

DUNGEONS & DRAGONS®

Official Game Accessory

Bestiary of Dragons and Giants



TSR, Inc.
PRODUCTS OF YOUR IMAGINATION™

Bestiary of Dragons and Giants

Relative Sizes of Dragons and Giants

FSR LIBRARY
MERIDAN SPRINGS ROAD
KE GENEVA, WI 53147

One square equals 5 feet.

WHITE DRAGON

BLACK DRAGON

GOLD DRAGON

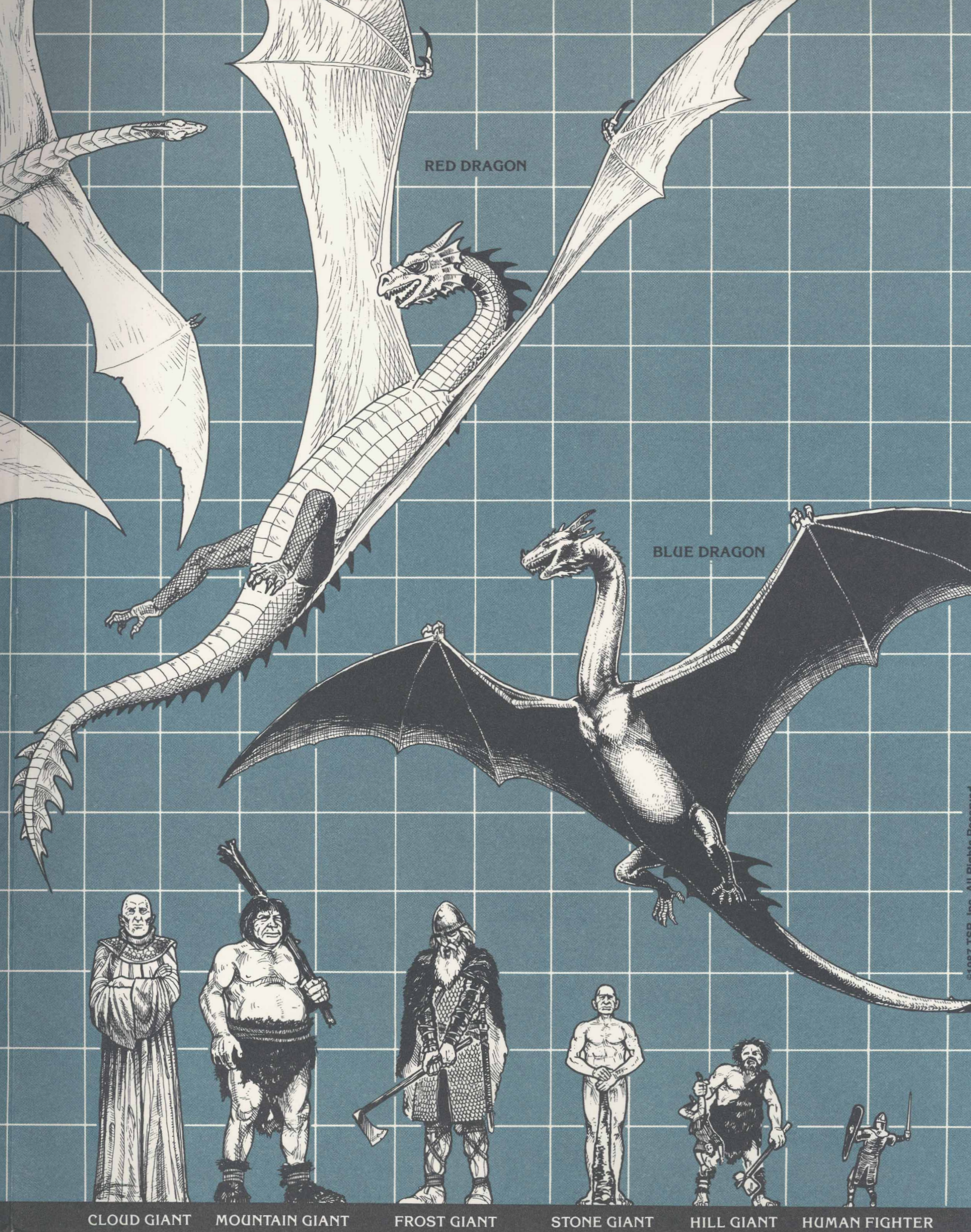


GREEN DRAGON

FIRE GIANT

SEA GIANT

STORM GIANT



RED DRAGON

BLUE DRAGON

CLOUD GIANT

MOUNTAIN GIANT

FROST GIANT

STONE GIANT

HILL GIANT

HUMAN FIGHTER

©1987 TSR, Inc. All Rights Reserved.

DUNGEONS & DRAGONS®

Official Game Adventure

TSR LIBRARY
201 SHERIDAN SPRINGS ROAD
LAKE GENEVA, WI 53147

Bestiary of Dragons and Giants



Editor: Deborah Christian
Cover Artist: Larry Elmore
Interior Artist: Wanda Lybarger
Cartographers: Dennis Kauth and Ron Kauth
Typographer: Betty Elmore

©1987 TSR, Inc. All Rights Reserved.

DUNGEONS & DRAGONS, D&D, PRODUCTS OF YOUR IMAGINATION, and the TSR logo are trademarks owned by TSR, Inc.

Distributed to the book trade in the United States by Random House, Inc., and in Canada by Random House of Canada, Ltd. Distributed to the toy and hobby trade by regional distributors. Distributed in the United Kingdom by TSR UK Ltd.

This adventure is protected under the copyright laws of the United States of America. Any reproduction or other unauthorized use of the material or artwork contained herein is prohibited without the express written consent of TSR, Inc.

TSR, Inc. POB 756 Lake Geneva, WI 53147
TSR UK Ltd. The Mill, Rathmore Road Cambridge CB1 4AD United Kingdom

Table of Contents

How to Use This Book	2
The Haunted Helm	6
The Questing Barbarian	9
Ravellia and the Dragon Eggs	13
Trouble in Tall Stone Pass	18
The Wizard in the Woods	21
The Tip of the Iceberg	24
Krasniy the Red	27
The Feud of the Fire Giants	31
The Deluded Dragon	34
Prince Reynard and the Silver Staircase	39
Thyrax and the Ruby Amulet	45
Isle of the Storm Giant	51
Fangs Alot	56
The Pestiferous Castle of Bodor Sordstone	60
Dragon Statistics for Encounters	60

How to Use This Book

This book is designed to provide the DM with an interesting series of dragon and giant encounters using the D&D® game format. Adventures are stand-alone encounters ranging from beginner's to master's level.

Each mini-module is generic enough to fit into any on-going campaign. Each one is also long enough to occupy one or two evenings of play. If the DM modifies the adventure, he should be aware that it is currently balanced for a particular level of play, and changes must take this factor into consideration.

How this Book is Arranged

The adventures in this booklet are arranged in order of difficulty based on average player character party experience level, assuming five to six players per party. If the DM has a low-level campaign, only the first few encounters should be used until the players reach a level where they can compete with the difficult opposition presented in later adventures.

If the campaign has higher-level player characters and the DM wishes to use the beginning quests, there are several things that can be done to make the adventure a challenging one for the players.

1. Raise all the hit points of the monsters to their maximum. The number of creatures encountered might also be doubled or tripled to increase the danger of combat.
2. Add some traps or encounters that are appropriate to the DM's campaign world. These experiences should be more than just hack-and-slash meetings. Each one should present the party with some useful information about the "grand finale" of the adventure.
3. It is possible to combine a giant and a dragon encounter of low level in one gaming session.

Module Format

Each adventure has an introduction and a set of encounters that lead the party to a final, climactic encounter. To get the maximum enjoyment out of each giant or dragon encounter, the DM must be thoroughly familiar with the material before playing the adventure. The best DMs take the time to highlight important parts of each section so that none of the exciting action is forgotten during the give and take of the role-playing experience.

Abbreviations

Abbreviations used in this book are as follows.

- PC:** Player Character
NPC: Non-Player Character (run by the Dungeon Master)
DM: Dungeon Master
ST: Strength
IN: Intelligence
WS: Wisdom
DX: Dexterity
CN: Constitution
CH: Charisma
AC: Armor Class
HD: Hit Dice
hp: hit points
d: type of dice
D: Damage
MV: Movement Rate
#AT: Number of Attacks
Save: Saving Throw Class and Level
C: Cleric
M: Magic-User
T: Thief
D: Dwarf
E: Elf
H: Halfling
ML: Morale
AL: Alignment
XP: Experience Points
cp: copper pieces
sp: silver pieces
ep: electrum pieces
gp: gold pieces
pp: platinum pieces

The Importance of Morale

The morale score is presented for every creature in this book. It should be a constant consideration for the DM in the course of gaming, and is briefly reviewed here.

To determine if an NPC or monster wants to run away, the DM uses the creature's Morale Score given with the monster's description. Good morale indicates a willingness to keep fighting; bad morale means the creature may panic and try to get away.

When a Morale Check is necessary, the DM rolls 2d6. If the result is greater than the creature's Morale Score, the creature tries to stop the fight or attempts to get away. If the result is less than or equal to the Morale Score, the creature continues to fight.

Checks are not made for creatures with scores of 2 or 12. For creatures with scores from 3 to 11, a Morale Check is made twice after combat begins.

1. When the creature is first hit, taking one or more hit points of damage.
2. When the creature is reduced to one-fourth of its starting hit points.
3. When there are groups of creatures, Morale is also checked under the following circumstances:
 - a. When the first death on either side occurs (either monster or character party).
 - b. When half of the monsters are not free to act, killed, magically asleep or controlled, etc.

The DM may decide to adjust a Morale Check by a penalty of +2 or +1, no adjustment, or a bonus of -1 or -2 on the roll.

If a creature or creatures fail to make the Morale Check, it or they will try to get away from battle. If an intelligent creature surrenders, it will usually offer treasure as payment for its life.

On Dragons and Giants...

See the introductory material on dragons and giants for more important information about gaming these creatures.

The Art of DMing Giants

Although there are many types of giants and each of these desires a different climate and habitat, there are enough interesting likenesses between giants to make it worth noting here. The ultimate goal of every giant is to achieve immortality. This is only accomplished through a giant's dedication to the crafts favored by his particular race. Only through the perfection of these skills can a giant gain the higher status of immortality.

Giants often live in small family groups in wilderness areas far from each other. This is done because every giant family uses up a great deal of natural resources for their food, shelter, and everyday needs. But twice a year, in remote areas and at different times of the year for each race, large bands of giants get together to celebrate the year, gain and share knowledge and renew their oaths of allegiance to their leaders.

Any given giant celebration has from 50 to 200 giants of all ages. The sea giants hold their fairs in huge underwater valleys. The cloud giants have theirs in the largest of their cloud castles. All other giants find some large valley, far from the eyes of other intelligent humanoids, in which to hold their conclave. At a typical fire giant fair, for example, there are commonly 35 warrior males, 20 females (with more lady-like weapons), and 15 children of all ages. In addition, each family shows off their favorite hydra or hellhounds, who serve to protect their belongings. The valley where they meet is by an active volcano, protected year-round by a high wall the giants have erected around the valley and by an honor guard of five bachelor fire giants. The fire giant leader rules over the tribe. He must have slight magical abilities and acts as the tribe's clerical Elder. During the fair, young

male and female giants ask to be married. News of interesting occurrences in the land is spread around. Missing giant families are noted by the leader and he sends out war bands to discover the reason for their absence. If there is a serious problem, several tribal leaders from other regions can be contacted and the giants could go to war, but this seldom happens.

Giant leaders are always exceptional in intelligence and ability. Each one commonly has more hit points than average. They receive the best in armor, hence their armor class is higher than average. They serve as the spiritual leaders of their tribes and must have enough wisdom to receive clerical spells.

Whenever a young giant shows ability in clerical or magical matters, he is apprenticed to the leader of the tribe. During this apprenticeship he is encouraged to develop his skills and gain higher levels. When a tribal leader dies, his or her successor is chosen from among the apprentices serving at the leader's holding. The tribe holds contests during a special fair and the champion becomes the new leader.

Hill and stone giants are the only ones that commonly live in cave complexes. This is because both types have a low level of intelligence and it is easier to dig holes in the ground than to build structures out of wood or stone.

Leaders of each giant race always build their castles in proportion to their size. Normal giants construct log or stone homes large enough to accommodate their families. In judging the size of a giant's castle or home, figure every ceiling to be ten feet taller than the giant. Castles have two to six levels above ground and one or two levels

below the surface. Normal homes are of one level and often blend into the area around them, making each home hard to spot. There is often a root cellar or hidden treasure area under the floor of the home.

Any given giant leader has from 1 to 20 other giants of the same type living with him. Half of these are warriors. For instance, in a typical frost giant leader's castle, there are two levels above ground and one below. The ceilings of each level are 28 feet tall. In this stronghold are 11 male warriors, the leader's mate, three other females, five children, and three adult apprentices with clerical spells and skills. At the front gate there are nine polar bears and in other areas of the castle are ten more polar bears. In the lower level of the castle the valuables of the leader are guarded either by frost giants or the largest bears. For chambers there are the cooking area, sleeping areas, meeting hall, and work rooms common to all castles.

Giant Skills

Each giant race has a skill unique to its species. These skills bring giants to the attention of all intelligent races. Because the products and services the giants are able to provide become extremely valuable, giants are the object of greed and envy. No giants like to sell the things they make, or use their skills for the benefit of the shorter races; because they are scarce and hard to come by, this makes their skills even more valued by others. Trade, however, is common among the giant races, since each race makes or does something the other races admire or need.

Hill giants are extremely skilled in tanning hides and treating furs. A hill giant's

Giant Leader or Shaman	HD	AC	Magical Spell Casting Level	Clerical Spell Casting Level
Hill	9*	3	Nil	Level 4
Stone	10*	3	Nil	Level 5
Frost	12 + 1*	2	Nil	Level 6
Fire	13 + 2*	2	Level 1	Level 6
Cloud	16*	1	Level 4	Level 6
Sea	18*	-1	Level 10	Level 3
Mountain	23*	-2	Nil	Level 10
Storm	19*	0	Level 12	Level 15

leather armor is the strongest of leather armors.

Stone giants are the world's greatest stone architects. The castles they make are the strongest of castles. The underground tunnels they carve are the most long-lasting. This is not a function of their intelligence, but of their natural affinity for stone.

Cloud giants are the merchants and traders of all the giant races. They love nothing more than trading in all of the skills and products that other giants are capable of creating. This is easy for them to do since they may travel freely across country in their cloud castles. These giants also deal well with the lesser races when it comes to high-value items (not of giant make, of course).

Sea giants are the alchemists and healers to the giant races. Often a great leader from another giant race is brought to the sea giants to be healed. A sea giant's *healing*, *waterbreathing*, or *rejuvenation potion* is said to be the strongest available.

Mountain giants are rough and ready woodsmen, preferring high mountain peaks in wilderness areas for their homes. They are excellent hunters, as giants go, and work better with wild animals than do their other giant relatives. Mountain giants train rocs and other large "pets" for their own use, and may provide animal training services to other giants as well.

