief, fighter/magic-user/assassin, magic-user/thief and magic-user/assassin

Attribute Modifiers:

Drowmen gain/suffer the following bonuses/penalties: -1 Comeliness

Building Point Bonus: 10

Restricted Talents Which May be Purchased:

Acrobatic Skill Suite, Acute Alertness, Ambidextrous, Astute Observation, Balance Bonus, Blind-fighting, Close to the Earth, Constitution/Health Bonus, Crossbow Bonus, Dagger Bonus, Endurance, Grace Under Pressure, Javelin Bonus, Keen Sight, Less Sleep, Magic Identification, Photographic Memory, Seeking Grasping Hands, Short Sword Bonus, Sixth Sense, Spell Abilities

The Downside

- Darkmen suffer a -1 penalty on all rolls when exposed to bright sunlight or Continual Light spells. Lesser light sources do not bother them.
- All elves (including drow) distrust darkmen, resulting in an initial reaction roll penalty of -1.

**The number of languages a darkman can learn is limited by his Intelligence (see Table 1D in the PHB) or by the Building Points/training he devotes to languages.

Table D: Darkman Class Restrictions and Level Limitations¹

Class	Level Limitation or Restriction
Cleric	14
Druid	no
Fighter	13
Barbarian	no
Berserker	no
Cavalier	no
Dark K.	13
Knight E.	no
Monk	no
Paladin	no
Ranger	no
Magic-User	13
BattleMage	10
Blood Mage ^a	10
Illusionist	no
Thief	U
Assassin	U
Bard	U

1) The numbers on the chart are increased by 2 for darkmen that are not multi-classed.

Darkmen have a wide range of choices for their character class. They may choose to be a cleric, fighter, dark knight, magic-user, battle mage, blood mage, thief, assassin, or bard. In addition, a darkman can choose from the following multi-class combinations: Cleric/fighter, cleric/fighter/magic-user, cleric/assassin, fighter/magic-user, fighter/thief, fighter/magic-user/thief, fighter/magic-user/assassin, magic-user/thief and magic-user/assassin. The darkman must abide by the rules for multi-class characters.

Darkmen do not form communities among themselves; rather, they live along the fringes of drow society eking out a living as best they can. Some particularly bright, ambitious or ruthless individuals may, however, acquire status in the employ of their drow masters. The reactions of humans and elves to darkmen ranges from pity to outright bigotry.

Darkmen do not have their own language. Their life in the NetherDeep enables them to choose any of the following languages (plus any other allowed by the GM): Common, drow, drow silent language, elf, dwarf, gnome, undercommon, kuo-toa, bugbear, and orcish. The actual number of languages is limited by the Intelligence of the player character (see Table 1D in the HackMaster Player's Handbook) and by the Building Points/training he devotes to languages.

Darkmen have infravision that extends to 60 feet. Like standard half-elves, they are 30% resistant to Sleep and Charm spells. Furthermore, these half-breeds are only surprised on a 2 on a 1d10. Secret or concealed doors are difficult to hide from darkmen, just as they are from drow. Merely passing within 10 feet of a concealed door (one hidden by obstructing curtains, etc.) gives the darkman character a one-in-six chance (roll a 1 on 1d6) of spotting it. If the character is actively seeking to discover hidden doors, he has a one-in-three chance (roll a 1 or 2 on 1d6) of spotting a secret door (one constructed to be undetectable) and a one-in-two chance (roll a 1, 2, or 3 on 1d6) of locating a concealed door.

Regardless of where they live, just like their dark skinned parent, they too suffer when exposed to bright sunlight or Continual Light spells (a -1 to all die rolls).

Appendix E: New Weapons and Armor

Table E1:
Giant Weapons

Item	Cost	Weight	Size	Damage Type	Speed Factor	Damage vs.			Base Availability		
						S	M	L	H	Med	Low
Battle axe, Huge	-	56 lbs.	H	H	2	4d4	4d4	4d4	na	na	na
Bow	—	—	—	—	—	—	—	—	—	—	—
Composite long bow, Gigantic	-	48 lbs.	G	—	—	Δ	Δ	Δ	na	na	na
Club, Gigantic	—	48 lbs.	H	C	-1	4d8	6d4	6d4-6 ¹	na	na	na
Club, Huge	—	24 lbs.	G	C	-1	2d8	2d6	2d6-2 ¹	na	na	na
Crossbow	—	—	—	—	—	—	—	—	—	—	—
Heavy crossbow, Huge	-	112 lbs.	H	—	—	Δ	Δ	Δ	na	na	na
Light crossbow, Huge	-	56 lbs.	H	—	—	Δ	Δ	Δ	na	na	na
Dagger, Huge	-	8 lbs.	L	P	—	2d6	2d6-2 ¹	2d6-4 ¹	na	na	na
Footman's Flail, Huge	-	120 lbs.	H	C	2	2d6	2d6+2	4d4	na	na	na
Footman's Mace, Huge	-	80 lbs.	H	C	2	2d8	2d6+2	2d6	na	na	na
Hand or throwing axe, Huge	-	40 lbs.	H	H	-1	2d8	2d6	2d6-2 ¹	na	na	na
Hurled Tankard (giant-sized), Full ³	—	24 lbs.	L	C	—	2d6	2d6-2	2d6-4	na	na	na
Hurled Tankard (giant-sized), Empty	—	16 lbs.	L	C	—	2d6-2	2d6-4	2d6-6	na	na	na
Javelin, Huge	-	16 lbs.	H	P	—	2d6	2d6	2d6	na	na	na
Spear, Huge ²	-	40 lbs.	H	P	1	2d6-2 ¹	2d6	2d8	na	na	na
Sword	—	—	—	—	—	—	—	—	—	—	—
Long sword, Gigantic	-	64 lbs.	G	H	0	3d6	3d10	3d12	na	na	na
Long sword, Huge	-	32 lbs.	H	H	0	2d6	2d8	2d12	na	na	na
Two-handed sword, Huge	-	120 lbs.	G	H	5	2d6-2 ¹	2d10	6d6	na	na	na

Δ The damage for these missile weapons is dependent upon the ammo used. They are detailed on Table E2: Giant Weapons: Ammo.

1 Extra points subtracted from these weapons is divided by the number of dice used to compute damage with a minimum of 1 h.p. per die (For example, a giant strikes a halfling with a huge spear and rolls a "1" and a "5" on the dice for damage. Damage is 5 h.p. since 1 point is subtracted from each die but the "1" cannot be lowered further.)

2 This weapon inflicts double damage when firmly set to receive a charge.

3 If a hurled tankard (full) hits its target, the target must save vs. breath weapon at +2 or be blinded for 1d4-2 rounds..

Note: Giant Weapons are designed as analogues of their human-sized namesakes. A huge javelin is properly weighted for flight and is not simply a big spear. Many of these weapons could potentially be employed two-handed by a size L player character (e.g a Half-Ogre).

Table E2:
Giant Weapons: Ammo

Item	Cost	Weight	Size	Damage Type	Speed Factor	Damage			Base Availability		
						S	M	L	Hi	Med	Low
Bow	—	—	—	—	—	—	—	—	—	—	—
Arrow, Flight, Gigantic	3sp/12	2 lbs.	L	P	—	3d6	3d6	3d6	na	na	na
Arrow, Sheaf, Gigantic	3 sp/6	2 lbs.	L	P	—	3d8	3d8	3d8	na	na	na
Crossbow	—	—	—	—	—	—	—	—	—	—	—
Quarrel, Heavy, Huge	2 sp	1 lb.	S	P	—	2d8	4d4+2	6d4	na	na	na
Quarrel, Light, Huge	1 sp	1 lb.	S	P	—	2d6	2d8	4d4+2	na	na	na

Table E3:
Missile Weapon Ranges

Weapon	ROF	Range (yards)		
		S	M	L
Comp. long bow, flight arrow, Gigantic	2	90	170	300
Comp. long bow, sheaf arrow, Gigantic	2	60	120	250
Club, Huge	1	15	30	45
Dagger, Huge	2	15	30	45
Heavy crossbow, Huge	1/2	110	220	340
Light crossbow, Huge	1	85	170	250
Hand axe, Huge	1	15	30	45
Javelin, Huge	1	30	60	90
Spear, Huge	1	15	30	45

"ROF" is the rate of fire (how many shots that weapon can fire off in one round.) This is independent of the number of melee attacks a character can make in a round. **Size "L" creatures employing Huge crossbows reduce their "ROF" by half.**

Each range category (Short, Medium, or Long) includes attacks from distances equal to or less than the given range. Thus, a huge heavy crossbow fired at a target 115 yards away uses the medium range modifier. The attack roll modifiers for range are -2 for medium range and -5 for long range.

