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# MONSTROUS LAIR #38

## FROST GIANTS' GLACIAL RIFT



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# MONSTROUS LAIR #38: FROST GIANTS' GLACIAL RIFT

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*Monstrous Lair #38: Frost Giants' Glacial Rift provides you—the busy, time crunched GM—with the details to effortlessly bring to life the frost giant glacial rifts 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

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Designed specifically for you, the busy GM, these tables can be used before or during the game to help breathe life into a monster's lair 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 frost 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 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.
- **Frost Giant's Appearance:** Use this table, to generate the frost giant's appearance and other characteristics.
- **Treasures & Trash:** Use these tables, to add interesting items to the frost 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.



## FROST GIANT'S GLACIAL RIFT

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Dwelling in the seemingly eternal glaciers of the north and the high mountains, frost giants work the ice itself into magnificent castles and fortifications to better suit their frozen hearts.

### 1: OUTSIDE THE LAIR

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#### D10

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- 1 Intricate ice arches riven with wide cracks rear from the glacier at regular intervals.
  - 2 Embedded just under the surface of the ice lie the bodies of the frost giants' slain foes.
  - 3 A small stream of melt-water rushes down the centre of the path filling the area with the noise of its passage.
  - 4 Large dog-like footprints scar the ice's surface.
  - 5 Drifts of snow hide the bodies of the giants' victims.
  - 6 A large area of broken snow and ice has fallen across the path; it may contain the victims of a giant ambush.
  - 7 A bridge of ice covers the path, ready to be collapsed onto travellers passing underneath.  
Carved into the ice walls on either side of the path huge bearded faces, depicting the giants' heroes and jarls, leer down at intruders.
  - 8 Entwined mammoths skeletons form a frozen bridge over a rushing stream.
  - 9 A huge rock is embedded in a deep crater in the wall.
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### 2: WHAT'S GOING ON?

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#### D10

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- 1 An old giant tends to a herd of heavily furred cattle.
  - 2 A younger giant kicks a white wolf which then attacks him viciously.
  - 3 Several freezing slaves cook food at a fire watched over by a haggard and elderly giantess.
  - 4 Two younger giants chip away at the ice wall to form spikes and sharp blades of ice.
  - 5 A giant heads out on patrol with his pack of wolves.
  - 6 An armoured giant throws scraps of meat at an unseen hissing creature lurking in a deep ice pit.
  - 7 Three giants hurl hammers at the chamber's ceiling to remove the sharp icicles growing there.
  - 8 A broad-chested giant whips a chain repeatedly at a massive ice bear, trying to subdue it.
  - 9 Two drunk guards snore heavily in a watchtower.
  - 10 The jarl heads out to inspect his fortress's defences.
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### 3: MAJOR LAIR FEATURES

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#### D10

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- 1 Steam pipes melt the frozen hinges of a set of monstrous ice doors allowing them to open and close with ease.
  - 2 In this bizarre museum, yetis, wolves and other beasts are frozen into the chamber's walls.
  - 3 Thin ice and snow cover slippery pits in the ice.
  - 4 Thick mammoth tusks and logs form a sturdy fence around a cattle pen filled with long-horned cows.
  - 5 Thin sheets of ice hold spears upright against the walls.
  - 6 A bubbling spring of hot water cracks the ice and sends steam venting into the air.
  - 7 Blood from previous battles stains the walls and floor permanently red.
  - 8 The skeleton of a massive fish is visible deep within the ice walls.
  - 9 Strange brightly coloured murals painted under the surface of the ice decorate the walls.
  - 10 Huge blocks of ice make chairs and tables covered with thick furs; human skulls form the chairs' hand rests.
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### 4: MINOR LAIR FEATURES

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#### D10

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- 1 Frozen heads, their features frozen in terror, are sunk into the ice around the room.
  - 2 Hundreds of frozen corpses—animal and human alike—dangle on chains from the chamber's ceiling.
  - 3 A frozen slave lies shivering atop a tall, flat-topped ice pillar surrounded by hundreds of sharp icy spikes.
  - 4 A huge serpent coiled around the entire room is carved into the chamber's icy walls.
  - 5 Sunlight filtering through from above has melted the surface of this room to a polished finish.
  - 6 Huge bones form arches along the icy corridor.
  - 7 A glass-like ice bridge crossing a chasm gives a terrifying view of the fall below it.
  - 8 Small ice gargoyles stud the walls and ceiling.
  - 9 A steep-sided hole acts as a rubbish pit; maybe a large white pudding lairs within.
  - 10 Patches of dark green ice stain the walls; are they frozen algae or something more sinister?
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## 5: FROST GIANT'S APPEARANCE

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### D10

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- 1 Dressed in heavy furs and plates of armour this huge giant swaggers around.
  - 2 Leaning on a huge spear shaft this cunning-looking female giant looks battle-tested and ready.
  - 3 Hobbling around with a pronounced limp, this giantess still commands her kins' respect.
  - 4 Dressed in fur and white-dyed hides this giant carries a huge bow and a quiver of two-metre long arrows.
  - 5 Carrying a massive axe in each hand this giant is scarred beyond belief; half his face is missing.
  - 6 Long black horns adorn this old giant's pauldrons.
  - 7 Three long braids of pure white hair hang down over the shoulders of this giantess clad in a blue dress.
  - 8 Leaning casually on his massive sword this giant appears to be a veteran amongst the clan's warriors.
  - 9 Barechested and brutish this giant wields a dwarven great-hammer easily in one hand.
  - 10 This giant crone wears black furs adorned with hundred of ebon crow feathers.
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## 6: TREASURES

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### D10

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- 1 Bubbling and hissing a flaming sword is embedded deep into a rock in a chill pool. Removing the weapon causes the pool to freeze over in seconds.
  - 2 This black-shafted longspears is tipped with polished narwhal horn and embedded with ivory. Wolf and tiger fangs are tied along its length.
  - 3 Carved from the tusk of a walrus this horn is polished to a high sheen and detailed with small red gems.
  - 4 Apart from blood spatters this massive polar bear hide, including the head and claws, is in pristine condition.
  - 5 Intricately detailed carvings of giants battling their foes decorate two huge mammoth tusks. The tusks are embedded in the ice and must be removed carefully.
  - 6 This pile of reindeer hides is rolled neatly together. Each contains beautiful paintings of landscapes or portraits of various clan members.
  - 7 Frozen onto a pillar of ice is a silver crown topped with long fluted spikes. An iron plaque at the base inscribed in ancient script bears the name "Arthus".
  - 8 Its hilt wrapped in wolf fur and leather a massive obsidian two-handed sword leans against a wall. The blade is so heavy it takes great strength to wield it.
  - 9 Atop a black basalt pillar stands a crystal containing the frozen heart of the glacier. Is it part of an ancient artefact or does it melt when removed?
  - 10 A silk bag holds frozen chips of black ice carved into intricate arrowheads.
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## 7: TRASH

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### D10

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- 1 The giant's pets have shredded this fur cloak.
  - 2 A squashed helm trodden on by a giant.
  - 3 The giants use this long, thin dirk as a toothpick.
  - 4 A wide leather belt used as a wolf's collar.
  - 5 A small bag holds rotting wolf teeth each with a hole drilled in the thin end (probably to make a necklace).
  - 6 This leather bag holds six marbles; a small hole in the bag gives a clue to the other marbles' fate.
  - 7 A fox's tail tied to a stick is used as a paintbrush.
  - 8 Small clay pots of dried paint.
  - 9 A giant-sized wooden spoon encrusted with dried food.
  - 10 A collection of leather boots and shoes, all for left feet.
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