Storm giants are the sages and librarians for all the giant races. If a giant wants an item explained or needs some information before going on a quest, he always consults a storm giant to get the best information.

The Art of DMing Dragons

From the time a dragon hatches, it is instinctively driven to collect a hoard of treasure and grow larger in order to become an Immortal.

Once every century, and at different times for each dragon type, there is an instinctive drive to gather for a massive dragon conclave. Each dragon species travels to a different area on the plane where they live. White and Crystal dragons go to the center of the coldest

land. Black and Onyx dragons go to the center of the oldest swamp. Blue and Sapphire dragons meet at the center of the largest desert. Green and Jade dragons travel to the deepest heart of the darkest jungle. Red and Ruby dragons hold their conclave at the pinnacle of the highest mountaintop. Gold and Brown dragons meet in an enchanted valley especially created for them by the most magical of their kind.

The purpose of this conclave is to measure the hoards of every dragon. Dragons of sufficient size with the most impressive hoards are granted the power by the ruler dragon of their alignment to magically transform and become an Immortal. It is only through the use of their hoards as the main spell component that dragons can gain Immortal status. Dragons must go through all the stages of development from hatchling to large to huge size before they can be allowed to transform themselves. This desire to gain a hoard and become an Immortal is constantly on the mind of every dragon no matter what its alignment.

Dragon Treasure Evaluation

At the dawn of the race of dragons, the leaders decided the value of every item that could become part of a dragon hoard. After this it was an easy matter for dragons to measure their status among themselves. At a dragon gathering each dragon truthfully details the status of its hoard (lying about a hoard is instinctively impossible). The huge dragon with a hoard of proper size is allowed to make the transformation into Immortality. When the huge dragon activates the spell, with the help of its ruler, all of its hoard is used up in the spell.

Magical items are highly valued by all types of dragons because their value far exceeds their actual size. Magical items with more than one power, like magical swords or artifacts, are especially treasured, because they have an even greater value. Dragons often try to bargain for such items or otherwise acquire them for their hoards.

Dragon Magic

The spell casting ability of dragons requires no books or scrolls to work. It is similar to a cleric meditating for his spells, but a dragon gains spells from sleeping. This sleeping ability changes with the color of the dragon. The following chart explains the process.

Sleeping and Spell Recovery

Dragon Type	Hours of Sleep to Recover One Spell Level*
Hatchlings	No spell casting
White	5
Black	4
Green	3
Red	1
Gold	1/2
Rulers	Recover all next day**

* A dragon cannot selectively choose the spells it recovers. It must gain them from the lower levels to the higher levels. If awakened during the process, only the spell it was recovering at that moment is spoiled.

** Dragon rulers recover all their spells the next day, or as per Immortal Set rules; in any case, no minimum amount of sleep is needed.

Although many of the greatest wizards of several ages have tried to learn how dragons work their magic, they have been unsuccessful. Dragon magic is instinctive and cannot be taught.

Hatchlings

Dragons have a racial empathy which allows them to communicate their history and traditions to their hatchlings. Among dragons that speak, this is supplemented with an oral history. If for some reason the dragon parents have died, the dragons at a conclave take it upon themselves to teach the young this dragon history. This knowledge includes the languages of many of the intelligent creatures the dragons have met in the past.

A dragon hatchling is half the size of a young dragon. Its physical and breath damages are also halved. It remains in this stage from birth to five years of age.

As it matures, a hatchling travels away from its birth place, stakes out a territory, and

then takes on all comers until it has defeated them or has been defeated. As a hatchling grows it increases the size of its territory.

Dragons of all types instinctively have the knowledge to tax intelligent races in their territories instead of eating them, depending on the area's food supply. The dragon's need for food in order to continue growing to huge size is as strong as its need to amass a large hoard. When not hungry, a dragon tries to use the taxation method to gain treasure. Hatchlings are apt to allow an encountered party to buy their way out of trouble.

Small Dragons

Dragons are considered to be small when they are older than hatchlings but are not yet completely mature adults of 50 years of age. In seeking to increase their territory, small dragons actively look for strategic sections of land. They seek to take over trails, mountain passes, river sections and the like. These well traveled areas then become revenue-producing tracts of land for the dragon.

Young dragons often talk first to intel-

ligent groups passing through their territory, unless they are very hungry. A typical dragon tells the group they must pay a toll and will have to pay again if they pass this way once more.

Adult Dragons

Adult dragons range from 50 to 300 years of age. These dragons have been to many dragon conclaves and are now seeking to increase the size of their hoards with quality items. They realize it is easier to have a magical wand and a magic ring in their hoard than several thousand gold coins. The more chaotic dragons actively seek out heroic characters from whom they can take magical items. The lawful or neutral dragons try to deal with intelligent creatures to gain more magic for themselves.

Huge Dragons

Huge dragons are those over 300 years of age. These dragons have been increasing the size of their hoards for hundreds of years. They can be expected to have several magical items and a great deal of all types of coin. These dragons have

become collectors of legends and lore. It is common for a dragon to try and gather every bit of legendary knowledge it can in hopes of gaining information about some hidden treasure hoard, and to gather secrets on its path to Immortality. Bards and scholars are usually treated well by these dragons, but are always asked to give up what knowledge they have on the subject of forgotten treasures.



Dragons and PC Relations

Invaders of a dragon's treasure hoard are treated as any thief would be. Dragons encountered in the wilds are after information, treasure, or food. If PCs can supply what a dragon needs, it can be counted on to leave them alone. If PCs have information on large treasures it is even possible the encountered dragon can be enlisted, but only for the greatest share of the treasure. This last reason is why unsubdued dragons can be found in warring armies. Chaotic dragons can invariably be counted on to turn on their partners after the battle in order to gain even more of the loot for their hoards.

Author Credits

How to Use This Book: James Ward
The Haunted Helm: James Ward
The Questing Barbarian: James Ward
Ravellia and the Dragon Eggs: Warren and Caroline Spector
Trouble in Tall Stone Pass: Steve Perrin
The Wizard in the Woods: John Nephew
The Tip of the Iceberg: Thomas Kane
Krasniy the Red: Gary Thomas
The Feud of the Fire Giants: John Terra
The Deluded Dragon: Deborah Christian
Prince Reynard and the Silver Staircase: Ray Winninger
Thyrax and the Ruby Amulet: Rick Swan
Isle of the Storm Giant: Vince Garcia
Fangs Alot: Bob Blake
The Pestiferous Castle of Bodor Sordstone: Scott Bennie
Spell Generator: Bruce Heard

The Haunted Helm

Monster: White Dragon
Party Level: 1 — 4

Set-Up

The Alabaster Apparition

The PCs have discovered an antique helmet of gold and ivory. Every time one of the PCs touches this helm it quickly warms to the touch. Detection spells reveal it to be magical, but no sage can determine what the magic is or what effects it has.

Several nights after finding the helmet, even if it was sold, the party members begin having nightmares about barbarians battling the party. The nightmares last several nights, and end each time with the appearance of a single barbarian. This apparition tells the characters it must haunt the party until it replaces the ghost's helmet in the cave of the dragon that killed him.

The party is free to ignore this dream-apparition, but if they do so, it begins appearing to others around them. The ghost isn't an undead creature in game terms, and so can't be turned. It is actually a bit of magical illusion that is part of the helmet. This helm wants to be returned to the hoard of the white dragon from which it was taken. If the party resists going, townspeople begin to shun the haunted characters. After a week no one talks to them, believing the PCs are cursed. The apparition will make life difficult for the party until they agree to return the helmet to the cave.

The Adventure

The Journey

Led by the ghost of the barbarian, the party travels uneventfully for a week into the high mountains. It is sunset and characters are camping for the night when they are attacked by four large white mountain lions.

Mountain lions (4): AC 6; HD 3 + 2; hp 26, 23, 20 15; MV 150' (50'); #AT 2; D 1-3/1-3/1-6; Save F2; ML 8; AL N; XP 200.

These lions are ravenous, but after the second round of attacks they are driven

off by the arrival of a warrior riding a subdued white dragon.

Caeric (white dragon): AC 3; HD 6**; hp 11; #AT 2 claws/1 bite; D 1-4/1-4/2-16; MV 90'(30'), flying 240' (80'); Save F6; ML 8; AL N; XP 725.

Caeric's breath weapon is an 80-foot by 30-foot cone of cold; he knows no spells. The dragon speaks Common, but his master doesn't know this. Whenever a PC tries to tell Renn that his dragon can talk, the fighter laughs and refuses to believe it, no matter how convincing the PC is. The dragon senses an individual PC's efforts to try and convince Renn he can talk, and will not speak with that PC again.

Caeric is muzzled, and the contraption is only removed before going into battle or at feeding time. This muzzle stops the dragon from making breath and bite attacks against its master, but not from talking. It is an extra precaution. The dragon is just strong enough to fly Renn for short distances (300-600 yards at most in a five-minute period).

Renn (fighter): AC 5; F4; hp 20; MV 120' (40'); #AT 1 by weapon; 1-6 + 3 hammer with Strength bonus) or 1-6 bow; ST 18, IN 10, WI 10, DX 18, CO 10, CH 10; Save F4; ML 9; AL N.

There is a blue-white diamond worth 5,000 gp in the handle of Renn's war hammer; otherwise Renn has only normal camping gear for survival in the cold lands of the north.

If the PCs give him a chance and don't attack, they discover Renn is a friendly but boastful sort, who makes it clear that he saved the party from the lions. He is a braggart and talks for hours about his adventures.

While making camp, the group learns that Renn left his far northern lands soon after he subdued Caeric, his dragon. Renn now searches for other white dragons or white dragon eggs with plans to sell them on the open market. He is on the trail of a dragon now (the one the ghost is leading the party to), and would like the group's help. He offers to split treasure 50/50 with them if the adventurers want to come along.

If the party accepts, Renn is all smiles

and he works with the group throughout the rest of the adventure. If they refuse, he leaves in a huff. If he does leave, the party later discovers the dead bodies of Caeric and Renn in the ravine of the large white dragon, covered in inches of ice.

If Renn Stays

In the event that the PCs accept Renn, they gain another ally to help them in the forthcoming fight. But the dragon, Caeric, has its own uses for the party. Every night, when Renn falls asleep, Caeric talks with whomever is on guard duty. The dragon hates being forced to work for Renn and offers to direct the party to a large white dragon's treasure if they will free him. The dragon knows of the older white's treasure from the legends of his race.

If Caeric is freed, he gives directions to the ravine of the large white dragon. He then flies off and is never seen by the party again. Renn wakes up in the morning and blames himself for not securing the dragon well enough. The fighter will still travel with the party, knowing there is a dragon and treasure somewhere near.

If Caeric isn't set free, he continues to plead with whichever PC is on guard duty. Caeric is a sighing, crying sort of dragon who feels sorry for himself—the sort no one can listen to for very long without wanting to kick to make him stop complaining.

The Fork

Three days after meeting Renn, the party comes to a fork in the trail between two mountains. One of the trails twists and turns high into the tallest snow-covered mountain off to the west. The other is a wide snow-covered path which seems to cut deep into the heart of the rest of the mountain range. This path runs to the north.

Here, the group encounters a mountain man and his large dire wolf.

Bearkiller (mountain man): AC 6; F2; hp 16; MV 120' (40'); #AT 1 by weapon; D 1-6 (thrown spear) or 1-6+3 (club); ST 12, IN 9, WI 15, DX 12, CO 17, CH 8; Save F2; ML 9; AL N.

Albino Dire Wolf (1): AC 6; HD 4 + 1; hp 31; MV 150' (50'); #AT 1; D 2-8 + 2 (bite plus Strength bonus); Save F2; ML 8; AL N; XP 125.

Bearkiller and his wolf come upon the group and completely surprise the party. The mountain man shouts a peaceful greeting, testing the intention of the party.

Bearkiller has come from his usual haunts in the southern mountains to hunt for his younger brother, a famous knight in a far realm. His brother was coming to visit, but it has been too long since the knight was supposed to arrive. The mountain man tells the group they can't miss the knight because of the blood-red saddle he always uses.

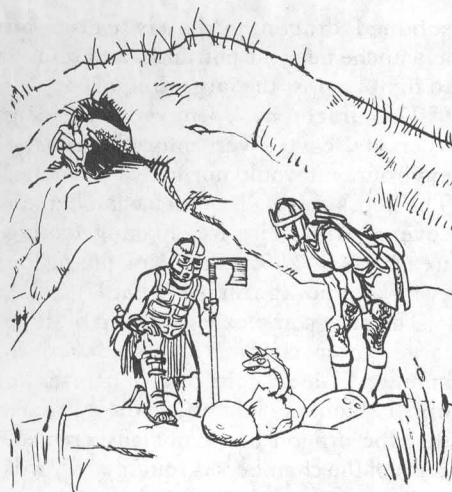
When Bearkiller discovers the PCs haven't seen the young knight, he offers to go with them for a time. If the PCs don't like him tagging along, he leaves with no problem. If they accept him, the mountain man cheerfully works with the party. If Renn is with the group, the two NPCs never get along, but can cooperate for the good of the group. Bearkiller, however, stays away from Renn as much as possible.

The Wide Path

This trail eventually becomes narrower and smaller, ending in a large valley filled with short pine trees and snow. On the east side of this valley is a large cave mouth, easily taken for the entrance to a dragon cave. It is actually the lair of two small white puddings.

White Puddings (2): AC 6; HD 10; hp 21, 17; MV 60' (20'); #AT 1; D 3-24; Save F6; ML 12; AL N; XP 3,200. The puddings are only vulnerable to fire-based attacks, but attack only if they are touched.

The interior of the cavern is 200 feet in diameter with a ceiling 90 feet high. It is entirely ice-covered, with a four-foot high bank of snow at the entrance. The ice walls are covered with an inch of



thick, smelly, unfrozen slime. The center of the area has a four-foot wide bird's-nest-shaped patch of frozen ice shards where the two puddings rest, looking much like large eggs.

If the party survives and/or ignores this encounter, they soon learn that the wide path soon disappears among gullies and small game trails. The party must backtrack and take the other trail at the fork in the road.

The Dragon's Ravine

The player characters and anyone else with them travel one more day into the mountains along this path. They see that the narrow way they have been traversing goes past a large ravine and then becomes much wider as the trail clearly leaves the mountain range. Someone in the group notices a patch of red in the ravine, and everyone can see that the gorge ends in a large cave about a half-mile upslope.

If the group doesn't take the time to explore the ravine and instead moves down the trail, they are attacked that night by the large white dragon who lives in the cave. If the ravine is explored, see *Exploring the Ravine*, below.

The Dragon's Night Attack

The large white dragon hunts by the light of the full moon. It flies out of its cave and soars high into the sky. If the

PCs are watching they see something leave the cave, but can't tell what it is. Just before the creature attacks the camp, it casts a *protection from good* spell and a *shield* spell on itself.