Table E4:
Hit Point Absorption Regression for Damaged Giant Armor

Item	Armor Class							
	-1	0	1	2	3	4	5	6
Hill Giants	—	—	—	—	—	4	2	*
Hide Armor	—	—	16	12	8	4	2	*
Metal Armor (chainmail)	—	—	16	12	8	4	2	*
Frost Giants	—	10	8	6	4	2	*	
Furs/Hides	—	10	8	6	4	2	*	
Fire Giants	18	16	12	8	4	2	*	
Banded mail	18	16	12	8	4	2	*	

all varieties of giant armor absorb 2 hit points per die.

* this is the unarmored AC of the Giant

Table E5:
Giant Shield Hit Points

AC modifier	+4	+3	+2	+1
Buckler	—	—	—	6
Small	—	—	8	6
Medium	—	10	8	6
Body	12	10	8	6

Villa of the Hill Giant Chieftain- Overland GM's Map

1 hex = 5 miles

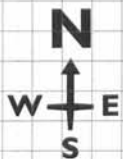
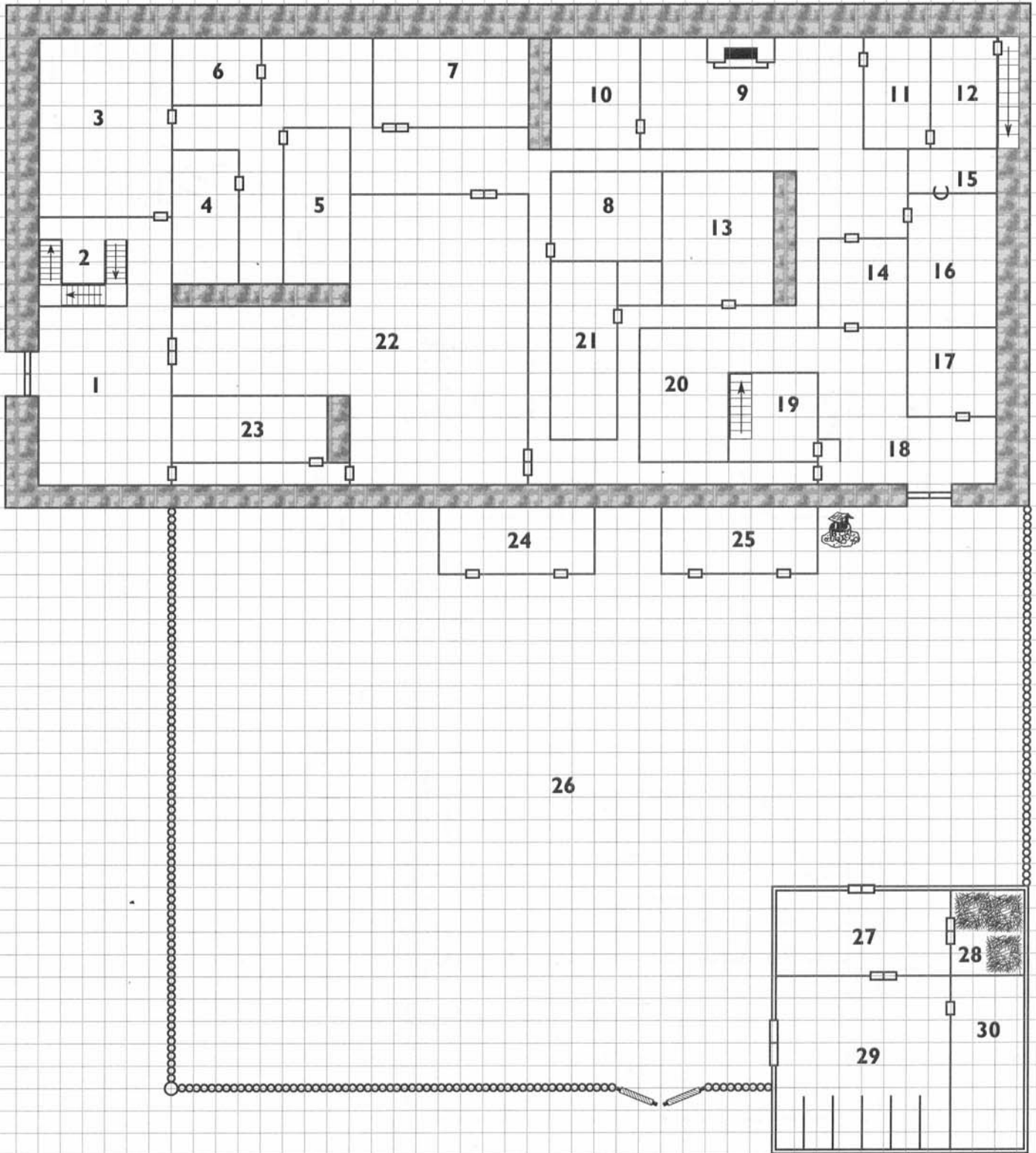
Village of
Morton's
Grove

