

RAGING SWAN PRESS
MONSTROUS LAIR #36:
FIRE GIANTS' HALL



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MONSTROUS LAIR #36: FIRE GIANTS' HALL

Monstrous Lair #36: Fire Giants' Hall provides you—the busy, time crunched GM—with the details to effortlessly bring to life the fire giant halls in your campaign.

Are you a busy GM? Does session prep take too long? Do you never have time to work on the cool little details that can bring your adventures, dungeons and campaign to life? This short, focused compilation gives you, the time-crunched GM, the tools to effortlessly add verisimilitude and detail to your dungeons. Use the material herein either before or during play and bask in your players' adulation.

CREDITS

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USING THIS PRODUCT

Designed specifically for you, the busy GM, these tables can be used before or during the game to help breathe life into a smugglers' den and are compatible with published modules or your own adventures. Adding depth and verisimilitude to your game helps the players' (hopefully willing) suspension of disbelief.

The tables appear in the order you'll likely need them. Roll on the relevant table and use the result to spark your creativity. Re-roll or modify any inappropriate results.

- **Outside the Lair:** Determine features outside the lair, using this table.
- **What's Going On?** The fire giant probably isn't just sitting around waiting for intruders. Use this table, to determine what it is doing when the PCs arrive. Remember, the PCs' actions may render some of the entries moot—particularly if the fire giants are aware of intruders.
- **Major Features:** Use this table, to determine the lair's major feature(s). This feature is so obvious, the PCs automatically notice it. Only reveal information in brackets if a PC discovers it in some way.
- **Minor Features:** Use this table, to determine the lair's minor feature(s). The feature might be so obvious the PCs automatically spot it; alternatively, the PCs may have to make an easy skill check to notice the feature. Only reveal information in brackets if a PC discovers it in some way.
- **Fire Giant's Appearance:** Use this table, to generate the fire giant's appearance and other characteristics.
- **Treasures & Trash:** Use these tables, to add interesting items to the fire giant's hoard. Assign a value to each treasure appropriate to your campaign. The tables assume you will place magic items, coins and other notable items and do not contain such entries.

The tables herein make two assumptions:

1. You have a map of the area, or will design one "on the fly".
2. You know what lurks in the area and have all their stat blocks.



FIRE GIANTS' HALL

Fire giants love the heat and dwell near volcanoes and the like.

1: OUTSIDE THE LAIR

D10

- 1 Smoke and steam fill the air, reducing visibility by half.
 - 2 Soft black ash rains down on the surrounds, coating everything in a fine ebon dust.
 - 3 Presaged by a loud cracking sound a landslide of super heated rock tumbles down a nearby mountain's flank.
 - 4 Heat shimmers in the air give the hall a hazy, indistinct appearance, as if the building was a mirage.
 - 5 Cracked, black basalt rock devoid of all vegetation extends as far as the eye can see around the hall.
 - 6 Gouts of flame suddenly burst forth from several nearby fissures in the rock.
 - 7 Several huge stone pillars rear from the floor. Thick-set iron manacles hang from each of the vast stones.
 - 8 A crude boundary wall, about eight-foot high, encircles the hall of heaped and heat-cracked stones.
 - 9 Fantastical rock pillars—of stone piled upon stone—dot the hall's surrounds.
 - 10 Tattered and scorched flags flutter from the hall's lofty iron flagpoles.
-

2: WHAT'S GOING ON?

D10

- 1 Two fire giants sit outside the hall ostensibly keeping watch, but actually arguing between themselves.
 - 2 Lava oozes down the side of a volcano, in the distance.
 - 3 An indistinct, red winged creature circles high above in the sky. Its flight path is similar to a hunting eagle's.
 - 4 A fire giant, his back to the party, jogs back to the hall.
 - 5 A small war band of fire giants emerges from the hall and sets off in the opposite direction to the party.
 - 6 Several fire giants are—good-naturedly—throwing boulders to each other.
 - 7 Giants' voices—raised in anger—reach the party's ears; moments later sounds of fighting join the shouting.
 - 8 Two fire giants—a warrior and her husband—walk hand in hand away from the hall.
 - 9 The sound of deep laughter echoes from the hall.
 - 10 Three giants are having a rock throwing competition.
-