Large White Dragon: AC 3; HD 6**, hp 48; MV 240' (80'); #AT 2 claws/1 bite; D 1-4/1-4/2-16; Save F6; ML 8; AL N; XP 725. Breath weapon: cone of cold, 80' x 30'. Spells: *protection from good*, *shield*, *detect magic*.

The dragon attempts to swoop down on the camped party and carry away one of the characters into the night sky. It succeeds in this attempt if it makes a successful strike. If the dragon takes more than 12 hit points of damage, it is unable to fly and must land with its burden near the camp, allowing the other PCs to arrive after two meleé rounds of pursuit. If the dragon is still able to fly, it departs while making claw and bite attacks on its captive prey until the victim is dead. Spell casters and clerics won't be able to cast spells while in the dragon's clutches, but can use weapons as can the fighters.

If the dragon's first strike is unsuccessful it continues to swoop down until it has taken a victim or has lost 75% of its hit points. Wounded, it returns to its cave for several weeks of healing.

Exploring the Ravine

Examination of the snow in any part of the ravine reveals frozen blood stains hidden under the freshly-fallen snow. Something has clearly fed in many areas of this rift.

As the PCs explore the ravine, they discover the entire length is littered with hundreds of broken bones, many of which stick out of the snow. These bones are from large animal types that commonly inhabit the mountains and valleys of this area. Easily identified are ram horns, the skulls of yaks and several ogres, and mastodon tusks. The latter may be valuable if the PCs think to salvage them for the ivory.

Through the center of the ravine there is a channel of snow and ice that has been specially created by the large dragon. Underneath the channel is a flowing mountain stream coming from the cave.

Caeric won't walk in the channel. Normally, a person can walk on top of it without problem. An armored knight has a 25% chance of breaking through the ice once in every 100-yard section. If he plunges into the water, he takes 1-4 points of damage from frostbite before his friends get him out and dry him.

Noise of any type—breaking through the snow, shouting to hear an echo, Caeric making noise on purpose, etc.—causes a minor avalanche of snow. It doesn't hurt the party, but echoes loudly through the ravine and clearly warns the large white in its cave.

Useful things can be found during the exploration of the ravine. The spot of red noticed by a party member is a bright red jousting saddle worked with 50 gp of precious metals as decorations. The saddle bags that are attached have several sets of high-quality knight's traveling clothes, a small first aid pouch with bandages and non-magical healing salve. Hidden in the handle of a large dagger are ten pearls worth 25 gp each.

If Bearkiller is with the group, he recognizes the saddle as the one owned by his younger brother. The mountain man reveals the hidden pearls, and shows them to the party as proof of his claim. He becomes grief-stricken and useless for anything but attacking the dragon that lives up the ravine.

After an hour of searching, the PCs find a bloodstained backpack. Inside are the robes of a magic-user, some spell components and a traveling spell book. The book contains the following spells.

Level 1: *Detect magic, magic missile, shield*

Level 2: *Levitate, phantasmal force*

Several more hours of searching turn up a large rough sack filled with nuggets of gold worth 157 gp. Also in the sack are three dwarven battle axes.

The Dragon's Cave

A character climbing down into the cave from above the entrance has a 25% chance of causing another avalanche in the attempt. If this occurs, the white dragon flies out of the cave and attacks the party. If Caeric is with the group, the

subdued dragon purposely causes an avalanche near the entrance, and refuses to fight against the large dragon.

This dragon has spent centuries icing over its cave even more than the environment would normally have done. The floors and walls of each chamber are covered with glare ice, making footing treacherous (25% chance of falling on every attempt to run or do battle).

The cave complex is made up of three large lower chambers, one linked to another in a straight line. There is an upper chamber right above the entrance that the dragon has artificially created. Each of the chambers is roughly 75 yards wide by 100 yards long, with a 90-foot high ceiling of icy stalactites. If torches are used to light the PCs' way and the party stays in a chamber for more than ten minutes, 1-6 ice spears fall from the ceiling every 30 rounds. Each ice spear has a 5% chance of striking a party member and doing 1-6 points of damage. There are hundreds of spears on each ceiling.

If the party woke the dragon before entering the cave, it hides in the upper chamber waiting to attack. If the group has been careful and quiet, there is a 50% chance that the dragon is sleeping in the middle section of the lower caverns. If it isn't sleeping and hasn't become aware of the party, it is awake with a chance to be surprised by the players.

If Caeric is with the group, there is no chance for the party to surprise the other dragon. Caeric makes noise because it doesn't want to face the older dragon it smells in the cave.

The Entrance Chamber

The ice is unmarked in this cavern save for the bubbling stream which flows down the middle of the cave and out under the ice of the ravine channel. The chamber is free of fallen ice shards and snow.

The Upper Ice Chamber

If the dragon is in this upper area, it waits until the party is in the middle cave and attacks them from behind. It has

already cast its spells of protection on itself.

The Middle Chamber

This cave is partially open to the sky, and the floor is covered with a blanket of snow. The only clear spot on the floor is the path worn by the bubbling stream which also runs through this cave. There are several large boulders in the area that the dragon mounded and molded into dragon-like shapes. If the dragon is sleeping in this chamber, it is not at first apparent, since it is under a blanket of snow.

The Final Chamber

At the farthest end of this chamber is the source of the spring which creates the channel in the ravine. The dragon has placed each of its treasures in ice pillars extending from floor to ceiling everywhere throughout this chamber. Breaking into a pillar causes its section of ceiling to fall, inflicting 1-8 points of damage to all under the section.

Pillar One: 500 white silver coins.

Pillar Two: 600 gold coins.

Pillar Three: 30 white crystals worth 30 gp each. These cannot be seen in their pillar of ice unless the pillar is broken.

Pillar Four through Ten: empty.

Pillar Eleven: *Crystal ball*. This cannot be seen unless the pillar is broken.

Pillar Twelve: *Long sword +1, +3 vs white dragons*. This cannot be seen unless the pillar is broken.

Pillar Fifteen: Special pillar in the middle of the chamber. It appears to contain a magical staff. When this pillar is broken, the entire roof of this chamber and then the roofs of all the other chambers begin to cave in. The party must escape or die. There is a 45% chance of safely leaving each chamber before the area is buried beneath tons of rock and snow.

The Questing Barbarian

Monster: Young Mountain Giant
Party Level: 1 — 4

Background

Jarl, the barbarian in this encounter, is the 13-year-old son of a mountain giant. He has been brought up on stories of battle and adventure and wants to go out among humans and experience some adventures of his own. But he is still just a kid, and so doesn't want his experience to be too dangerous. He is going to trick some humans (the PC party) into coming up to his father's mountain castle. On the way he will have some imaginary fun that isn't going to hurt him, but which has a good chance to be dangerous to the PCs.

Set-Up

The encounter begins in an inn of any size and shape in any town the player characters are currently operating out of. A huge, seven-foot-tall barbarian dressed entirely in red armor comes into the inn and buys drinks for everyone in the house. Strapped to his huge left arm is a large glowing buckler, small for this barbarian's impressive size. He is wearing battered ring mail that barely fits. The towering warrior has a boyish face and his huge hands show no calluses.

Strapped to his back is a glowing, eight-foot-long sword. The handle and intricate cross-guard are covered in runes. The top three feet of the blade stick out of the scabbard, and delicate lines of gold and silver spell out some magical verse on the blade. When anyone tries to read these, the runes glow with a bloody light that should warn the curious off. If the reading attempt continues, the weapon begins to scream and the barbarian tells the reader he is making a big mistake.

A serious study of the blade shows the script to be elvish. It says the weapon is a special training sword for a young mountain giant.

Jarl (young mountain giant): AC 4; HD 7 (treat as F1 for combat purposes); hp 56; MV 150'(50'); #AT 1 by weapon; D 1-10 + 4 (magic and Strength bonus); ST 19, IN 7, WS 6, DX 9, CN 17, CH 7; Save F7; ML 10; AL N. Jarl has a *shield* +2 and a *two-handed sword* +1. The sword can *call lightning* once per day for 5d6 points of damage, and *knock* once per day. The weapon sings a mountain giant war song every time it is drawn.

The *call lightning* ability of the sword functions only outdoors. Jarl can use the power of the sword regardless of cloud cover; the bolt strikes wherever Jarl wishes. The lightning can hit only one target.

Although Jarl looks impressive in human terms, he is still a child. He has some weapon skills, but these are undeveloped. The DM should roll all of Jarl's hit rolls and saves secretly. Jarl's real chances to hit something are at a -2 on the die with his sword. On the other hand, he has his race's innate ability to throw large rocks. When using the rock-throwing form of attack, Jarl hits as a seventh-level fighter and does 3-30 points of damage. Jarl prefers to hurl a rock first, then draw his weapon for battle.

After every battle, Jarl talks incessantly about the fight as if it were the greatest and most adventurous encounter any warrior ever lived through.

Jarl's Offer. At the inn, the drinkers gather around as the huge warrior sits down and pulls out two fist-sized milky opals. These gems are amazing in color and value. The PCs should be sure to note a few looks of greed from some of the other fighters in the chamber.

The rich warrior says his name is Jarl o'the Mountains. He tells how he came down from the northern mountains after finding a huge treasure he couldn't possibly carry by himself. He brought down the smallest of the gems—the opals—to prove his story. He is now looking for a few adventurers to go back up, brave the dangers of the trip, and get into the mountain giant's castle again to bring back all the treasure.

Every NPC in the chamber volunteers, but Jarl accepts only the two largest, seeming to pick them by size rather than skill or talent. These two are unsavory ruffians who later on prove to be bandits. Jarl refuses other volunteers, but, although he doesn't ask the PCs to join him, he makes it clear by a few stares that he would really like them to come over. If the PCs aren't interested in taking up the offer, Jarl leaves with his two new comrades.

If the PCs agree to the barbarian's offer, the party leaves the next morning on a three week trip into the high mountains.

The Second Chance. If the PCs aren't interested in this adventure opportunity, they get a second chance. When they leave the inn either that night or the next morning, they hear the sound of fighting in an alley nearby and a crack of lightning streaks from the sky into the alley. When the party rounds the corner, the characters find the barbarian warrior fighting for his life against bandits. Some of the attackers can be recognized from the inn where Jarl showed the opals. The robbers are after the wealth they saw.

Both of the ruffians who joined Jarl at the inn are dead. One is charred from what could have been the lightning bolt the group saw. Jarl's sword is chanting a strange song no one is able to understand. The weapon emits sparks every time it hits something, which isn't often. Although Jarl looks like a mighty fighter, he doesn't very often strike the six attackers who are surrounding him.

If the PCs take part in the battle, the bandits run. If given the chance, the bandits flee only after they've had a chance to try the bluff detailed below. If the PCs for some reason do not take part in the battle, Jarl gives a ferocious warcry and quickly defeats enough bandits so that the rest flee. He then turns on the party in anger and fights them until the party surrenders or flees, or until Jarl's morale breaks.

Scut (bandit leader): AC 6; HD 2; hp 16; #AT 1; D 1-6 + 1; MV 90' (30'); Save T2; ST 16, IN 10, WS 6, DX 13, CN 11, CH 13; Save F2; ML 9; AL C; XP 20.

Bandits (5): AC 6; HD 1; hp 8,7,7,6,5; #AT 1; D 1-6; MV 90' (30'); Save T1; ML 7; AL C; XP 10 each.

The bandits have a few coppers and their weapons if searched for valuables.

The Bandit's Bluff. If the PCs take part in the battle, the bandits quickly realize they don't have a chance, and their leader Scut tries a bold bluff. He screams for a truce and his force and Jarl stop fighting. Scut then tries to get one of the opals in exchange for leaving. Jarl agrees to this, but asks the PCs what they think. If the characters say yes, the bandits leave after being given one of the opals and Jarl offers to take the PCs to get more treasure. If the answer to the bandit's bluff is no, the bandits run and are seen again later on in the journey.

The Adventure

The Journey

The bandits attack three nights after the PC group leaves the town. This situation varies depending on whether the PCs joined Jarl in the inn or after the fight in the alley.

Jarl is joined at the inn. If the group has joined the barbarian's venture at the inn, the DM should do everything possible to alert the characters that the two large ruffians Jarl also selected are chaotic and not to be trusted. They constantly whisper to themselves, are curt with the other members of the party, and, just before the party leaves town, they disappear for an hour. Upon their return, they make up an obvious lie about where they went. During every night watch they insist on taking the early morning watch together. Jarl seems uncaring about the possible danger and includes the two in his dealings with the group as if they were good friends.

In the early morning light of the third day, the bandits attack the adventurers.

If the PCs have made provisions to watch the two bandits in their party, the group is not surprised by the bandit raid. Otherwise, they are completely surprised. Use the bandit statistics already given as Scut and four more bandits rush in and attack the group with the help of the two bandits on watch for the party. Scut tries the bluff if it appears that his group might be defeated.

Jarl is joined after the alley fight. If the bandits have been fought and allowed to escape in the alley, the evil band still wants to get the riches Jarl displayed at the inn. The bandits attack on the third morning of the trip. Scut has put together a force exactly like the one listed above. The party has a one in six chance of being surprised. If the bandits are driven off this time, they won't appear again in the adventure.

The Metamorph. When Jarl was born, his father acquired the services of Shadar, a Metamorph (detailed in the *D&D Master* rulebook). This creature's duties are to try to keep Jarl out of danger, but not interfere with what the boy does. Shadar could appear several times and in different forms during the journey. When the party gets inside the castle, it is the metamorph who brings Jarl's father to discover the party in the treasure chamber.

Shadar can metamorphose into a normal animal type. In this new form, it has all the powers of that animal. It can shape-shift 11 times per day, taking one or more of these forms each day: worm, leech, spider, centipede, insect, crustacean, mammal, bird, reptile, amphibian, and fish. Each shift lasts one hour.

Jarl resents this creature, but doesn't really want to kill it. Jarl continually tries to scare Shadar away by throwing rocks at it when it appears. These rocks never hit, but the attacks of the other party members can cause damage. When the metamorph is severely wounded, it flies to the mountain giant's castle to be magically healed, and then flies back to the party again— a three-day round trip.

Metamorph: AC 5 (or as animal form); HD 3 + 1**; hp 25; #AT 1 (or as animal form); D 1-6 (or as animal form); MV 120' (40') (or as animal form); Save MU 11; ML 8 (10); AL N; XP 100.

The metamorph's new forms always have the same red-striped fur, feathers, or scales running down its back. The creature is also fond of irritating Jarl and does nasty things as follows:

Fish form: splashes smelly swamp water on the party

Skunk form: sprays party with skunk scent

Bird form: drops rocks and rotten fruit on the party

Ape form: throws tree limbs at the party

Cobra form: frightens horses

Human forms. Shadar is capable of looking like many different types of humanoid creatures. It changes into these forms to try to lead the PCs astray or give them false information that could get the PCs off the track, but keep Jarl safe. These forms have a 50% chance of fooling Jarl as well. This chance increases to 99% if the PCs fail to check whether each of the fake humans is telling the truth or may be something other than what he seems.