Hill Giant
Villa

Snake River

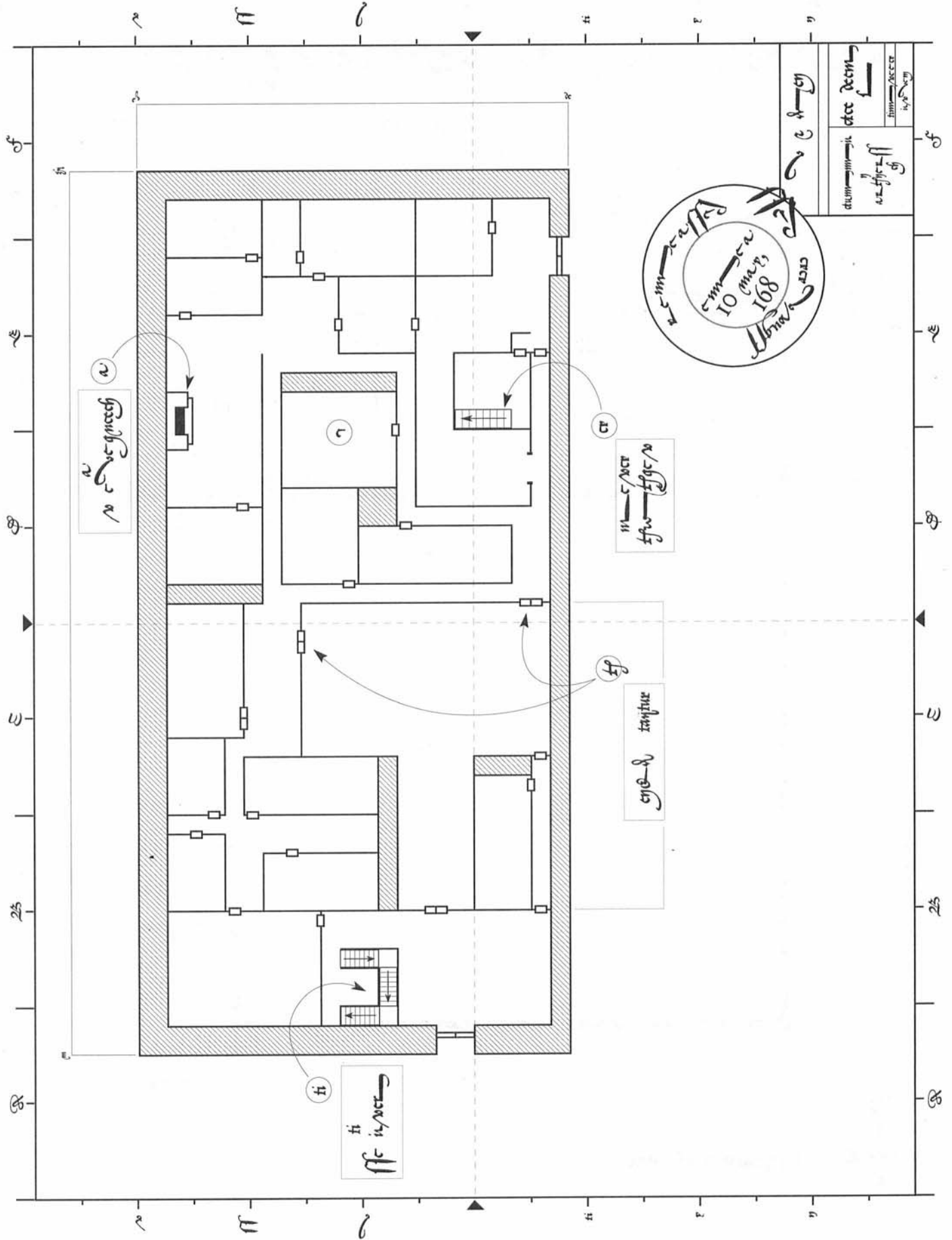
Zralen River

Villa of the Hill Giant Chieftain - upper level - GM's map



1 square = 10 feet

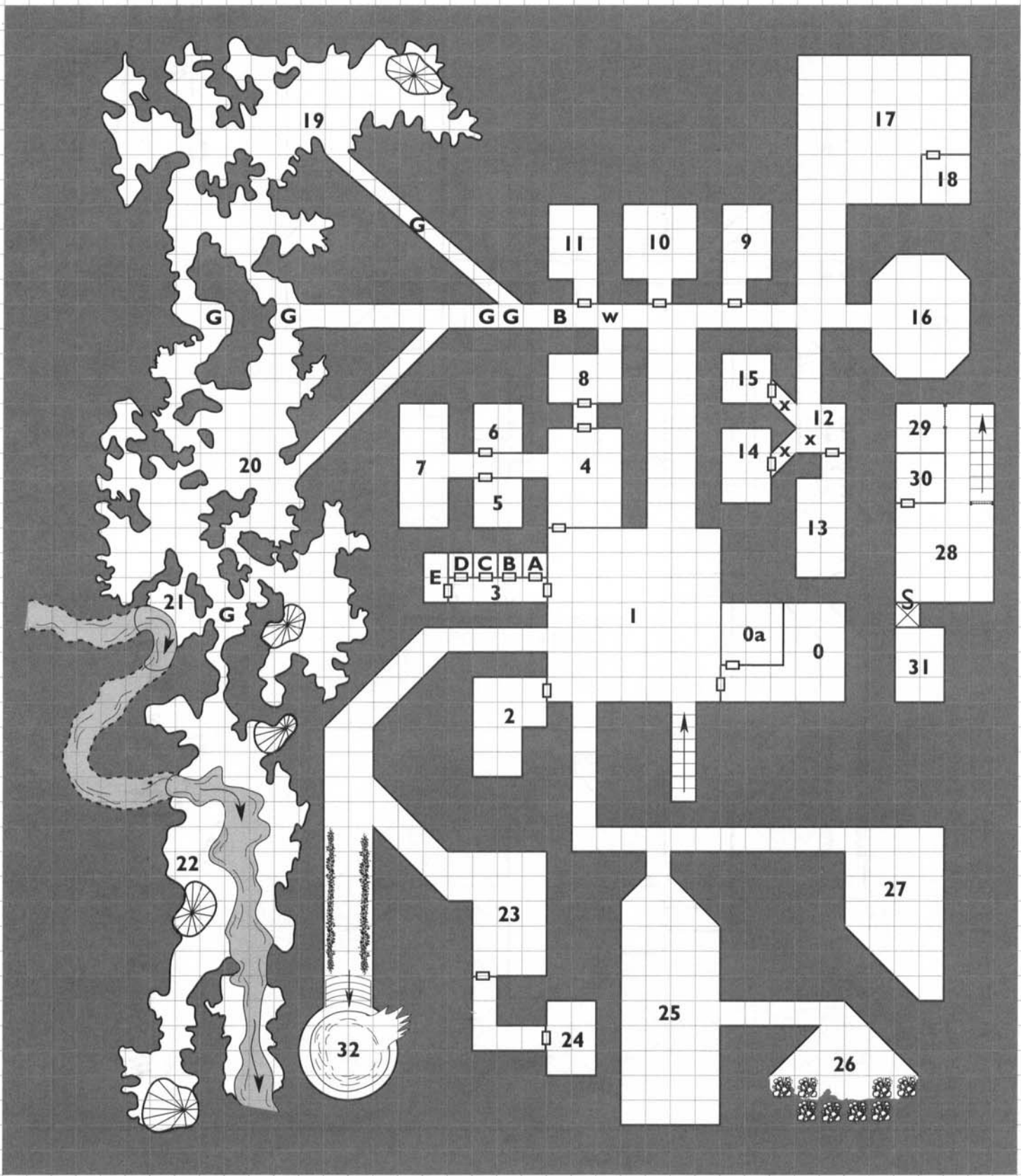
Player Aid #1



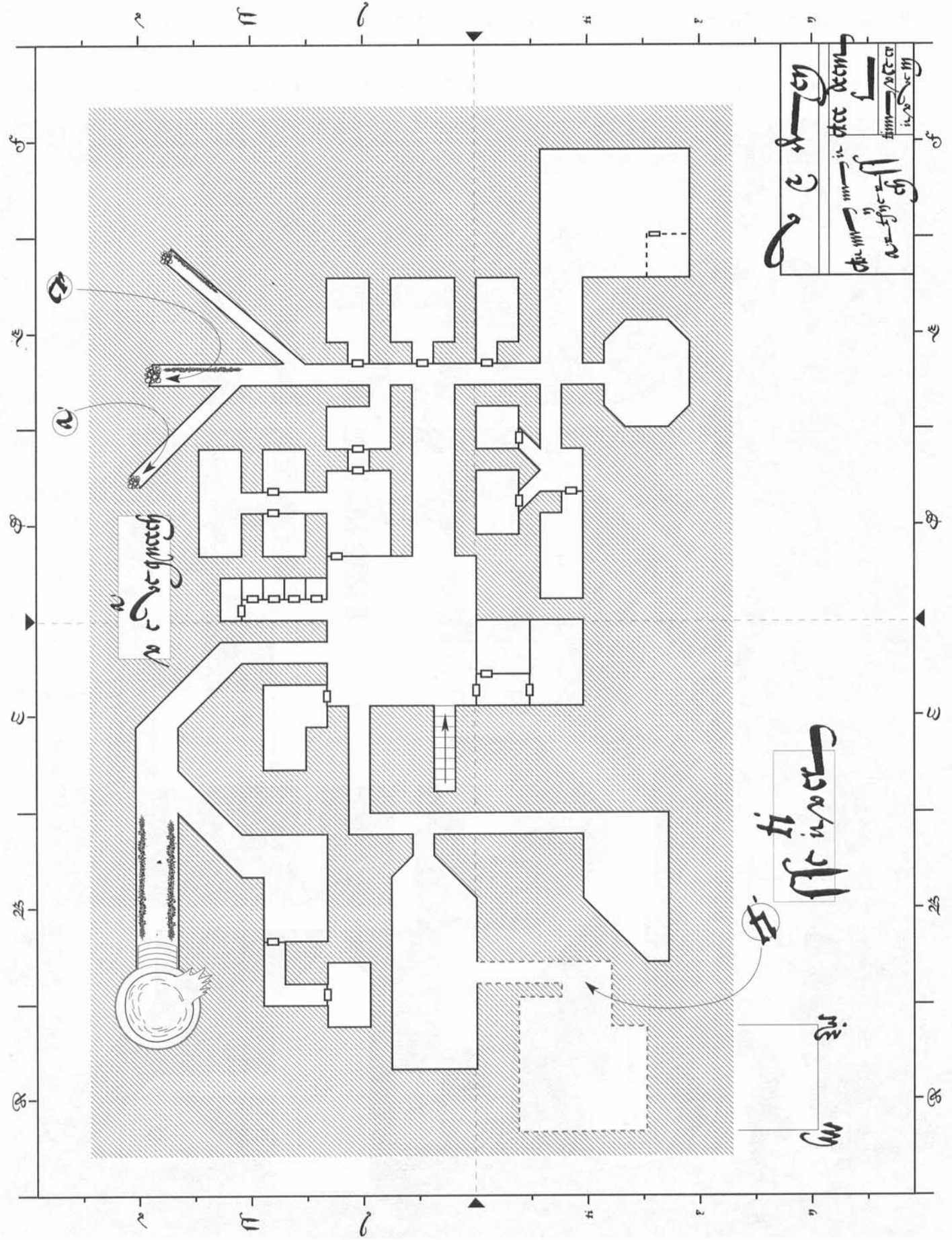
Villa of the Hill Giant Chieftain - lower level - GM's map