3: MAJOR LAIR FEATURES

D10

- 1 Smoke and ash fill the air, reducing visibility and making it hard to breath for characters without fire resistance.
 - 2 Deep shadows fill the hall's cavernously high ceilings and sounds echo strangely in the air.
 - 3 Cracks criss cross the floor; heat and a fell orange glow radiates from within.
 - 4 Geysers penetrate the floor in several chambers; the fire giants use these rooms for warming "fire showers".
 - 5 Trenches filled with hot coals and superheated rocks run down the middle of all corridors and around the hall's important chambers.
 - 6 The hall's doors are of wrought iron and are hot to touch.
 - 7 The hall's walls are of cunningly cut stone blocks set in place without mortar; they are supernally strong.
 - 8 Pit traps drop the unwary into a lava-filled chamber.
 - 9 Stone statues of the giants' heroes and chieftains placed in deep niches loom out over the corridors.
 - 10 As #9, but some of the statues are animate guardians.
-

4: MINOR LAIR FEATURES

D10

- 1 The floor is of smooth, black rock; running characters may fall, if they are not careful.
 - 2 The walls, floor and ceiling are hot to the touch—but not hot enough to injure a character.
 - 3 A light covering of black ash covers the floor; the ash is deep enough to reveal footprints and other tracks.
 - 4 Much of the furniture is of expertly sculpted basalt; heaped furs cover chairs and the like.
 - 5 Displays of weapons, captured battle flags and the like decorate the walls.
 - 6 A huge red dragon's skull hangs from the main hall's ceiling. The flicker of fire comes from within the skull.
 - 7 A lump of dried lava has form a high natural seat or step.
 - 8 Tall wrought iron candelabra light the hall's interior
 - 9 Sections of the walls and floors comprise a strange reddish-black stone.
 - 10 Graffiti covers the walls throughout the hall and records the giants' many victories and loves.
-

5: FIRE GIANT'S APPEARANCE

D10

- 1 The giant wears a heavy pot helmet and carries a gigantic two-handed sword over one shoulder.
 - 2 Smoke and sparks rise from this fire giant's flame-coloured hair and thick beard.
 - 3 With an immense pot belly and a thick, black beard this fire giant looks like a massively oversized dwarf.
 - 4 Clad in black mail, the giant carries a massive two-handed mace as if it was naught but a twig.
 - 5 This fire giant's mottled crimson and scarlet skin seems to scintillate in the light.
 - 6 Bald, but for wisps of grey hair about its temples, this fat fire giant lumbers along with a rolling gait.
 - 7 This fire giantess wears a torc of beaten gold about her brow and has particularly arresting flint black eyes.
 - 8 Waves of unnatural heat radiate from this fire giantess.
 - 9 This fire giant's left arm ends at the elbow; she wields a battleaxe one-handed.
 - 10 Short and wiry for a fire giant this woman has jet black hair and smouldering orange eyes.
-



6: TREASURES

D10

- 1 A heavy dwarven waraxe leans in a corner of the room.
 - 2 A beautiful set of jet black full plate armour, sized for a dwarf, hangs from hooks in the walls. The back is badly dented, but could be repaired by a master armourer.
 - 3 This 30-foot square tapestry depicts a dark, shadowed land lit by streams of lava issuing forth from a black mountain. It is a strangely beautiful scene.
 - 4 This large crown of beaten gold is sized for a giant; it is a plain, simple thing—the kind of crown worn by a warrior-king in battle.
 - 5 A wide highly polished white dragon scale—a prized battle trophy—hangs from the ceiling.
 - 6 This bust of a legendary giant king is exquisitely detailed, and carved from a chunk of basalt.
 - 7 Set in a gold surround inlaid with amber, this strange purple stone scintillates in the light.
 - 8 Iron sconces set into the walls are forged into the shape of grasping talons. Each holds a burning torch.
 - 9 This large iron shield could serve as a tower shield for a human or similar-sized warrior.
 - 10 Crafted of copper this ornate coffer has beautiful carvings of coiled smoke all over its lid and sides.
-

7: TRASH

D10

- 1 The smashed remnants of several dwarven waraxes lie in a heap waiting to be melted down.
 - 2 A ragged and scorched fur cape hangs from a hook on the wall.
 - 3 Articulated skeletons hang from cleverly positioned hooks. The skeletons carry rusty, notched weapons and are posed to look like they are fighting.
 - 4 This large chain shirt has a huge rent in its chest, and is covered in dried blood.
 - 5 Two broken spears sized for a giant lie discarded on the floor. A human could use them as improved weapons.
 - 6 A dwarf skull—missing all its teeth—leers at explorers.
 - 7 A leather bag holds a variety of soot-stained clothes.
 - 8 This tumbled pile of bones is the leavings from the giants' last feast.
 - 9 A ragged flag of a rearing griffon lies on the floor.
 - 10 The head of a broken javelin is stuck in the gap between two stones in the wall opposite the door.
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