1. *Old Farmer.* This man tells the group the road up ahead has been washed out in a storm and gives good directions to another trail he says is a shorter route to where they want to go anyway. The alternate path leads the group far out of their way and takes weeks longer to travel.

2. *Elven Warrior.* This elf tells the group it is in the lands of the wood elves and the PCs have no right to be there. The elf says the group must leave the way they came or face hundreds of elves in battle. If the party calls the bluff the elf runs away.

3. *Novice Druid.* This character tells the party he would like to go along with them. He then constantly attempts to slow the party down. His actions include the following:

Ravellia and the Dragon Eggs

—Fake warnings of danger from things like killer bees or giant rats that his druid powers sense all around them—though the PCs won't find such things.

—Spiking the food with sleep berries so one of the PCs sleeps all day no matter what the group does to wake him up.

—Waking everyone up during a night watch, saying he heard the sounds of dragons in the area. This causes the group to lose sleep and the problems of fatigue should be detailed by the DM.

If the PCs chase the druid off, he leaves with no problem.

Five Miles from the Castle

The party is deep in the mountains now and Jarl has led the group up a rough track until finally all mounts must be left behind. The pine forests are starting to thin out as the elevation rises. The party takes a narrow trail high into the mountains. After mid-day, the group sees a tall black mountain spire up ahead. Jarl tells the characters that the mountain's top is actually the castle of the mountain giant.

The party comes to yet another, even narrower, trail, and encounters a 14-foot-tall iron statue in the middle of it. Jarl claims this statue wasn't there the last time he came this way.

Jarl is lying. He knows this creation is a living statue, and knows its command words as well. When the party approaches, Jarl attacks the statue shouting a command word. This causes the iron statue to constantly face Jarl, fencing with the young mountain giant, but doing no damage. Jarl's intention here is to make it seem like there is great danger in facing this living statue so the PCs believe they are going into a hostile situation. While both Jarl and the statue are pretending to fight, the rest of the party is supposed to destroy this evil guardian of the mountain giant's pass.

Living statue: AC 2; HD 4; hp 29; #AT 2; D 1-8/1-8/special; MV 30' (10'); Save F4; ML 11; AL N; XP 125.

All non-magical weapons striking the living statue stick to the body of the creature unless a save against spell by the weapon's wielder is successful. The



weapons fall off when the statue is destroyed.

Three Miles from the Castle

The party carefully climbs a narrow trail all but hidden among the rocks until Jarl shows them where it is. Suddenly, they are attacked by a mass of giant hawks flying down from the castle. These birds have been trained by Jarl and his father to attack any creature coming up this side of the mountain.

For Jarl, this is another dangerous-appearing attack to convince the party of the danger of the trip. He lets the birds make one attack on the entire group (the birds know him and do not attack his

body), and then he makes a show of attacking the birds and driving them off. Actually, he shouts commands sending the birds back to their roosts.

Giant hawks (20): AC 5; HD 3 + 1; hp 15 each; #AT 1; D 1-6; MV 450' (flying); Save F2; ML 8; AL N; XP 50 each.

The Secret Entrance

By this time the metamorph leaves the party to inform Jarl's father of his son's approach. Jarl has taken the group to a secret entrance he discovered while playing in the castle. The foundation of the castle was laid by dwarves and the mountain giant took it over and built his home on top. Jarl was crawling around and dis-

covered a small system of passages only he could fit through, and never told his father. He uses one of these to get into the castle with the party.

The secret entrance is locked, but Jarl found the key and uses it now. He explains to the party that there are two shriekers on the other side of the door ready to scream if given the chance. The party must think of a way to stop them from warning the rest of the castle. Jarl knows no matter what the shriekers do, they won't be able to scream loudly enough to warn anyone because the door out of the dwarvish passageways is closed.

Shrieker (2): AC 7; HD 3; hp 10, 7; #AT special; D nil; MV 9" (3'); Save F2; ML 12; AL N; XP 35 each. These mushroom-like creatures emit a piercing shriek for one to three rounds.

After the party gets past the shriekers, they encounter several forms of harmless mosses and fungi Jarl pretends to know nothing about. The rough stone tunnel is four feet high and five feet wide. At every section where fungi encounters occur, the tunnel opens into an empty chamber, 30 feet by 30 feet square, with a 30-foot-tall ceiling.

Dark Green Tentacle Mold. This fungi is sensitive to light. The tendrils are strongly connected to the walls and floor. Each of the many hundreds that are in the chamber curl and uncurl menacingly towards the light sources. The fungi is completely harmless.

Brown Puff Balls. Thousands of these grow all over the chamber. They range in size from small one-inch balls on the ceiling to giant four-foot-tall balls all over the floor. There is a narrow path from one end of the hall to the other, where Jarl has previously walked. There is a 59% chance for each of the party members to touch a puff ball while trying to get from one side to the other. Touched puff balls burst, spewing dusty and harmless brown fungi all over the area.

Red Slime Fungi. In a wet section of the tunnel is a slimy red mat of fungi. There is no way to avoid touching it; when contacted, the fungi emits a foul but harmless stench. Just beyond this section

is the closed door leading to the cavern outside the treasure chamber.

The Giant's Treasure Chamber

Jarl opens another secret door into a huge cavern. At the other end of the chamber is a set of 30-foot-tall, brass-bound doors set into the marble-like cavern walls. Guarding those doors are a large pair of saber-toothed tigers. These cats leap towards the party to attack. Jarl slams the secret door shut and the party is given time to plan their attack. Jarl says all the treasure in the world is behind those doors the cats are guarding. He can easily open the doors with his magic sword if the party will give him the chance.

Saber-toothed tigers (2): AC 6; HD 8; hp 22, 13; #AT 2 claws/ 1 bite; D 1-8/1-8/2-10; MV 150' (50'); Save F4; ML 10; AL N; XP 650 each.

When the tigers are defeated, Jarl opens the doors to the treasure chamber and enters. He urges everyone to quickly grab something, since he doesn't know how long it will be before the mountain giant comes to check on the noise they made during the battle.

The party sees amazing piles of treasure all over the huge chamber. At this time, the DM should tell the players they see rings, armor, scrolls, gold, jewels, and weapons in the area. A note should be made of what each PC is interested in looking at first. The DM then tells the PCs that they are checking things out when they hear a voice screaming from the tiger area.

The 20-foot-tall adult mountain giant and the metamorph come upon the party. Jarl's father begins screaming at him in the language of the mountain giants. During this confrontation, Jarl hisses to the group to run for their lives.

Through the yelling and Jarl speaking in Common, the group learns that Jarl is just a young boy in deep trouble with his father. If the PCs try to fight the mountain giant, they will fight the giant, metamorph, and Jarl.

Dad (mountain giant): AC 0; HD 20; hp 147; #AT 1; D 5-50; MV 150' (50'); Save F20; ML 9; AL N; XP 4,175.

The PCs should be encouraged to

leave the way they came. If they ever return, they discover the secret passageway is filled with rubble.

After the PCs escape from the castle, the DM should refer to the notes about what treasure was being examined by each PC. This determines what treasure each PC had a chance to get before the mountain giant showed up.

To determine treasure, have each player roll 1d6, and refer to the lists below.

Weapons. A roll of 1-3 results in a non-magical weapon worth 1,000 gp, while 4-6 results in a +1 weapon of the character's choice.

Jewels. On a 1-3, the character gets a handful of gems (nine in all), each with a base value of 25 gp. On a result of 4-6, the character has two fist-sized gems, each with a base worth of 1,000 gp.

Scrolls. The scrolls are all in silver tubes worth 20 gp each. Reference the player's die roll on this list.

1. One random clerical spell of second level.
2. Treasure map to the lair of an ancient white dragon (see *The Haunted Helm* adventure in this book).
3. Three random second-level magic-user spells.
4. *Protection from Undead* scroll.
- 5-6. War saga scroll about mountain giants written in elvish script.

Gold. The PC had time to grab 3,000 gp.

Armor. On a 1-3, the PC has collected a suit of +1 armor of whatever type is preferred. On a 4-6, the character has a suit of normal armor, but finds 1,000 gp in gems stuck in the creases and folds of the armor.

Rings. Check the player's die roll on this list.

1. *Ring of Animal Control*
2. Non-magical ring with a 500 gp emerald in it.
3. Non-magical ring with a 1,000 gp ruby in it.
4. Non-magical ring with a 1,500 gp topaz in it.
5. Non-magical ring with a 2,000 gp diamond in it.
6. *Ring of Fire Resistance*

Ravellia and the Dragon Eggs

Monster: Black Dragon
Party Level: 5 - 7

Background

A cave overlooks a lake in a hilly region surrounded by marshes. This cave is the home of a black dragon, and the sandy lake shore hides the nest in which she lays her leathery eggs. She digs a shallow nest in the sand and covers it with her body to warm the eggs. (Maintaining the proper temperature is crucial if the embryonic dragons are to survive.) An oil secreted from glands in the mother's belly keeps the eggs from drying out and cracking before the babies are ready to hatch.

Shortly before the characters arrive in the area, the black dragon in this scenario laid and buried three eggs. Her timing couldn't have been worse, for as soon as she'd settled into her role as dragon-egg incubator, she received a summons to a Dragon Council.

In order to attend the conference, she must find a way to care for her newly-laid eggs in absentia. Her plan is simple: she will polymorph into human form and convince a band of adventurers—the player characters—to watch over her eggs until she returns. The characters should not be able to tell that she is a dragon in disguise.

Set-Up

The player characters are slogging through an unpleasant marshy area. Finally, they emerge in a hilly forest region known far and wide as a place sane people avoid. Tales of renegade elves in the forest—and worse—should have them on their guard.

As they crest the first of the hills after leaving the marshes, they see below them a small lake ringed by a sandy shore. Low thickly-forested hills surround the lake and, on its far side, they see a cave set in the base of a hill quite a bit larger than the rest.

The Adventure

Black Magic Woman

As the party approaches, the characters see a figure dressed in a black, hooded cloak standing next to a small depression in the sand before the cave. The mysterious figure turns slowly towards them as they draw near, and the party sees a striking woman with ebony skin and eyes as black as coals.

This is, of course, the black dragon in her human form. She greets the PCs, and gets right down to business. She addresses the party as follows.

"I am the sage, Ravellia, a student of things draconic. Beneath the sand are three eggs—dragon eggs! The mother dragon is gone, leaving us with the rarest of rarities—an opportunity to study dragon eggs and dragon babies at our leisure.

"Unfortunately, I have been called to attend a zoological conference some distance away, and can't remain here. It is well you have arrived at this time. I need a group like yours, a party of adventurers I can trust to watch these eggs, care for them, and keep track of their development."

Ravellia offers a good, but not great, sum of money for the party's services. If the players decide to pass on her offer, she will offer to impart special knowledge of dragons and dragon-lore to them. (The nature of such knowledge is left to the DM to determine.) If the characters still refuse, she will up the ante, offering a very large sum of money if they'll just stay and watch the eggs.

If the party takes her up on her offer, she gives the adventurers two items. One is a magical cube. On one of its faces, PCs find numbers revealing the temperature of the air around the eggs. Dragon eggs must be kept at a constant temperature, neither too hot nor too cold, or the embryos will die. This magical thermometer rings whenever the temperature shifts.

The second item she gives the PCs is a

jug of oil. This is the oil from a black dragon's belly. The oil keeps the leathery eggs soft. Failure to keep the eggs properly lubricated allows the shells to harden and crack. If this happens, the babies will die.

If the party agrees to watch the eggs, Ravellia leaves without incident. If they refuse, she assumes her dragon form and battles them (see *Mama Don't Allow*, below).

Don't Egg Me On (or, I am the Egg Man)

The characters should have a little while to get used to dealing with the eggs and the devices the dragon gave them. Examination of the thermometer reveals a button, beneath which is written the phrase, "Ask your question and push button for answer." The PCs can ask about anything, but only questions about the eggs will be answered.

The thermometer answers in an eerie, sepulchral (and inappropriately loud) voice. It can tell the characters anything they want to know about black dragons and their eggs (see *On Black Dragons and Their Eggs*, below). Questions not relating to black dragons or their eggs will be answered with "Ask another question."

Come on Baby, Light My Fire

The first problem the PCs have to deal with is how to keep the eggs warm. The magical thermometer rings the moment the eggs get too hot or too cold, which happens just moments after Ravellia leaves the area.

PC mages can keep the eggs warm through magical means, but this will use up lots of spells, and may put them out of the action later on. Going into the forest to gather firewood is a better bet—sort of. If the party enters the forest to collect wood, they find themselves ambushed by a party of elves.

Treeclimber (elf chieftain): AC3 (plate); E4; hp 20; MV 120' (40'); #AT 1 (dagger or long bow arrow); D 1-4 or 1-6; ML 9; AL N. Treeclimber knows these spells: *protection from evil*, *read magic*, *detect evil*, *ESP*.

Elves (2 times the number of PCs): AC 5; E2; hp 3 - 12; MV 120' (40'); #AT 1 (dagger or long bow arrow); D 1-4 or 1-6; ML 8; AL N. Spells: *protection from evil, shield*.

The ambushers are well-hidden and completely encircle the party. They fire several warning arrows into the ground at the feet of the PCs and then a voice barks, "Leave the forest now! This is your final warning."

If the PCs return fire, a battle ensues. (The DM should not forget about those eggs that have to be kept at the right temperature and turned and oiled.)

If the party decides to fight, they lose all chance to recruit the elves as allies. If they kill all the elves, the forest poses no more problems, but killing just some of the elves is a very bad idea—survivors will snipe at the party for the rest of the adventure.

If the PCs try to talk to their ambushers (an endeavor made easier if there's an elvish PC with the group), they'll find that Treeclimber, the head of this band of merry elves, and his companions are after a group of chaotic magicians who have been terrorizing this part of the country. Their threatening attitude towards the PCs is simply a case of mistaken identity.

Once the PCs establish that they are not the mages in question, the elves become almost friendly. In fact, they'll give the party a summoning horn, with instructions to blow it if they spot the evil mages.

The PCs don't know it, but the elves look quite dimly on the capricious blowing of their horn. They are after the mages, and couldn't care less about any other peril the PCs find themselves in during the course of this adventure. They'll help the PCs out of any tight spot, but grudgingly, and only once.

The elves allow the party to gather all the wood they need. Unless the DM wishes to add random encounters, nothing else happens in the woods.

How Dry I Am

Once the party has figured out a way to keep the eggs warm, they have to keep a constant eye on them to make sure they aren't drying out. The entire surface of each egg must be oiled every two hours. The embryos can survive for no more than an hour after the eggs dry out. Thus, any longer than three hours between oilings results in the death of the babies, and the return of Mama Dragon (go immediately to *Mama Don't Allow*, below).