= Sinkhole
 G = Orc Guardposts
w&x = Bugbear Guardposts
 1 square = 10 feet

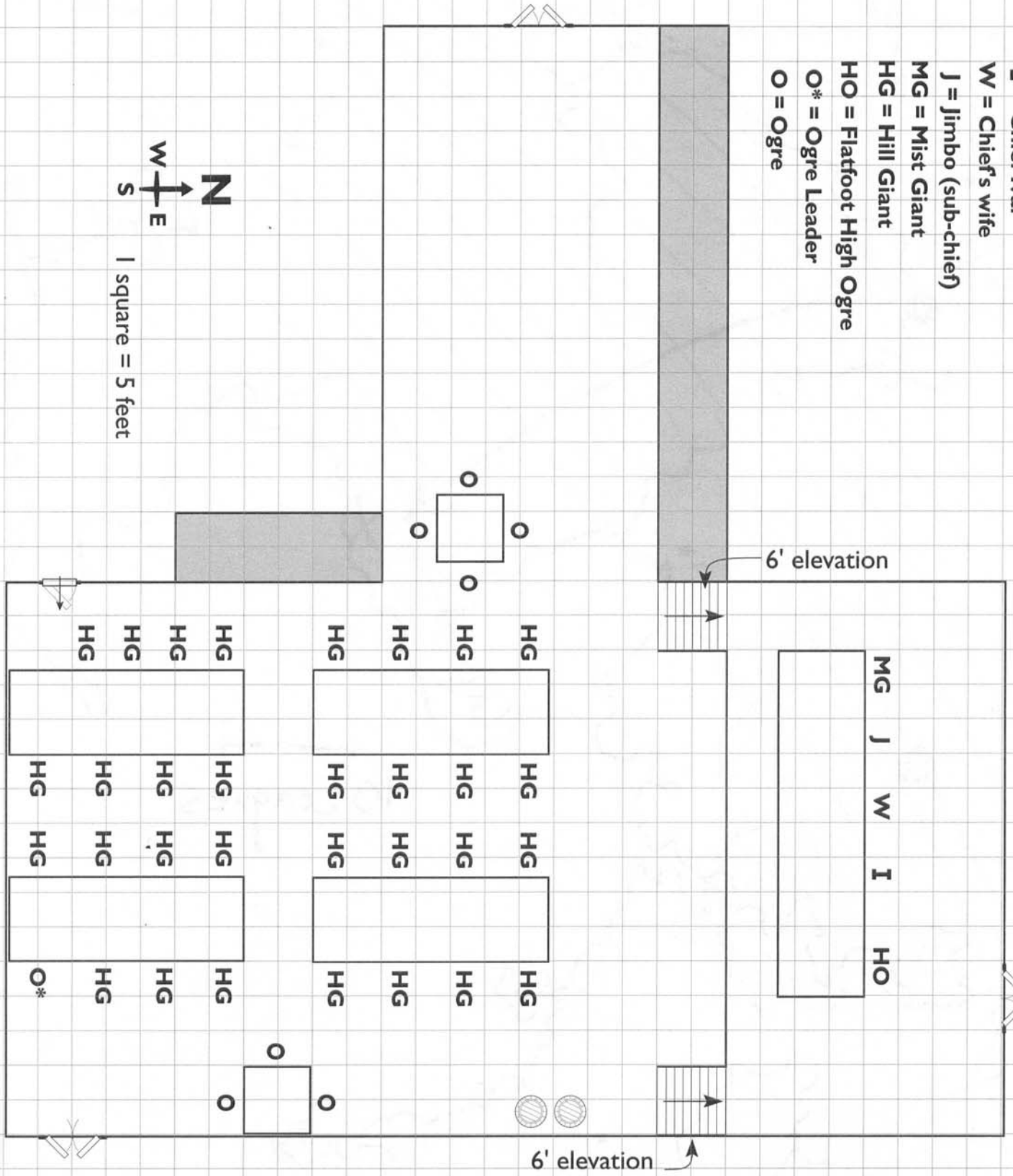


Player Aid #2

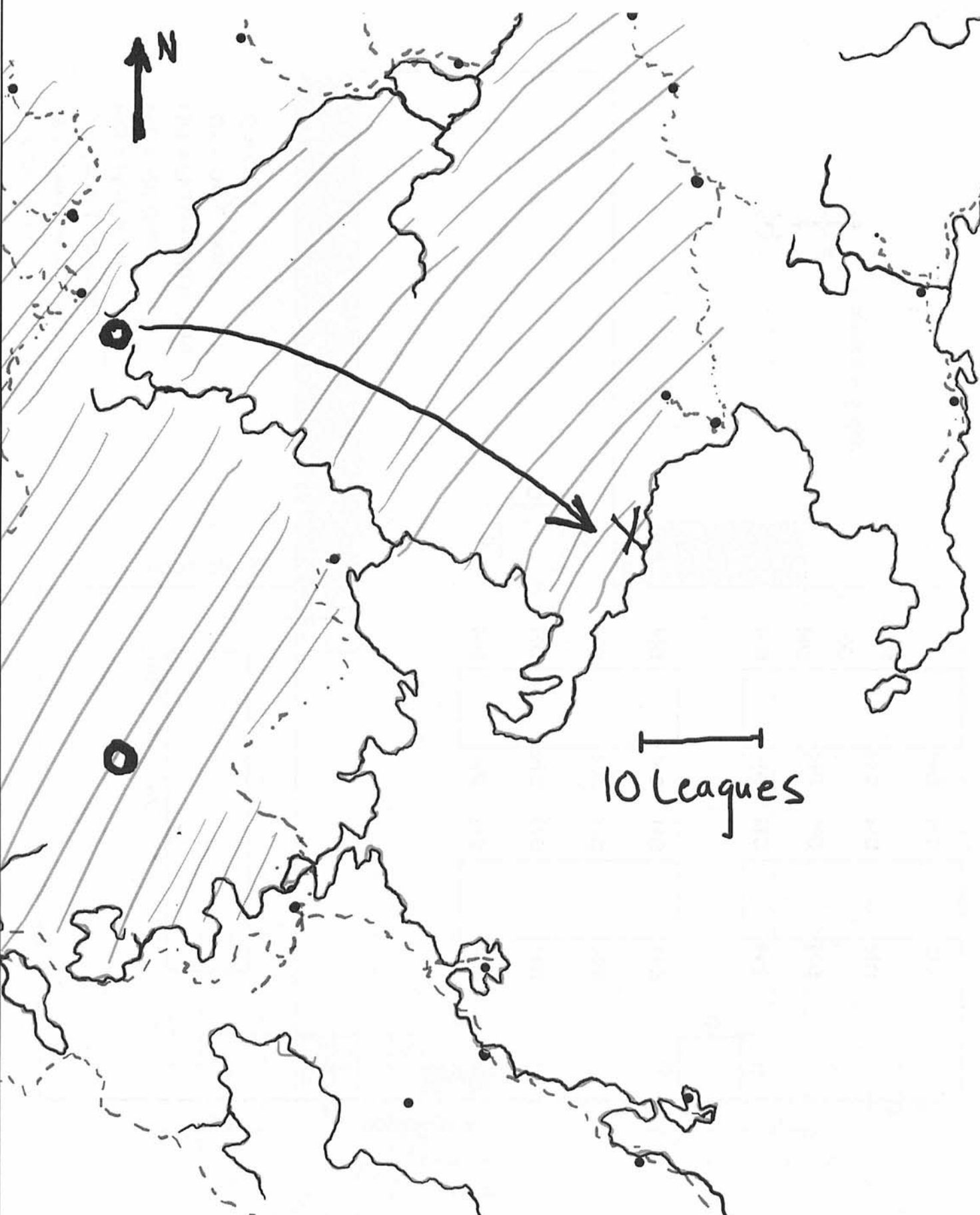


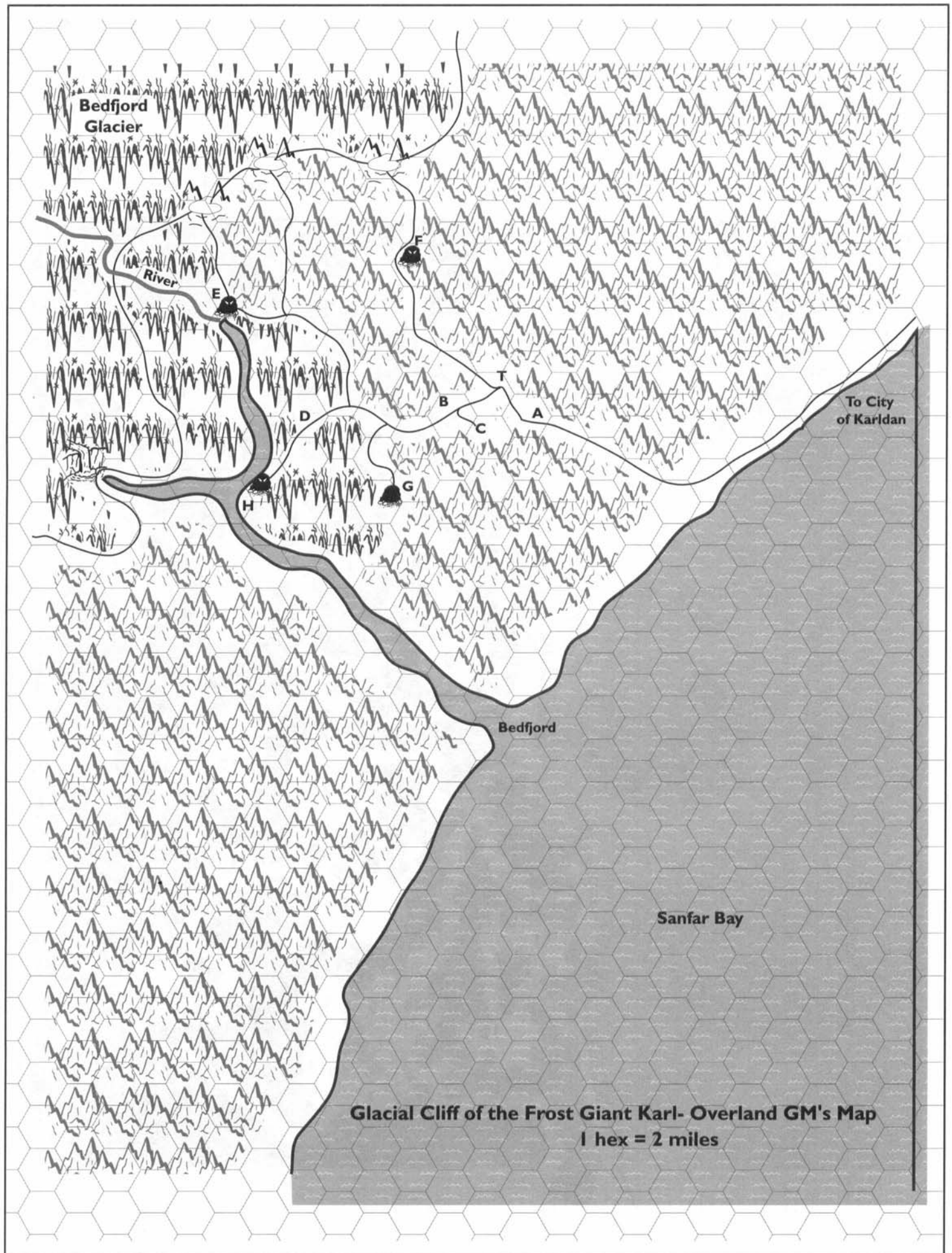
Villa of the Hill Giant Chieftain - Area 22: Main Hall - detail map

- I = Chief Ivar
- W = Chief's wife
- J = Jimbo (sub-chief)
- MG = Mist Giant
- HG = Hill Giant
- HO = Flatfoot High Ogre
- O* = Ogre Leader
- O = Ogre



Player Aid #3

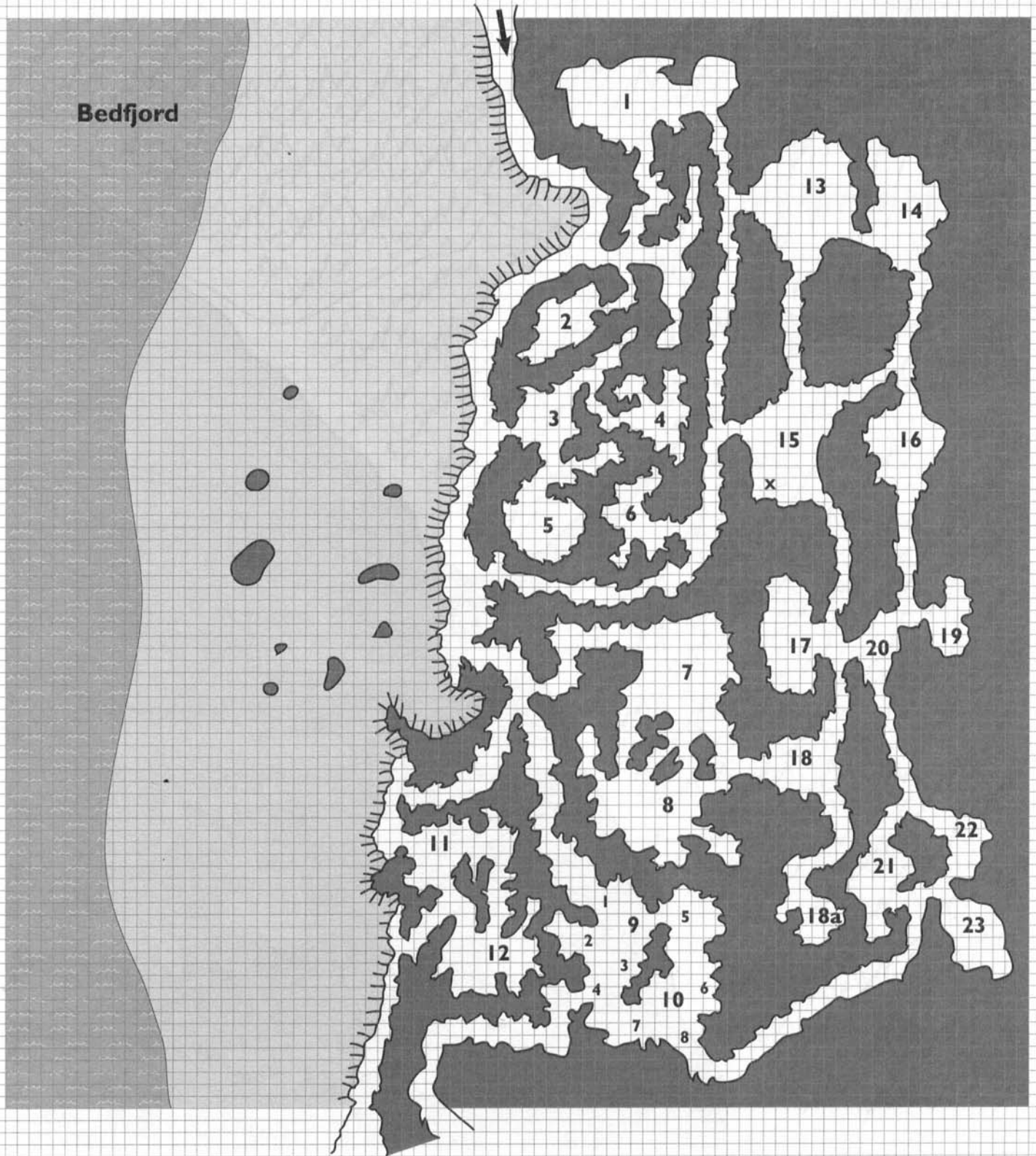




The Glacial Cliffs of the Frost Giant Karl - Upper Level - GM's map

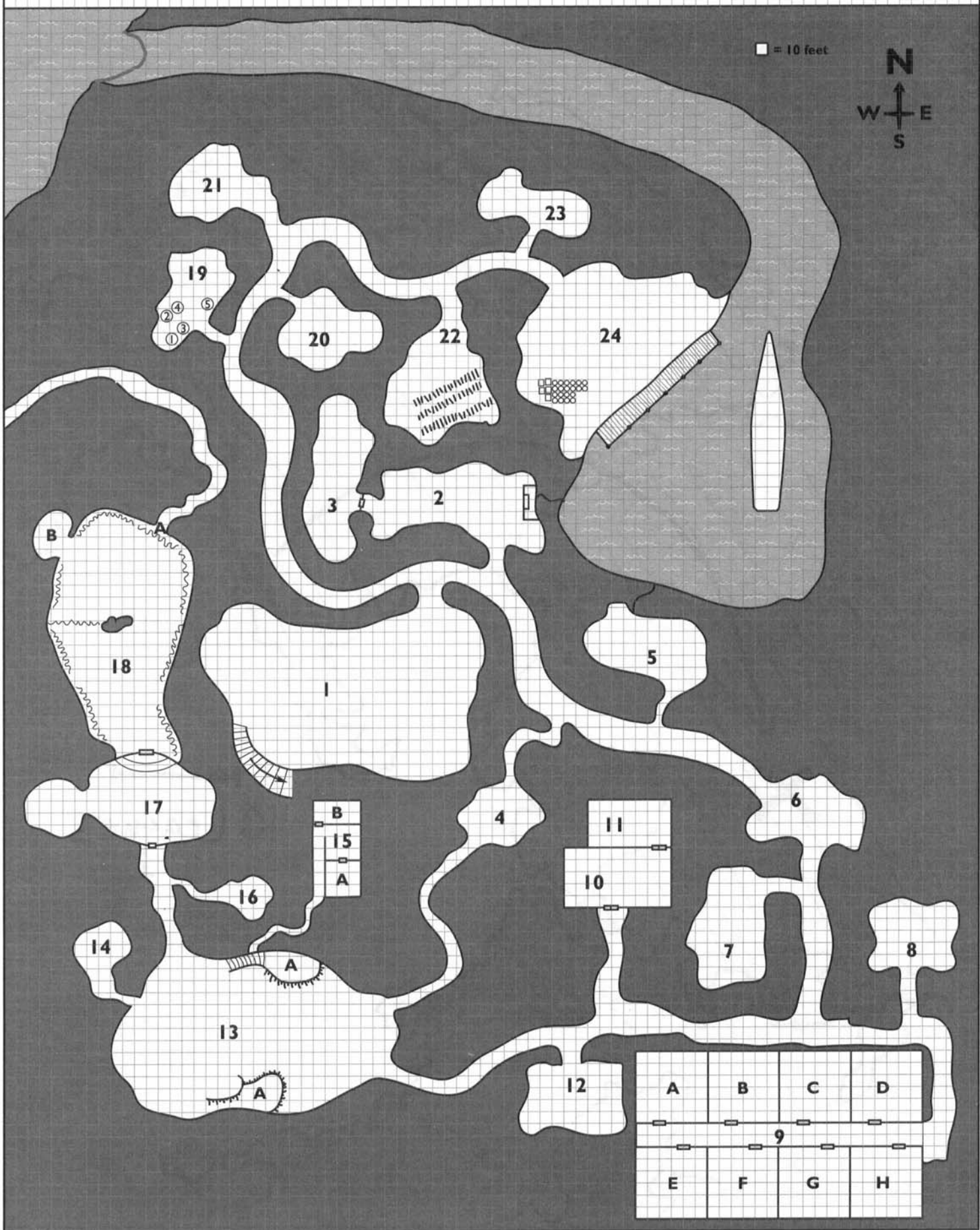


1 square = 10 feet



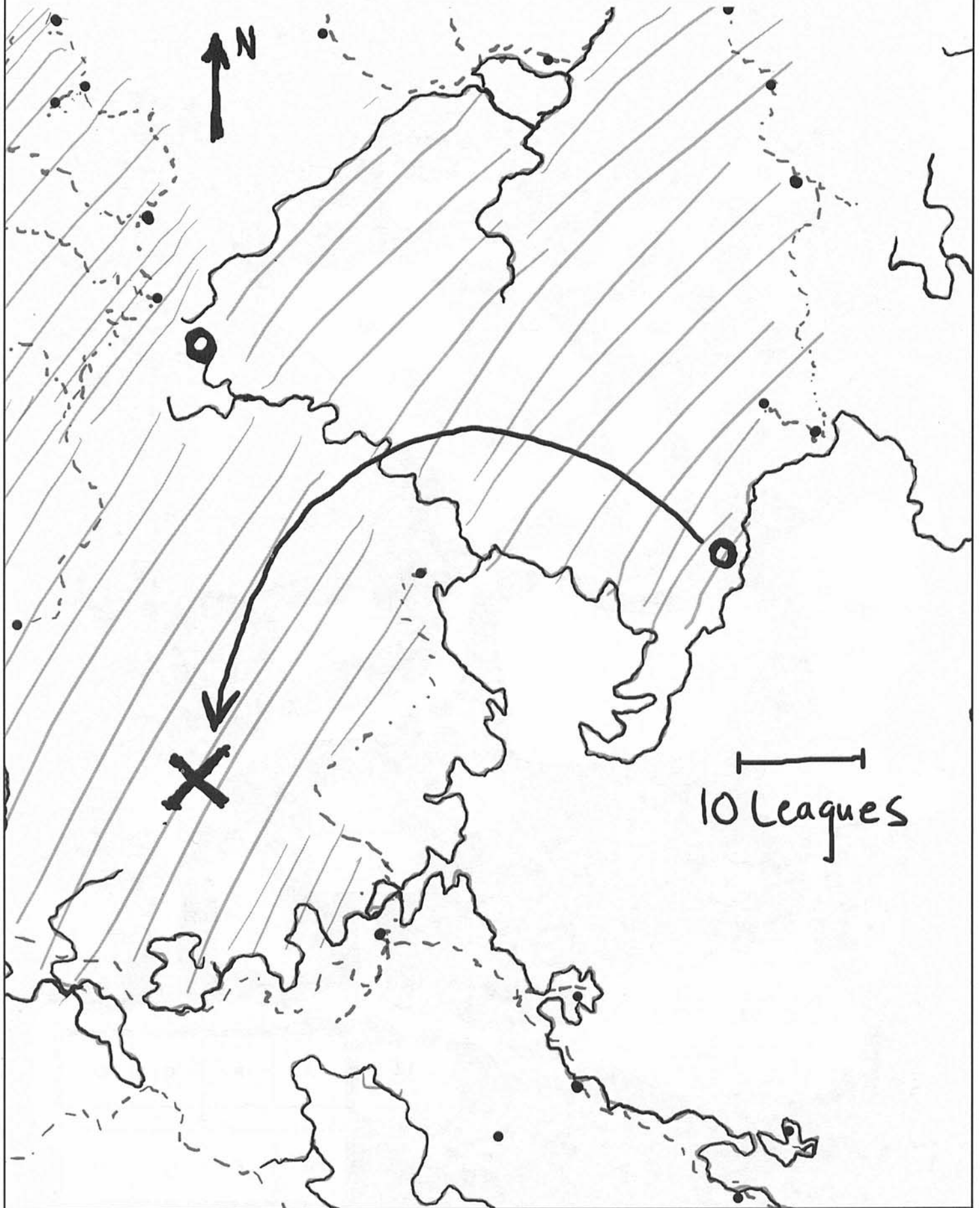
The Glacial Cliffs of the Frost Giant Karl - Lower Level - GM's map