Baby Love

Once the characters have settled into a comfortable routine dealing with the eggs, trouble begins. Any or all of the encounters below can be used, depending upon how complicated the DM wants this mini-adventure to become. The one complication that should take place, however, is allowing one (or more) of the baby dragons to hatch before Mama returns from the dragon conference. At the beginning of each encounter used, the DM should secretly roll 1d8. On a 1 or 2, no eggs hatch. On a 3 or a 4, one egg hatches; on a 5 or 6, two eggs hatch; on a 7 or 8, all three eggs hatch, leaving the characters to deal with baby dragons as well as whatever troubling encounters the DM has decided to include.

Baby black dragons have special needs. First, their wings must be cared for. The PCs must find a way to clean the wings of membrane to prevent them from atrophying. A good brushing with a stiff horse brush will do the job, as will the dull edge of a dagger.

Of course, the thing uppermost in a baby dragon's mind is food, and the PCs trying to clean the hatchlings' wings will have to dodge talons and beaks capable of inflicting serious damage. Young as they are, dragon hatchlings are quite vicious, and will fight to the death in order to get a meal. They will happily attack and try to eat the PCs if nothing else is available. This leaves the adventurers in the position of having to kill the hatchlings to save themselves (and run-

ning afoul of Mama Dragon when she returns), or finding some way to stop the babies without hurting them.

Any really clever plan ought to stop the dragons from attacking the PCs out of hunger. Confining them in some way is a good idea; they could be herded into the cave, for example, and then sealed in somehow. Another way to deal with hungry dragon babies is to find something to feed them. They will eat any kind of meat, whether from the party's stores of food, or magically conjured, or caught by the party's hunters. There are surely other ways to stop a baby dragon, but those are left to the DM's imagination and that of the players. Again, though, anything creative and clever should be allowed to work.

Black dragon hatchlings (up to 3): AC 2; hp 8; MV 60' (20'); #AT 1 claw/1 bite; D 1-4/1-8; ML 12; AL C. Hatchlings can breathe acid breath in a line 3 feet wide and 30 feet long.

That Old Black Magic

The PCs should be pretty good at caring for dragon eggs when trouble begins coming their way. The next problem they will confront is a trio of magic-users who want the eggs. The eggshells are a primary ingredient in a potion the mages want to cook up—a potion which will give anyone drinking it acid breath, like the black dragon's breath weapon.

Randall Willhandle: AC 9; M7; hp 18; MV 120' (40'); #AT 1 dagger; D 1-4; ML 9; AL C. Spells: *detect magic, floating disc, ventriloquism, continual light, locate object, hold person, infravision, wizard eye*.

Wendall Willendall: AC 9; M7; hp 24; MV 120' (40'); #AT 1 dagger; D 1-4; ML 10; AL C. Spells: *magic missile, shield, hold portal, phantasmal force, web, fireball, lightning bolt, wall of fire*.

Stendhall Willendall: AC 9; M7; hp 15; MV 120' (40'); #AT 1 dagger; D 1-4; ML 4; AL C. Spells: *charm person, protection from evil, sleep, invisibility, mirror image, hold person, invisibility 10' radius, charm monster*.

These mages work together like an un-oiled machine. They're powerful mages,

and very nasty, but they spend nearly as much time bickering among themselves as they do fighting their foes. They have no magical items, and the potion they hope to create won't work.

Randall Willhandle is the "brains" of the outfit. Taking him out of the action demoralizes the other two and forces them to make one desperate grab for their leader. They then flee, with or without Randall.

Wendall Willendall is Randall's cousin. He's the muscle of the group; incapacitating him brings an end to the fighting unless the PCs want to keep the ruckus going. At that point, the other two mages try to talk the PCs into giving them one of the eggs, promising great rewards. Whether or not they deliver on the promise is up to the DM.

Stendhall Willendall is the defensive specialist of the gang, as well as Wendall's brother. Putting him out of the fight spurs the remaining mages on to take greater risks in an attempt to bring the battle to an end. Wendall won't leave the area without his brother. Stendhall has no compunctions about leaving Wendall behind.

The mages begin by trying a sneak attack with the powers of Stendhall. This is followed by a more straightforward magical attack by Wendall. Randall remains in the background as long as possible, entering the fray only if things appear to be going badly for his friends.

If the mages are defeated, the PCs find a scroll on Randall detailing how to concoct the dragon breath potion. The key ingredient in the potion is black dragon eggshell.

If the PCs decide to give up one or more of the eggs, the mages suggest joining forces. If they choose this course of action, Ravellia learns of their duplicity, tracks them down, and deals with them in a most violent manner.

If the magic-users defeat the PCs, Randall carries off all three eggs (or as many as are left) using his *floating disc* spell. The player characters will have to decide whether or not to pursue the magic users into the forest and retrieve the eggs. (Remember that the eggs can

survive only three hours without oiling, and the mages aren't too terribly concerned about the temperature of the eggs.)

If the players have the elven summoning horn, they can use it to call the elves, who will gladly help them defeat or track the magic users.

Worming Your Way into My Heart

After the PCs have dealt with the mages, give them a while to relax. Perhaps a week goes by, leaving the party to wonder whether Ravellia is ever coming back. Roll once each day during this time to see if any of the eggs hatch. If desired, the DM may use a couple of random encounters, just to keep the PCs on their toes.

Then, when the adventurers are nice and relaxed, they face the direst threat of all: a purple worm after its favorite snack, black dragon eggs.

The first indication of trouble is a low rumbling sound, like that of a thunderstorm far off in the distance. A moment later, the sandy ground around the lake begins to vibrate a little bit. Then the sand begins to ripple like ocean waves breaking on the shore—and the sandwaves are moving toward the eggs.

The characters should have a moment to figure out that something is going on. Then the burrowing purple worm bursts through the surface, eager for a taste treat rivaled only by the consumption of mass quantities of adventurers. The worm's gaping maw leaves a trail of saliva and ichor as it lunges toward the eggs, ignoring the PCs for the moment.

Purple worm (1): AC 6; hp 85; MV 60' (20'); #AT 1 bite/1 sting; D 2-16/1-8 + poison; ML 10; AL N.

Luckily for the characters, this particular purple worm is a small one, only about 75 feet long. They might be able to defeat it themselves. If so, more power to them. If the party wants to, the elven horn can be sounded and, if they haven't been summoned before, the elves will appear and help out as best they can.

If things go very badly for the party,

the characters may decide to make a mad dash for safety, carrying the eggs with them. This is a very good idea, though the purple worm will follow if they head for the forest. The best course of action is to head for the water. If they can get 50 feet out into the lake, they'll be safe from the ground-dwelling worm. They might also make a dash for the cave at the hill's base. The entrance to the cave is large enough to admit the front end of the worm, but only the first 25 feet of its body will fit. The creature's broader midsection will stick in the cave mouth, leaving it unable to move forward or backward.

This means several things. First, the worm's sting is no longer a threat. Second, the party only has to worry about the worm's bite if they are foolish enough to venture near its mouth, which can swing in a 25-foot, 180-degree arc around the entrance to the cave. Finally, the party is stuck in the cave, unless the characters can find or make a way out.

In the Cave

If the player characters fled into the cave or explored it at any other time, this is what they find.

The main cavern, entered through the cave mouth, is a large, circular chamber 150 feet in diameter. The ceiling arches 75 feet overhead. There are two smaller chambers off the main cavern: one across from the cave mouth, the other about 45 degrees to the right of the rear opening.

The rearmost chamber is 50 feet in diameter. This cavern is piled high with enough stuff to fill the average castle to overflowing. Almost all of the things in this room are junk—rusted armor, dented mugs, ripped banners, and the like. There is a vagabond king's ransom in here. Any kind of non-magical junk desired can be found here in perfectly organized piles (broken swords in this pile, armor in that one, and so on). The cavern is so tightly packed, it is difficult to move around in it.

There is one item of value in this chamber. Hidden away amidst all the junk is a black *rod of wrym* (as described in

the *D&D*® *Companion* rules). PCs will have to search long and hard to find this, however.

The other chamber attached to the main cavern is smaller, just 25 feet across, and appears to have been dug recently. The floor is covered with a white powdery substance which examination reveals is powdered bone (both human and animal). Several niches have been cut into the cave wall in here, and each is lined with straw matting. These are nests prepared for the black dragon hatchlings.

A careful search of this room reveals a secret trap door at the rear of one of the nests. This door is *wizard locked* and is immensely heavy. The three strongest members of the party, working together, will barely be able to lift the door, and then only for one round. After a single round, the door crashes shut. The party members will then need to rest for one round before they can open the door again.

The door opens onto a twenty-foot-wide shaft which drops straight down for ten feet. The ground can be seen twenty feet below the end of the shaft. On the ground, the PCs can just make out the glitter of gold and jewels. They may also see a dozen razor sharp spikes pointing up at the shaft from the ground. Falling on these spikes means sure death for the heartiest of adventurers.

Looking up the shaft, the PCs will see the sky, several hundred feet straight up. The walls of the shaft are sheer and barely climbable.

The characters can use the upper portion of the shaft as an escape route if they've been chased here by the purple worm (or anything else), or they can try to find some way to reach what is obviously a treasure room of some kind down below.

If they try to go up the shaft, a tough climb takes the characters to a hidden cave-entrance five hundred feet from the base of the hill. If they find a way to get down to the treasure room, they find lots of loot: gold pieces, precious jewels, magical armor, several potions, and, in one corner, a large crystal on a pedestal.

For the most part, the contents of the treasure room are up to the DM. The potions are potions of *strength*, *invisibility*, *healing*, and one of *summoning*.

The crystal is an artifact of great power; it heals non-fatal wounds automatically. Whoever holds the crystal has but to touch a wounded person and that person is healed. It won't bring back the dead, cure diseases, or restore lost limbs, but it will cure anything else.

The crystal has two drawbacks. Once a player character touches it, he or she would rather die than let go of it. Also, it stores all the hit points it restores and, if it ever breaks, the holder (or the last person or creature who touched it) takes all those hits. The crystal is very fragile, and 2 points of damage will destroy it. The character touching the crystal can sense that breaking it means certain death, but discovers the other drawback only when he tries to leave the crystal somewhere.

The adventurers can try to steal the treasure, but this is going to be difficult. They have to guard the eggs, get the three strongest party members to lift the trap door, get at least one character down into the treasure room alive, and find a way to get characters and treasure back out. If the characters do figure out ways to accomplish all these feats, and they do make off with the treasure, Ravellia will come after them and she won't be happy. Alternatively, they can leave the treasure alone and continue to care for the eggs, earning the gratitude and friendship of the black dragon.

Mama's Home

When the DM decides the party has been through enough, it is time for Ravellia, the black dragon, to return from the dragon council. If the PCs are in any kind of trouble, that trouble will cease upon Ravellia's arrival.

When Ravellia returns, the PCs see a black dragon fly into the cave entrance halfway up the hill. Sometime later, after searching the cave to make sure nothing is missing, Ravellia emerges from the cave in her human form.

If the eggs are still intact, they begin to hatch at this moment. The mottled black and purple babies emerge and Ravellia polymorphs into her dragon form. The fact that Ravellia is a dragon should come as no surprise to the PCs by this time. Like a good mother dragon, she licks the hatchlings' wings clean, paying little attention to the PCs.

When she is done, Ravellia assesses the situation and acts accordingly. If all the eggs or hatchlings are safe, the PCs won't end up as dragon fodder. If one of the eggs or babies was injured, the party has a slim chance of escaping. Two or more damaged eggs spells disaster. If any of the eggs or hatchlings are in less than perfect shape, go to *Mama Don't Allow*, below. If all the hatchlings are safe and sound, go to *The End*.

Mama Don't Allow

The players may have thought they'd faced trouble before. They were wrong. An angry mother black dragon whose hatchlings have been injured (or killed!) gives new meaning to the word "trouble."

If only one of the eggs or babies was harmed, let the players try to talk Ravellia out of killing them and using them as baby food. A terrific story, incredible flattery, or unexcelled double-talk should do the job. The PCs' lives will be saved, but they'll receive no payment for the job.

If two or more of the eggs or babies were damaged or killed, it's time for the big fight scene the party has been waiting for. This is a dragon possessed, a black dragon at her most fearsome. The most logical thing the PCs can do is flee. It might even work, but the players should know they've made a terrible enemy this day, one who will never rest until she's caught up with the adventurers and made them pay.

Ravellia (black dragon): AC 2; hp 75; MV 120' (40'), flying 300' (100'); #AT 2 claws/1 bite/1 kick/1 tail; D 2-5/2-20/1-6/1-6; ML 12; AL C. Breath weapon: acid breath, 90' x 5'. Spells: *charm person*, *light*, *read languages*, *read magic*, *sleep*, *invisibility*, *mirror image*, *wizard lock*.

Ravellia pushes any surviving hatchlings behind her and begins the battle by blasting the party with a strong shot of dragon breath. She then approaches and tries to eviscerate the PCs using her talons. If this fails, she'll alternate among tail, claws, and dragon breath attacks. If at any time the players look like they are gaining too much of an advantage, she goes aloft and swoops down on the party using her wings and tail.

As far as Ravellia is concerned, this is a fight to the death. The players can approach it from the same perspective or they can try to flee. One other option exists, however. They can try to take one of the hatchlings hostage, if any survived. If this ploy succeeds, Ravellia lets the group go, but she will follow them to the ends of the earth in an effort to make them pay.

The End

If the party manages to keep the eggs safe, Ravellia speaks to them in her dragon form.

“You have kept my babies safe and, as promised, I will reward you. The payment we agreed on earlier is yours. In addition I give you a...bonus.”

With that, Ravellia returns to the cave and comes back carrying a sack. In the sack is the payment agreed upon, as well as the crystal from the treasure chamber. She gives these items to the party, explaining what the crystal does as described above.

Protecting the eggs and babies and befriending the black dragon earns the players as many experience points as they would have received for defeating the dragon, as well as the XP for the treasure in the adventure. In addition, there is a chance that word of their deeds will get around the black dragon community. This could give the party bonuses to reaction rolls involving such dragons. In fact, if the players encounter a black dragon again, it just might be Ravellia or one of her babies. These black dragons

will always react favorably toward the party. By achieving the goals of this adventure, the PCs have made friends for life.

On Black Dragons and Their Eggs

Under ordinary circumstances, black dragons are evil, nasty, chaotic creatures which would just as soon pick a PC's flesh from his bones as talk to him. They are quick to anger and, once angry, are savage fighters. Their attacks are swift, sure, and deadly. In combat, black dragons become a blur of razor-sharp talons, knife-like teeth, and crushing tail. Their acid breath burns everything it touches.

The best way to deal with an angry black dragon is not to get it angry in the first place. Given the fact that black dragons like fighting, this is easier said than done, but it is possible. For one thing, black dragons are quite vain, and base flattery often pacifies them. Gifts of mirrors are also welcome. They're fastidious housekeepers, and voracious collectors. Offers of gifts—even junk—may distract a black dragon long enough to allow escape.

As parents, black dragons become even more difficult to deal with. They are fiercely protective of their eggs and hatchlings. Only a matter of the utmost importance could drag a black dragon, like Ravellia, away from her eggs, and should any harm come to her eggs or babies, she'll revert to her normal, chaotic ways. On the other hand, helping a black dragon protect its young may earn PCs a friend for life (or as close to a friend as a chaotic dragon can ever be).

All dragon eggs are different and require different kinds of care. Black dragon eggs are leathery and purple, about three feet in length and two in diameter. They weigh about 150 pounds apiece, are warm to the touch, and the baby dragons within can be felt easily through the shell. Black dragon eggs require constant care, generally provided by the mother dragon. They must be

kept at exactly 100 degrees, which is normally accomplished by having the mother brood over them, in much the way that a chicken sits with and on her eggs. The eggs must also be kept lubricated. Mother dragons secrete an oily substance from special glands in their bellies. Every two hours, the mother dragon oils the eggs all over by rolling them around in her nest, which is usually a shallow depression in mud or sand. The gestation period of black dragon eggs is about two weeks, but one week premature hatchlings are not uncommon, and even month-old eggs have been known to hatch.

Hatchling black dragons are helpless for the first few moments of their lives. They are not very coordinated and their wings are soft, wet, and stuck together, much like those of a butterfly after it emerges from its cocoon. As soon as the eggs hatch, the mother must lick the babies' wings with her coarse tongue to dry them off and get the blood circulating. If this isn't done, the wings atrophy and the baby dragon is crippled and will probably die.

Once their wings have been cared for, black dragon hatchlings have but one thought: “Eat...eat lots...now!” The hatchlings are as carnivorous as their parents, and must be fed at least 15 pounds of meat every hour on the hour. They will eat any kind of meat at all.

After a week of feeding, grooming and mother-love, the baby dragons set off on their own. Their coordination is good, their wings are strong enough to carry them to the heavens, and the hatchlings are ready to take their places in the world of black dragons.

Trouble in Tall Stone Pass

Monster: Stone Giant
Party Level: 5 - 7

Set-Up

Read the following to the players.

You are in the little town of Breaker's Reach, part of a long section of land, the Reach, where a lot of horse training is done. There you are approached by three men who claim to represent the Merchant's League, a regional mutual assistance organization of the area's traveling traders.

They tell you of a small family of giants, "gray, rock-like monsters," who have been robbing the pack trains going through Tall Stone Pass for the last several years. The merchants are interested in hiring your band to eliminate this threat to local commerce.

The merchants offer 500 gp a head for the giants, plus anything the characters find in the giants' hoard, since the merchants have already written those losses off. If pressed the merchants tell of gems, jewelry, fine fabrics, and even magical items lost to the plundering giants. The merchants offer go up to 1000 gp a head if bargained with, but want a choice of the loot brought back, as well.

The Adventure

Day One

It takes a party about one day's travel on horse to get to the foot of the mountains. There they can stay at the Lost Foal Inn.

The Lost Foal Inn is a two-story structure with a stout wall around it. The stables are built into the wall.

You are met by the innkeeper, Duncan Hayward, who welcomes you to his inn, feeds you the stew of the day, and stables your horses.

That evening, you are objects of great curiosity to the local inhabitants. Most of them seem to be in the com-

mon room of the inn, looking for stories and information about the world around them. At least one local farm boy, hero-worship in his eyes, asks you, "Whatta ya be doin' in them mountains, hey?"

If characters want private rooms, Duncan has two available at 1 gp per night each. Each can hold up to eight human-sized people but has beds only for four (as long as people don't mind doubling up in the two large beds provided). Otherwise, curling up in your own cloaks or bedding on the common room floor costs 5 cp per person per night.

What no one knows is that Duncan is both a 6th-level thief *and* a business associate of the giants, who give him a percentage if he tips them off about upcoming caravans and giant-hunting adventurers.

If the characters have let their mission be known to Duncan, he spikes their last drinks with a slow-acting sleeping drug. Characters must save vs Poison or sleep soundly for eight hours. Duncan then tries to go through their belongings. If they are in one or more private rooms, he has his own secret access panels through the closets. If he finds any obvious magical items that would not be missed immediately, such as a *crystal ball* hidden away in a knapsack, he substitutes a rock or other item of similar size and weight and hides the magical item.

At the same time Duncan attempts to look through the party's things, he sends his son into the Pass to contact the giants and tell them that there are adventurers coming after them.

If one of the characters made the saving throw and is obviously alert in the middle of the night, then Duncan does not try anything. If the character(s) *sham* sleepiness in order to catch the poisoner in the act, Duncan is still stealthy, with a chance to *move silently* of 44%. If this roll is successful, he might get among the heroes, find one item, and get out without the watcher realizing what is happening. If the watcher is also a thief, a successful *hear noise* roll allows him to

catch Duncan in the act.

All of these happenings are modified by what the characters do in this situation. If the non-drugged character sets himself up to be able to watch the room, then he can see Duncan operate. However, such an obvious ploy might be spotted by Duncan (*find traps* roll of 35%), and he won't come into the room. Similarly, a character might discover the secret door in the closet while hanging up a cloak and the party might block the door.

There are many possibilities here. Just keep in mind that Duncan has been in business for many years without being caught, and would do nothing foolish. Of course, he might not have had to deal with other experienced adventurers before.

Duncan: AC 7; T6; hp 17; MV 120' (40'); #AT 1; D 1-4 (dagger); Save T6; ML 7; AL N; XP 275.

If attacked, Duncan fights and tries to duck out into the night. After he has taken one wound, he surrenders. If caught, Duncan admits to acting as an agent for the giants, but explains that he is just trying to help out some friends who need protection from that "money-grubbing Merchant League." If pressed, he explains the actual situation in the pass.

Day Two

There is no activity around the party until late in the afternoon. Read the following to the players.

You are riding the same type of trail you have been on for the last two days. Now the trail is about 15 feet wide, just barely room for three horses abreast. To the left is a cliff face, at least 100 feet high. To the right is a steep incline into the stream bed 100 feet below.

Suddenly, as you round a curve in the trail, you are confronted with (*a number equal to half the number of the party plus one*) cave bears. Your first line of people is no more than 30 feet away from the bears.

With a roar, the bears attack!

These are the domesticated guards of

The Wizard in the Woods

the stone giants, sent to test the mettle of the party. Check Morale for each bear when it is wounded. Subtract one from each bear's Morale score for each wound it receives (not number of hit points, just number of wounds). Each bear breaks and runs on its own, without regard to what the others are doing.

Cave bears: AC 5; HD 7; hp 30; MV 120' (40'); #AT 2 claws, 1 bite; D 2-8/2-8/2-12; Save F4; ML 9; AL N; XP 450.

Each bear wears a massive collar crudely worked with semi-precious stones. The collars are worth about 250 gp each. They also show that these bears are not wild, they are pets.

Day Three

As the party rides along, the trail narrows to about 10 feet wide (no more than two horses side by side). The DM should have players roll 1d6 for each character. A roll of 1 allows them to see the form of a giant on the slope above them 100 yards up the trail.

Before anyone can do anything about it, the giant throws a lever built into the side of the mountain. A 30-foot long section of the trail (DM's choice as to where) suddenly collapses, becoming a chute leading to the stream 100 feet below. Sharp-eyed characters can see as they fall that there had been camouflaged wooden supports under the trail to make it look like the natural path.

Anyone reaching the stream bed takes 7-42 points of damage (normally it would be 10-100, but the slope slows the character's descent somewhat). Every character caught in the trap has a chance to snag a passing rock or tree and not reach the stream bed. Make one Dexterity check for each character. By every point the character made the roll by, subtract 1d6 from the damage done. This means that the character must make a Dexterity roll at a penalty of -1 to get any benefit at all. Any horse caught in the chute must make a save vs. death or it is killed in the fall. Otherwise it is miraculously unhurt.

The giant disappears immediately after throwing the lever. This is Gem, and she has used her *invisibility* spell to

avoid pursuit. If someone uses *detect invisibility*, they can find her and fight her there and then. Otherwise, she gets back to their mate and his brother and prepares for the final confrontation.

Final Confrontation

At the top of the pass the trail takes a turn to the left and widens out to about 30 feet. Built against the side of the mountain to the left is an immense hut made of cyclopean stones. Standing in the path, 100 yards ahead of the party as they come into view, are three stone giants, each about 14 feet tall.

Two are male, and each has a stack of boulders next to him. The third is a female, and in one large hand she holds a small stick.

Rockheart and Stonebrow (stone giants): AC 4; HD 9; hp 40, 41; MV 120' (40'); #AT 1; D 3-18; 11; Save F9; ML 9; AL N; XP 900 each.

Stonebrow is Gem's mate, and Rockheart is his brother. They both follow Gem's orders in all things.

Gem (stone giant): AC 4; HD 9; hp 56; MV 120' (40'); #AT 1; D 3-18; 11; Save F9; ML 9; AL N; XP 1600. Gem knows the following spells.

Level 1: *Detect magic, light, protection from evil*

Level 2: *Invisibility (used), web*

Level 3: *Dispel magic, fireball*

Gem has a *wand of polymorphing* with 11 charges.

What the giants do about these interlopers depends entirely on what has happened already.

If the Characters are Unhurt...

The giants have no wish to fight heroes capable of surviving everything they have been through so far.

The female giant raises a hand, the one without the stick, and says, "Hail, heroes. Your missions is known to us, and we but wish you to hear our side of the story before you attack us here in our home."

If the adventurers attack after hearing



this, or attack before she can speak, see *If the Characters Have Been Hurt*, below.

If the party gives her leave to speak, read the following to the characters.

"Know you that we are but tolltakers on this road," she continues. "We exact a toll from the merchants who travel over our land. It is not a burdensome toll, but some merchants chafe under it, and wish to be relieved of it, or perhaps even take our places here. This is why you have been sent to slay us.

"Are we any more reprehensible than the king or other chieftains of your people, who levy tolls on travelers who use their roads? I assure you that we harm not any who pay our toll."

If the player characters indicate a willingness to leave the giants alone, or ask for what the giants' lives are worth to them, she responds as follows.

"We realize that you deserve some recompense for your efforts, so we are prepared to offer you 5000 gold pieces and some objects of magic we have accumulated over the years for your trouble."

If the characters go along with this, Rockheart goes into the hut and comes

Trouble in Tall Stone Pass

out with several sacks of gold containing 5000 gp, and a small chest with three objects in it: a *scarab of protection* (12 charges), a *square wheel*, and a scroll with a *detect magic* spell on it.

The giants will suggest that the characters take their gains down the trail to the other side of the Pass, thus avoiding immediate retribution from the Merchant's League.

If the Characters Have Been Hurt

On the other hand, the giants have no wish to give up their hard-gotten gains if it looks like a few good shots with a boulder can finish the characters off.

The male giants will toss boulders and Gem will use her *wand of polymorphing* to change people into large frogs or something equally harmless. They will not leave their prepared positions, although the male giants may move behind the heaped boulders to gain minimal cover as they throw the rocks. (Each pile has 10 boulders.) Gem moves to stand beside Stonebrow and gain cover from his pile of stones.

If characters charge the giants, they run afoul of some more giant traps. Twenty yards in front of the giants is a camouflaged trench, 20 feet deep. Each wall of the trench is mounted on a rocker arm; when one looks into the pit, it appears that they slope together. However, when someone falls into the pit, taking 2d6 damage, his falling body pushes the walls apart at the bottom, effectively closing the walls together at the top so the trench cannot be climbed out of. The walls are segmented all along the pit, so that one set of walls can turn into a prison while another still forms a pit. Later, when the giants want to get the victim out, they just remove a wall and lift him out.

A giant, or a leaping man, can clear the trench without falling into it.

If any of the characters stay where they are when they first see the giants, Rockheart tosses a boulder at the slope to their left. If he succeeds in hitting an AC 9, a landslide thunders down on the party, doing 3-30 points of damage to everyone (including horses) in that area,

about 30' x 30'. Persons in this area must then save vs Death. If successful, damage is only 0-9 (1d10-1) points. Anyone failing the saving throw is also buried, and must take 1-6 rounds to get himself out.

If the characters kill one of the giants and seem to be overcoming all of these obstacles with no injuries, the surviving giants run for the hut. Anyone following them immediately get to the hut in time to hear a muted splash. Entering the hut, the character can see a pit in one corner and, looking in, sees the reflection of his torch on water (or the telltale infrared pattern of water). There is no sign of the giants. In another corner of the hut is the treasure detailed above as the bribe to the characters. It is piled around a small stone platform with three depressions in it, as if the platform had been holding something.

If the characters get into the hut over the dead bodies of the giants, they find three large crystalline egg-shaped rocks in the platform depressions. The rocks, about the size of a cocker spaniel, show faintly magical if *detect magic* is cast on them. Infravision shows that the rocks are warmer than normal rocks. If left alone for another two months, they grow to almost human size and then hatch into little stone giants. If removed from contact with natural earth, the stones eventually lose their magical aura and warmth, and the babies are never born.

On Stone Giant Creation and Origin

While Stone Giants may seem to be merely a slightly different variety of the usual run of giants, their origins and methods of procreation are quite different. They are, in fact, a case of parallel evolution, much like kobolds and goblins.

Stone Giants are the creation of an ancient Immortal of Earth. Some sages say that the Stone Golems some wizards have created are pale attempts to imitate this act of creation.

The actual body of a stone giant seems

to be stone, though certainly not granite or marble. It is more like limestone. Nonetheless, they move and act like flesh-and-blood creatures, to the extent of eating other flesh-and-blood creatures for sustenance.

The Immortal made his creations oviparous. This means that, after fertilization, the female lays an egg—that is, the crystalline rock described above. The egg then grows, as long as it is in contact with the earth, until it is about the size of a pubescent human. Then the egg forms into a small stone giant. Multiple births are rare, but not unknown.

This process is more magical than most of the methods of reproduction extant in this world, even with all the other fantastic creatures in it. Thus, there is a residue of magic in the eggs. For a *dispel magic* to work against it, an egg's dwomer should be treated as a spell from a 50th-level magic user.

Baby stone giants are worth about 500 gp each on the open market. Their value would be higher for magic-users and sages, but no one knows what to do with them. Of course, most countries have laws against slavery, but few have had to worry about whether giants are covered by the statutes or not. After all, subdued dragons are often sold, and they are intelligent, too.

In death, stone giants do not revert instantly to rocks, as some sages aver. However, they do decompose rapidly and crumble away within a week of their deaths, no matter what is done to try to preserve them. Philosophers think that the spirit of a stone giant is reborn in another stone giant.

The Wizard in the Woods

Monster: Green Dragon
Party Level: 8 - 11

Background

Viridis, a green dragon, is marauding through woodlands; an elf asks the party to stop the dragon. However, the full story of Viridis is more than the elves know. Green dragons, even though Chaotic in alignment, rarely go about destroying forests, since that is where they make their homes. They normally are concerned only with eating, holding their territory against other powerful creatures, and hoarding treasure. To destroy their forest would be to destroy their food supply.