■ = 10 feet



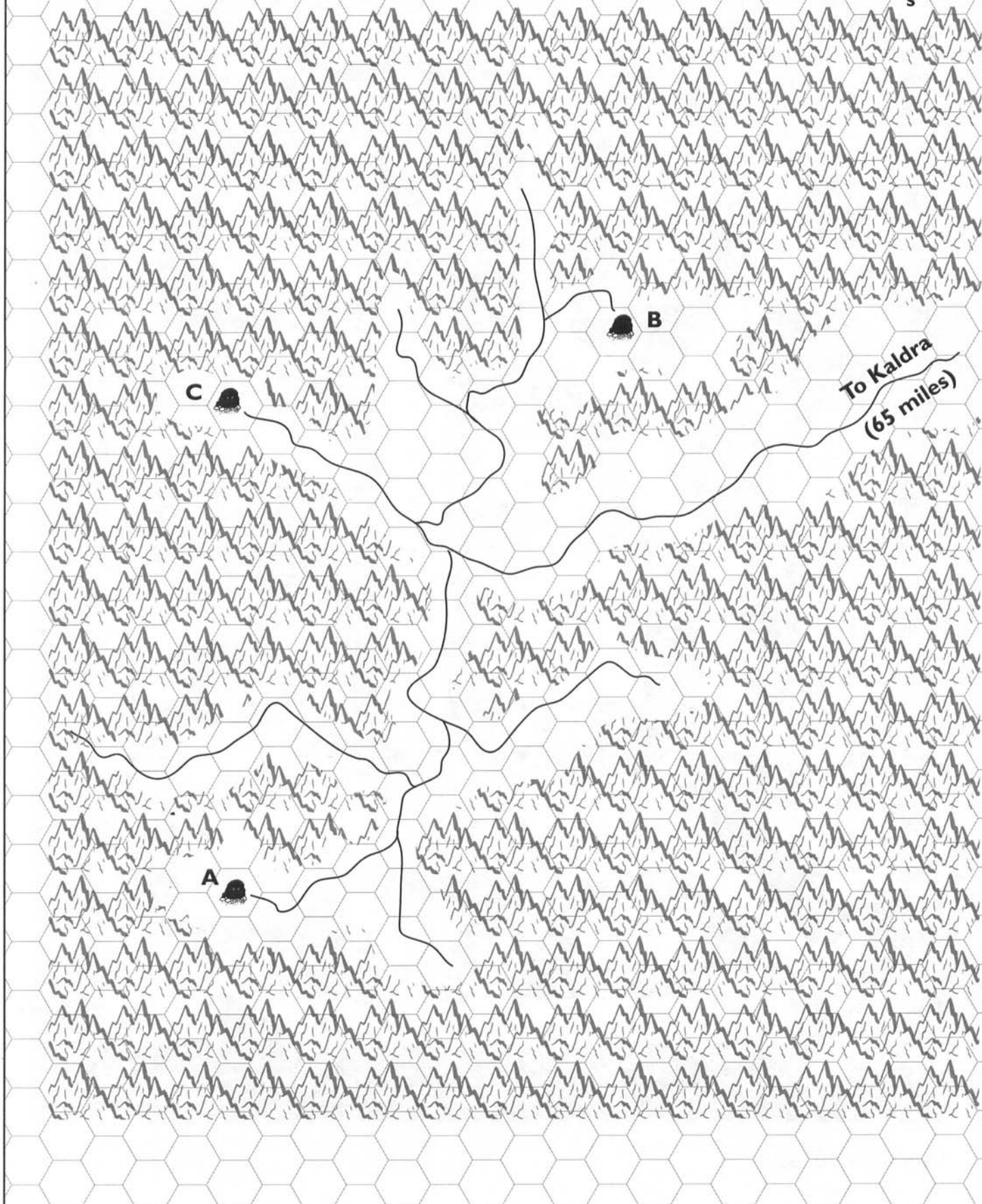
A	B	C	D
9			
E	F	G	H

Player Aid #4




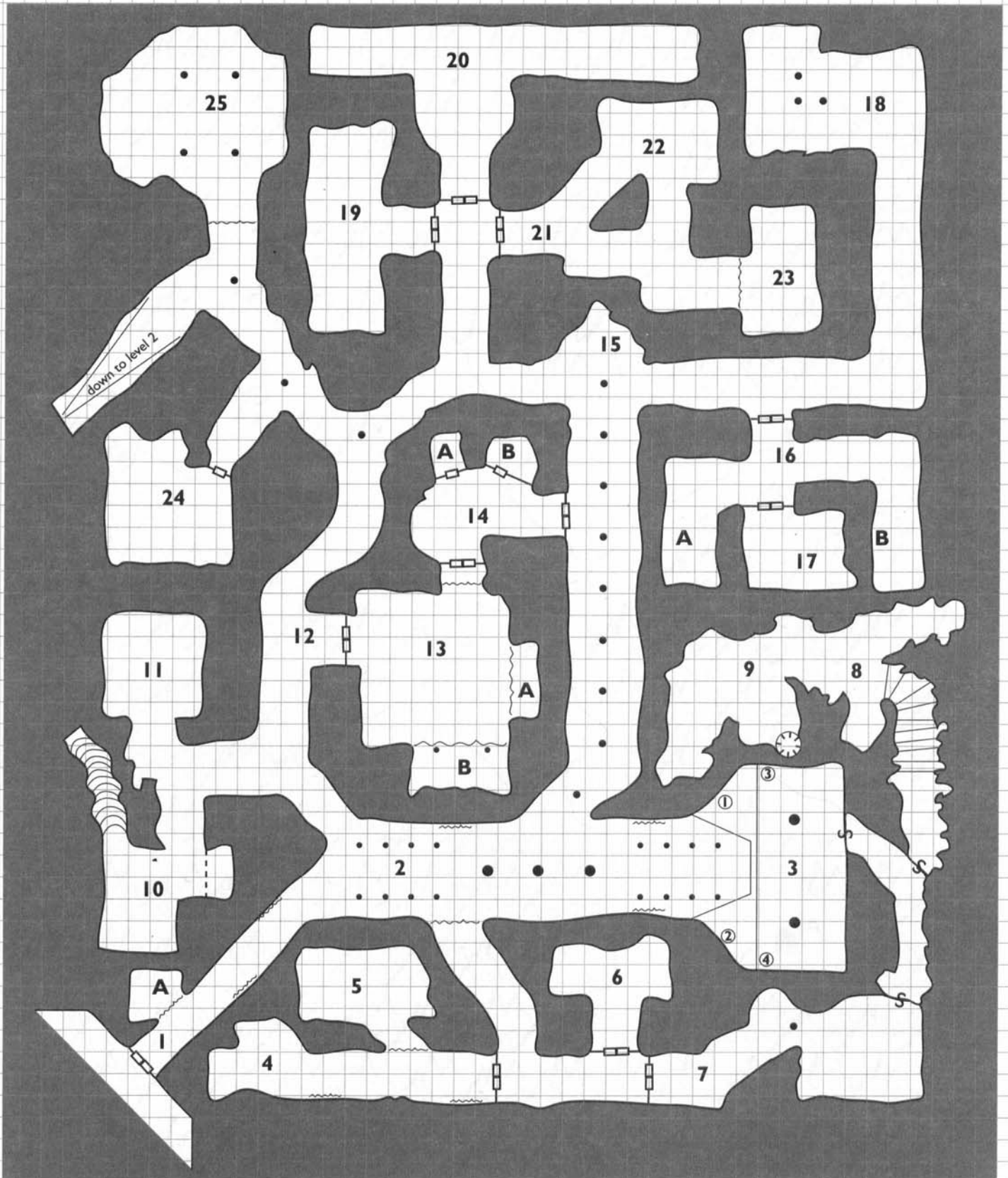
Hall of the Fire Giant King - Overland GM's Map