Viridis is an exception to all the above for two reasons: this is not his forest, and he is under orders. The dragon hails from a different, distant forest, where he was living a normal dragon's life until an adventurous and powerful fighter challenged him. It was a difficult battle, but the fighter won and subdued Viridis. The fighter did not need a dragon, but did need money to build a stronghold, so he took the dragon's hoard and sold the subdued monster to a chaotic wizard named Parindes.

Parindes is an ambitious and evil fellow. His goal is to rid the forest of its current occupants so that he can use it as a starting point for his own plots, and he has found Viridis to be a marvelously effective tool to this end. Parindes is also served by numerous other evil creatures which the elves have not yet encountered. In addition, other chaotic creatures have entered the region since the elves' control has been broken. The party will encounter all of these as they track the green dragon.

Set-Up

Disaster has of late beset the forest home of the elves. The woodland folk, normally peaceful and reclusive, tried to deal with the problem themselves,

but found it too great a task. Their last resort is to appeal to adventurers, such as yourselves, for assistance; and they are doing this.

A silver-haired elf-maiden named Fairleaf explains her people's plight to you:

"A terrible monster, a huge and fearsome green dragon named Viridis, has disturbed our quiet woods, and its lust for destruction seems to know no bounds. The wicked lizard has been pillaging indiscriminately. All of the forest creatures have suffered, from the humble mice and delicate songbirds to the fierce wild boars and noble bears. We elves have suffered as well, as have all the fair folk—sprites, pixies, dryads...

"Of course, we tried to retaliate. Our most powerful warriors and mages faced the worm, but most were slain by Viridis. I myself was part of one such expedition, and I witnessed with horror the death of two siblings: my sister died in a cloud of the beast's poisonous breath, my brother in its claws. I was fortunate to escape with my life.

"And so I am here, beseeching you in the name of righteousness. Will you not help us in the forest's hour of need?"

Lawful and intelligent characters should be persuaded by the elf's plea, and not merely out of altruism. It is quite likely that, after pillaging the elves' forest, the dragon will continue its rampage into human lands. And, of course, the fame and respect for thwarting a mighty dragon, were the party to succeed, would be immense.

The characters will be asked to quickly prepare themselves for the quest. Fairleaf, familiar with the dragon's rampaging, will offer to guide the player characters to the dragon's path.

Fairleaf: AC 3; E 5; hp 18; MV 90' (30'); #AT 1; D by weapon, item, or spell; ST 11, IN 16, WS 11, DX 13, CN 10, CH 13; Save E5; ML 7; AL L. Fair-

leaf has chainmail, shield and dagger, an *elven cloak*, *potion of plant control*, a magical *bow +1* and 12 silver-tipped arrows. She knows the following spells.

Level 1: *Protection from evil*, *sleep*

Level 2: *Mirror image*, *phantasmal force*

Level 3: *Hold person*

The Adventure

Led by Fairleaf, you find yourselves in the land wasted by Viridis within a couple of days of travel. The forest is oddly silent, devoid of the usual chirping and scurrying of its small denizens. The terrain is scarred by the dragon's violent passing, and here and there you find the remains of one creature or another that fell victim to the dragon's rage.

Fairleaf examines the area, and then, pointing, she says: "That is the way the dragon went." After a pause she adds, "I'm perplexed, though, because it looks here like other creatures have gone this way. There are footprints of a company of humanoids. I don't know what this means, but be on your guard."

Fairleaf prefers to leave the party at this point, although the humanoid tracks disturb her. She is unashamed to admit that she is afraid of the dragon, and has no desire whatsoever to meet it again, but if the party requests that she stay with and aid them, she will.

No map is provided; if the DM would find one helpful, he should feel free to create it. The dragon's path does not go in any particular direction, but meanders about, occasionally crossing itself (to the confusion of the players). The information that follows details, in chronological order, the creatures that will be encountered by the characters as they follow the trail of destruction left by Viridis.

Harpies

The party first encounters a group of scavenging harpies.

Half an hour down the trail, you come upon a group of eight dirty, disgusting, and hideous creatures. They have the lower bodies of giant eagles and the torsos and heads of women. The monsters are cackling as they dig into several deer carcasses left by the dragon.

Harpies (8): AC 7; HD 3*; hp 14 each; #AT 3 + charm; D 1-4/1-4/1-6 + special; MV 60' (20'), fly 150' (50'); Save F3 (+2 on all saves); ML 7; AL C.

These harpies would much prefer fresh flesh to the carrion they're now devouring, and a party of adventurers would do fine! Half of the creatures fly up into the air and prepare to attack, while the other four begin to sing in an attempt to charm the characters. The creatures carry no treasure.

Troll Patrol

Continuing to follow the trail of destruction, you encounter another group of evil beings—five trolls, specifically. You notice that each of the tall, wiry humanoids wears an armband with black and dark green stripes.

Trolls (5): AC 4; HD 6+3*; hp 30 each; #AT 3; D 1-6/1-6/1-10; MV 120' (40'); Save F6; ML 10 (8); AL C. Each troll regenerates three rounds after it has been injured, and recovers three hit points per round. Each creature has 5-50 gp on its person.

The arm-bands signify that the five trolls work for Parindes (they are a rear-guard patrol, in fact). They have instructions to slay any non-vegetable living thing that they find, and they carry out these orders with great pleasure, frequently attacking the vegetable things as well.

After traveling some distance farther, the party encounters another company of

the followers of the evil wizard.

You notice much smoke rising above the trees ahead. At first you think it might be the dragon, burning the forest, but then you recall that the breath weapon of the green dragon is poisonous gas.

When you arrive on the scene you see that several great bonfires are the sources of the pollution. More than a dozen orcs and a couple of ogres are cutting trees, hacking off the branches and throwing them on the bonfires, and making a pile of logs. A grossly fat human male is directing this activity. All of the beings are wearing armbands like those of the trolls.

These humanoids are all working to build a stockade for Parindes. The orcs are the workers, and a devil swine is in charge of it all (in human form).

Orcs (15): AC 6; HD 1; hp 5 each; #AT 1; D 1-6; MV 120' (40'); Save F1; ML 8; AL C. Each orc carries 2-12 gp.

Ogre overseers (3): AC 5; HD 4+1; hp 19 each; #AT 1; D 1-10; MV 90' (30'); Save F4; ML 10; AL C. Each ogre carries 5-50 gp and 2-20 pp.

Devil swine: AC 5; HD 9*; hp 41; #AT 1 or charm; D 1-10 or special; MV 90' (30'); Save F9; ML 10; AL C. The devil swine wears chainmail in his human form

and is armed with a halberd. In his pouch are 35 pp, five pearls worth 125 gp each, and a ring of delusion. He also wears a heavy copper and silver necklace worth 25 gp, and four gold rings set with small stones, worth 10 gp each.

The monsters do not immediately notice the characters, unless the players choose to attack right away. After a moment, one orc notices the party and calls out for help. They attack immediately, the devil swine rushes over to see what all the commotion is, and he tries to break up any fighting that has started.

This shape-changer is quite cunning. Approaching the party, he asks their business. He does not act offended if the characters refuse to answer, and converses with them politely. At the same time, he will attempt to use his powerful charm ability on one character and then another (save at -2). If questioned about what the humanoids are doing, he explains that they are building a stockade, and would the characters like to help? Any charmed characters will, of course, volunteer immediately.

In time, the lycanthrope will explain that he must return to work, and non-charmed characters (that is, those who chose not to join the project) will be asked to leave. If these characters do so, they find themselves ambushed within the next mile or two by the devil swine and his workers. Charmed characters, unless freed by their companions, might



to deal with the problem themselves. normally powerful and to have, the hour of the elves. The woodland folk.

happily live out the rest of their lives as the swine's slaves.

Viridis and Parindes

Tired from a long day of tracking and fighting, you find yourselves at a clearing in the forest, and there, at last, is the dragon itself, crunching upon its latest kill—a grizzly bear. As you prepare to sneak up and attack the huge green lizard, you hear a shout from the woods.

Startled, the dragon turns as a group of bugbears (wearing the now-familiar black and green arm-bands) emerges from the trees. With the bugbears you also see a human, a wizard it seems, wearing black and dark green robes. You note that Viridis, the dragon, attacks neither bugbears nor wizard, but instead comes your way. The human barks commands for the bugbears to attack you as well.

Viridis (Green Dragon): AC 1; HD 10**; hp 45; #AT 3 plus breath weapon; D 1-6/1-6/3-24 or as current hit point total; MV 90' (30'), fly 240' (80'); Save F8; ML 9; AL C.

Bugbears (6): AC 5; HD 3 + 1; hp 15 each; #AT 1; D 2-8; MV 90' (30'); Save F3; ML 9; AL C. Each bugbear carries 3-30 gp, 1-20 pp, and a gem worth 10-100 (1d10 x 10) gp.

Parindes (Wizard): AC 8; MU 9; hp 32; #AT 1; D by weapon, item or spell; MV 120' (40'); Save MU 9; ML 10; AL C; ST 9, IN 17, WS 10, DX 13, CN 13, CH 12. Parindes carries a *dagger* +2, potions of *fire resistance*, *healing*, and *invulnerability*; he wears a *ring of spell turning* (3 charges), and has a *wand of fear* (9 charges). He also wears a gold earring set with a sapphire (worth 680 gp), and a silver arm-band set with five emeralds and five rubies (worth 10,020 gp). In his pouch are 16 gp, 34 pp, and a diamond (worth 2,500 gp). Parindes knows the following spells.

Level 1: *Darkness*, *magic missile*, *shield*

Level 2: *Detect invisible*, *levitate*, *web*

Level 3: *Fire ball*, *haste*, *lightning bolt*

Level 4: *Charm monster*, *wall of ice*

Level 5: *Feeblemind*

The bugbears are Parindes' bodyguard. He has found these humanoids quite useful for tracking and keeping tabs on the dragon, since they are so stealthy. While the dragon and bugbears occupy the party for the first few rounds of combat, Parindes casts *shield* on himself, drinks his *potion of invulnerability*, and then *levitates* above the melee to use his magical items and other spells in the most effective manner possible.

If the players catch on to the nature of the situation (i.e., that Parindes is the one in charge), they might think to work at eliminating him. If Parindes is wounded badly (reduced to less than 10 hit points), he will no longer have the power to both fight the party and control the dragon. Realizing this, Viridis will fly into the air, loose a final blast of chlorine gas on the melee, and fly away—never again to be seen in the region.

Conclusion

The elves and other woodland beings will be ecstatic when the adventurers return to them in victory. They will both reward and honor the PCs at a grand, merry banquet in a starlit forest glade. In addition to winning these elves' eternal gratitude, each character will be given a delicate crown of oak leaves fashioned from silver (worth 370 gp) and may choose one of the following as a gift: *elven cloak*, *elven boots*, a magic-user/elf scroll (with the spells *charm person*, *continual light*, *infravision*, *invisibility 10' radius*, *remove curse*, *sleep*), a suit of *elven chainmail* (protection as chainmail, but encumbrance as leather armor), a *ring of water walking*, or a magical *bow* +1.

On Subdual and Control of Dragons

Subduing a dragon, as was done to Viridis, is by no means a simple or safe task, and subsequently attempting to retain control over the beast can prove equally difficult.

If a character or party chooses to

attempt to subdue a dragon, that intention must be stated before combat begins. Attacks must then be made with the flat of the sword—that is, without inflicting real damage; spell and missile attacks are therefore not permitted. Since the subdual damage is not real, the dragon's breath weapon continues to do damage equal to the dragon's full hit points.

Obviously, it takes powerful and brave characters to attempt subdual, and dragons know this. Characters who both inflict subdual damage equal to a dragon's and survive the combat prove that they are the dragon's betters. Realizing that its subduer(s) were clearly capable of slaying it, the lizard will submit. If a character otherwise attempting to subdue attacks for actual damage, or uses an offensive spell or missile weapon, the dragon will interpret this as a sign of weakness and cowardice and will not be subdued.

Problems are just beginning once a dragon has been subdued, for the monsters are never happy to be servants. A chaotic dragon will be particularly troublesome, trying to undermine its master's plans whenever possible. Almost every dragon will take commands literally, in any way that can pervert their original intent while remaining true to the actual wording. A dragon will never take orders that are obviously suicidal; it would sooner turn on its master or attempt to escape.

Subdued dragons are constantly alert for a chance to escape, and take advantage of any reasonable opportunity to do so. In a situation (as with Viridis and Parindes) where a subdued dragon's master is incapacitated or severely weakened, a dragon will usually attempt to escape.

With all that bother, it's no wonder most adventurers sell any dragon that they have subdued. This creates an interesting situation for the buyer, however, since the dragon usually has no reason to fear its new master. "Second-hand" dragons will, as a rule of thumb, be more troublesome and prone to attempt escape. This can be alleviated if (as in Parindes' case) the new master shows himself to be a person of considerable power who could, in all likelihood, kill the dragon if he wished.

The Tip of the Iceberg

Monster: Frost Giant
Party Level: 8 - 11

Background

Jarth the frost giant once ruled a glacier on a seaside cliff. During a great snowstorm his lands plunged into the ocean, becoming an iceberg. The flow drifted south, melting and ruining Jarth's castle. Now the giant, his brothers, and some other creatures are stranded on the iceberg. They plot to escape on a ship and strand PCs in their stead.

Set-Up

Two different set-up scenarios are suggested to introduce the characters to the adventure.

* A sailing vessel was carefully picking its way through an ice-ridden sea when one of the sailors spied a castaway clinging to a mammoth peak of ice, screaming promises of treasure to anyone who saved him. Unfortunately, the ship carried no equipment for rescues and dared not close with the dangerous underwater ice. All the ship's crew could do was to shout promises of help. As soon as he reaches shore, the ship's captain tells the PCs of the offer of treasure and asks them to rescue the man. When the PCs reach the iceberg, they see the stranded frost giant described below.

* The PCs have by chance set sail on a cold ocean voyage. The horizon reddens—sky, ocean and sea-smoke turn pink in a chill sunrise, and a mountain of jagged ice drifts into view. It rocks slowly in the water, revealing a skirt of wet ice dipping underwater, then bobbing back to the surface. The adventurers see someone moving along the ice: a gigantic man crawls along the undulating shoreline. He stands, tall as a ship's mast, and raises a white, nearly skeletal arm. His vast yellow beard creases, his mouth labors. "Help...Help me!" he calls. "Mariners...I starve. Save me, I can pay a mighty ransom!"

The Adventure

The stranded "man" is the frost giant, Jarth. Jarth shouts to the adventurers

when they are within hailing distance (300 feet, or farther if the PCs have the means to communicate), and pleads with them to rescue him, saying he is starving to death. Jarth offers his rescuers half of his treasure hoard on the eastern side of the iceberg if the characters will take him to land. The PCs can easily persuade Jarth to give them all his treasure, for the giant actually plans to steal their ship and abandon the party on the iceberg.

Jarth (frost giant): AC 4; HD 10 + 1*; hp 55; MV 120' (40'); AT 1; D 4-24, or boulder for 3-18; Save F10; ML 9; AL C. He wears worthless furs and carries a great club. Jarth is arrogant, emotional and extremely smart for a frost giant.