1 hex = 2.5 miles



Hall of the Fire Giant Prince - Entrance Level - GM's map


 Chimney Up

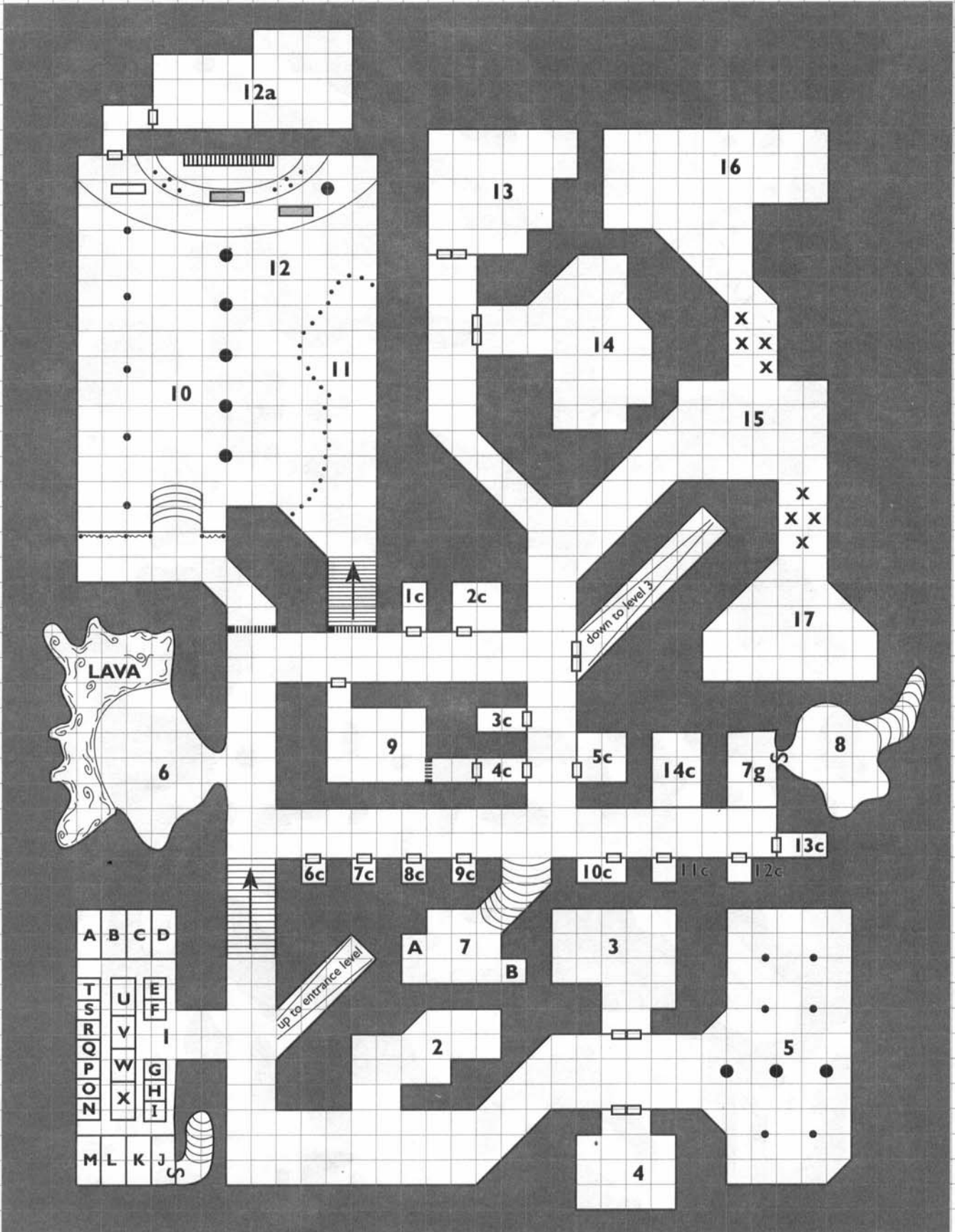


1 square = 10 feet

Hall of the Fire Giant Prince - Level 2 - GM's map


1 square = 10 feet


 = Tentacle Wall

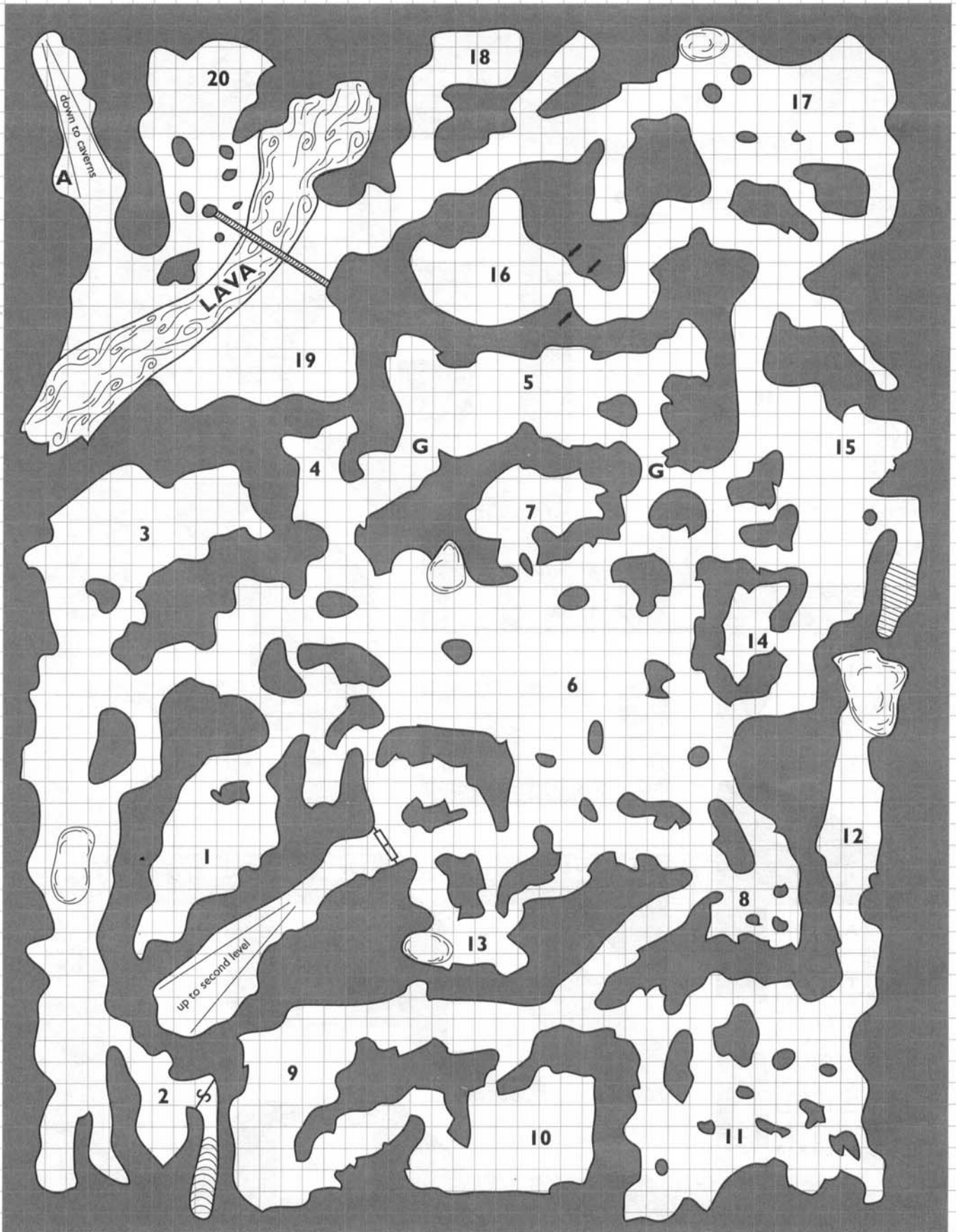


1 square = 10 feet

Hall of the Fire Giant Prince - Level 3 - GM's map

 = Rope Bridge

 = Pool/Spring



Hey E!



I saw the sweetest dress the other day,
a little black number that reminded me of you, and
I just knew I had to write. It looked exactly like that
dress you wore to the crush party at school.

It's been a long time since we've had any chance to
get together and raise a little hell like we did back in
our sorority days.

The word on the grapevine is that you've been
buried in some sort of secret project. I just happen to
have some free time on my hands, and was planning
on visiting Erie-Sinlo. You up for a drink?

Drop me a line and we'll relive the old days.

Hugs,

M



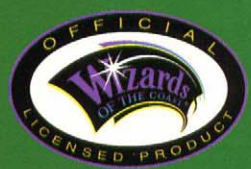
From distant lands you have been called to an audience with the exalted Duke of Fraduir. Wasting no time, as soon as you are all gathered, the crafty old statesman begins to speak. "Giants have been raiding the lands of Garweeze Wurd, causing widespread death and destruction – and great consternation to we noble rulers sworn to protect the life and goods of certain influential members of the populace. Therefore, a party of the bravest and most powerful adventurers was assembled and given the assignment to punish the miscreant giants. Unfortunately they charged too much so you fellows will have to do!"

This charge is not as harsh as it may seem, for you will be fully equipped with all standard items needed for both wilderness and dungeon exploration; and each member of the party will likewise be given the finest horse available. Note, however, that these are only 'loaners' and you bear the entire risk of loss or damage to the rented equipment or mounts. Guides have been made available to escort you to your first objective: the great fortress of Ivar the Hill Giant chieftain.

You are cautioned to expect a secret force, some motivational guru behind this unusual banding of different races of giants. More surprises might be in store...

You are to follow any clues discovered if such point towards the sinister hand suspected of guiding the rising, but to report in at once if you should determine exactly the reason or force behind the alliance of evil. After all, some dark relic might be at hand... or it might not. Who knows. Regardless, there are plenty of giants to hack and treasure to loot. Lots of it.

"Annihilate them all if you must. One way or another, the raids have got to stop."



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