If the PCs attack the giant, he first pleads innocence and asks for mercy. If the attack continues, or if the PCs look like they will sail on without stopping, Jarth shouts for the manticores to attack the ship, concentrating on the helmsman. While the ship is under attack (hopefully floating with no one at the helm), Jarth collects the ice salamander and wades with it to the vessel. Then giant, salamander, and manticore fight together to kill the crew and take the ship. If the PCs kill Jarth now or at any other point in time, or otherwise neutralize him, Jarth's brothers try to capture the ship as soon as they figure out what happened.

If the adventurers agree to rescue the giant, Jarth warns them not to sail any closer than 200 feet so as not to risk their ship on the underwater ice. When the ship is that close, the giant flounders through the water to the vessel, climbs aboard, and collapses on deck, begging for food. He eats until the PCs complain about their supplies, then he stops gorging himself. The DM should keep Jarth's great size (18' tall) in mind, as he will probably take up much of the deck room on the ship.

Jarth's Plan

Jarth wants to stay with the vessel in order to capture it, and plans to take the ship when the PCs have reached his treasure at the far tip of the iceberg. When the PCs first encounter Jarth, he pretends to be crippled by hunger, and refuses to go

ashore again once he is on board. Instead, while the PCs go after his treasure, Jarth offers to do chores to earn his keep, such as cleaning the ship's hull (he can reach most of it with his vast arms) and caulking seams. If the PCs agree to this and depart, but leave a sailing crew on board, the frost giant fights them as described under *The Attack on the Ship*, below.

If the PCs insist that Jarth guide them to the treasure, he takes them there and attacks the characters with help from his three brothers and their wolves.

If the PCs warily plan to send their ship to safety until they need to recall it, Jarth tries to eavesdrop on their plans. If it looks to Jarth like he will be separated either from the help of the manticore and frost salamander, or from the ship itself, he will attack as detailed below.

Going Ashore

The iceberg is shaped like a teardrop, with a great mound on the west and a tapering peninsula stretching 2000 feet eastward from the main body. The PCs are near the western, hilly side. Only a tiny portion of the ice is above water; longships, river boats and sailing ships cannot approach closer than 200 feet to the visible ice. If they try, they collide with the iceberg, losing 1-4 hull points per turn. The cold water inflicts 1-6 points of damage per round on swimmers. The submerged ice lies ten feet beneath the water and presents no difficulty to shallow-draft craft like rowboats.

The eastern peninsula is even more treacherous to approach. Any vessel coming closer than 400 feet to the peninsula loses 1-6 hull points and cannot move closer.

The iceberg rolls slightly with the waves, and it may be difficult to climb onto its slippery sides from a boat. A thief can reach shore with a successful *climb walls* roll. Other characters must make a Dexterity check at +3 to the roll. If the check is failed, the character falls into the water. After one person reaches the ice, he or she can help the others ashore without incident.

Salamander Cave

Only 100 feet upshore from the water, the party notices shattered bars of ice. Several holes lead into the iceberg, blue around the edges, dark within. Many years ago a frost salamander moved into one of these caecilia tunnels; it now lurks 150 feet down the tunnel, awaiting the attack on the PCs' ship. The salamander hides until then, attacking only if disturbed.

Frost Salamander (1): AC 3; HD 12*; hp 50; MV 120' (40')/90' (30'); AT 5 + 1-8 (cold damage to all within 20'); Save F12; ML 9; AL C.

The salamander sits amid 500 gp. Here are also four clerical spell scrolls of *resist cold* and a brooch of ivory, painted with the image of a castle overlooking a dark fjord. The brooch is worth 1000 gp.

Ice Slides

After climbing 500 feet from the wormholes, the PCs reach the steeper, more dangerous parts of the iceberg. Each character must make a Dexterity check when entering this area. Any character who fails this check triggers an ice slide. The falling ice pummels all within 100 feet for 2-12 points damage. Anyone hit by the slide must make another Dexterity check or be buried. Buried characters may escape if they make a successful Strength check. An unburied character can dig one victim free in 6-48 rounds. Spells which locate victims halve the time needed. Each additional rescuer subtracts six rounds from the time required to dig a character free. After two turns under the ice, a buried character runs out of air. He must make a Constitution check each round thereafter, at +2 to the roll. Victims failing this roll smother.

Cliffside Ambush

The slope ends above a smooth precipice overlooking the peninsula. Two iron ladders span the cliff. The characters must climb onto a shelf, then over it and down to the peninsula. A ravenous polar bear hides on the ledge.

Polar Bear (1): AC 6; HD 6; hp 35; MV 120' (40'); AT 3 plus hug; D 1-6/1-

6/1-10 plus hug for 2-16; Save F3; ML 8; AL N.

The bear springs when the PCs arrive, surprising them on a roll of 1-4 on 1d6. The shelf is only four feet wide, and slippery. Whenever a PC misses a hit roll, or takes more than three points of damage, he must make a Dexterity check to avoid falling. The ledge is 40 feet above the ground. It is impossible to push the polar bear over the cliff; its claws grip the ice firmly. The PCs can see that no bear could have climbed to this ledge, and that therefore it was placed here. The party does not know it, but Jarth carried the polar bear here to attack them, planning for this when he first spotted their ship approaching.

Cracked Ice

A pattern of cracks spreads across the ice beneath the cliff. There is a 100-foot-wide band of cracked ice here with slush just below the surface. A character can walk across it normally. However, footprints form in the ice, exposing a slurry of seawater and snow. If trampled, this area becomes a morass. Characters move at half speed when crossing this slush and lose one hit point per turn from the frigid slurry. A man-sized character can create a trail of slush five feet wide while moving at normal speed. Large, powerful beings, like giants, cause the entire layer to sink, spreading a 100-foot-wide swath of slush behind them.

The Treasure Pit

An ice canyon stretches down the peninsula before the characters. It is 20 feet deep, 30 feet wide and 700 feet long. Two huge tents of white polar-bear fur are in the ravine along with several gigantic pots. The pots hold coins, armor and weapons. A vulture-like bird soars far above the scene, then flies away to the west. This is a manticore which flew to the iceberg when it was nearer to shore, and, when the berg was blown out to sea, was trapped with the giants.

Manticore (1): AC 4; HD 6 + 1; hp 30; MV 120' (40'), flying 180' (60'); AT 3 or 6; D 1-4/1-4/2-8 or 1-6 x 6; Save F6; ML 9; AL C.

The manticore serves Jarth as a messenger and scouts for his brothers in the treasure pit. When it flies off, it goes to warn Jarth that the PCs have begun their raid on the treasure pit, and that the coast is now clear to attempt the capture of the ship.

Jarth's three brothers, Grith, Thyrs and Hune, hide in the treasure pit with their fifteen wolves.

Grith, Thyrs, and Hune (frost giants): AC 4; HD 10 + 1*; hp 50, 45, 33; MV 120' (40'); AT 1; D 4-24; Save F10; ML 9; AL C. Each giant wields a huge iron battle axe in combat. Hune carries a *horn of blasting* on a six-foot cord around his neck like a whistle.

Wolves (15): AC 7; HD 2 + 2; hp 14 each; MV 180' (60'); AT 1; D 1-6; Save F1; ML 8 or 6; AL N.

Entering the Canyon

Characters can easily climb in at either end of the canyon, clambering over the chunks of ice at its rim. This requires three rounds for humans and elves, six rounds for dwarves and halflings. However, unless the PCs have scouted the rim before invading the crevasse, they are surprised by the giants on a roll of 1-3 on 1d6.

Hune does not usually use the *horn* since his boulders do more damage. However, if Jarth is not with the party and the PCs kill the manticore, he blows the *horn* to alert Jarth that the manticore will not be coming to aid him. If blown, the *horn* also does 2-12 points of damage to the PCs; characters must save versus spells or also be deafened for one turn.

Obviously, if Hune has blown his *horn of blasting*, the party is not surprised by the giants. The frost giants can never be caught unaware; the manticore has kept them informed of the party's progress.

The Fight

The frost giants throw huge pieces of ice as soon as PCs enter their pit. If Jarth is with the PCs when they arrive, he dashes to one side and starts to throw boulders too. A frost giant can throw ice boulders 60 feet at short range, 130 feet at medium range, and 200 feet at long range, and does 3-18 points of damage.

The Tip of the Iceberg

There is a nearly unlimited supply of ice here. The giants avoid melee as long as possible, preferring to keep PCs pinned down at missile range, but they will abandon their treasure cache. Eleven wolves help by circling and attacking PCs from behind, while four slink out of the crevasse and attack any characters who flee. If the entire party runs, the giants throw ice while the wolves pursue. As running characters escape missile range, the frost giants chase them, trying to trap the party in slush at the area of cracked ice detailed above.

When a giant has less than ten hit points left, he flees to the west, hoping to reach the characters' ship and escape on it. A giant's huge size lets him escape the crevasse in one round, and giants may bound across the cracked ice leaving slush behind them. Any surviving wolves protect the fleeing giants. If they reach the ship, they wade to it if it is anchored off the iceberg.

The Treasure

The tents contain only chewed bones and smelly bedding. In the treasure pots are 10,000 gp, 6,000 ep and 40,000 sp. Below the coins is a golden statue of a charioteer (2000 gp), a silver scepter with topaz-encrusted thunderbolts coiling down the sides (1500 gp), a ship's astrolabe set with rubies (900 gp), a sapphire cut to resemble a blue eye (800 gp), and three gem-encrusted daggers (300 gp each). The pots also contain 1000 gp worth of miscellaneous supplies (from pg. 19 of the *Expert Rules*, except for the transportation or rations lists.) In one pot is a stone scratched with runes, which works like a scroll of *protection from magic*. The runes crumble when the power is used. A *wand of cold* with nine charges stands upright amid coins. It is covered with white leather and marked with the image of a longbow. The giants own a *shield* +2, emblazoned with a golden boar's head, and a *broom of flying*. These magical items lie amid many normal weapons and trinkets. Without a detect magic spell, a PC must make a successful Intelligence check to notice them.



The Attack on the Ship

The manticore and the salamander will help Jarth attack the PCs' ship. If one of these monsters has been killed, it cannot aid the attack; the DM is free to change these events to reflect what the PCs did on the iceberg. There should be no hint to the characters that their ship is under attack unless an adventurer stays with the vessel or uses appropriate magic.

Attack Timetable

These events begin when the PCs see the manticore fly away from the treasure pit.

Round Event

- 1 Manticore leaves the treasure cache.
- 12 The manticore alerts the frost salamander by shouting into the hole. The salamander and manticore advance on the PCs' ship.
- 13 The manticore joins Jarth at the ship and they begin the attack.
- 15 The salamander reaches the edge of the iceberg. If the PCs left a rowboat there, the creature pushes it out to sea. The salamander walks to the PCs' ship on the submerged ice, using its four back legs and holding its head out of the water. It can push the boat while doing this. Meanwhile, the battle continues with Jarth and the manticore at the ship.

- 20 The salamander arrives at the ship and joins the battle. When Jarth and his allies capture the ship, they sail away. Jarth even abandons his own brothers, calling insults to anyone he sees on the iceberg. Unless the PCs can recapture the ship (possibly using the *broom of flying* in Jarth's hoard), they are stranded.

Return to the Ship

To return to the ship the PCs have to cross each encounter area again. The DM must coordinate the time the party takes to finish the encounter at the cache and cross the iceberg with the time Jarth takes stealing their ship. It is 1100 feet from the treasure to the cracked ice, which the giants will try to convert into a morass. Climbing the cliff requires one turn, and if the polar bear is alive, it attacks. Then it is a 750-foot trip over the icy slope to the water. The party may start an icelide. The DM should also track the progress of the fleeing giants, if any.

Stranded

Since Jarth may strand the PCs on the iceberg, this could start another adventure in which the party tries to survive, then escape. The PCs can scavenge scraps from the giant's camp, and can accumulate 1-20 person/days worth of rations. They might also hunt the wolves. Each animal feeds two to four people well for one day, or meagerly for two. The polar bear feeds ten people for two weeks, but its meat is diseased. Characters who eat polar bear meat must make a successful Constitution check, or suffer a -1 on hit and saving throw rolls for 1-4 days. Other creatures here are inedible.

It is up to the DM to create an adventure to get the characters off the iceberg before they starve or it disintegrates around them. The tables on pg. 30 of the *Expert Rulebook* are helpful for determining what creatures might be encountered. PCs may be able to bargain for a ride to shore, attempt to hijack a ship themselves, or the iceberg might drift to shore, depositing PCs in some unexpected or dreaded place.

Krasniy the Red

Monster: Red Dragon
Party Level: 12 - 15

Background

Saffir and Krasniy

Saffir was always a peaceful town, but since the warlord Krasniy and his guards moved in to "protect" it, most of the inhabitants live in fear of losing their lives and property. Krasniy has outlawed magic in Saffir and raised taxes to their highest levels ever.

Krasniy himself is a tall, ruddy-complexioned man. He is clean shaven, and has a head of bright red shoulder-length hair. He wears no armor, but carries a heavy two-handed sword in a jeweled scabbard hanging from an ornate belt. Around his left arm, above the elbow, is a bright gold armband, tight against his bicep.

The town is nestled in a small valley; many farmers live in the surrounding area, coming to town to trade crops and animals for other goods at the weekly bazaar. Most townspeople and farmers serve Krasniy only under duress, and would be more than happy for someone to oust him from his position as ruler. A few inhabitants, however, see Krasniy's reign as a way to line their own pockets. The characters will have to be careful whom they trust in Saffir.

Krasniy is a polymorphed red dragon who is using his power to loot the townspeople and establish a base of operations for further forays after magic and treasure. Krasniy's henchmen are all unaware of his true identity.

Red dragon form: AC -1; HD 10**;
hp 65; MV 90' (30'), flying 240' (80');
#AT 2 claws/1 bite plus breath weapon;
D 1-8/1-8/3-30; Save F10, ML 10; AL C. In dragon form, Krasniy can breathe a cone of fire 90' long and 30' wide three times per day. He knows the following spells: *charm person, detect magic, read languages, continual light, ESP, invisibility, haste, infravision, lightning bolt.*

Krasniy is constructing a castle in the nearby mountains where it will overlook the town, but meanwhile his headquar-

ters are in the town hall, which also contains the town's jail in its basement. Behind the town hall is a large barn, which houses Krasniy's "air force": two wyverns and three griffons.

Wyverns (2): AC 3; HD 7*; hp 36, 28, MV 90' (30'), flying 240' (80'); #AT 1 bite/1 sting; D 2-16/1-6 + poison; Save F4; ML 9; AL C.

Griffons (3): AC 5; HD 7; hp 40, 38, 30; MV 120' (40'), flying 360' (120'); #AT 2 claws/1 bite; D 1-4/1-4/2-16; Save F4; ML 8; AL N.

These creatures are used to terrorize the populace. Farmers who resist Krasniy's edicts often find horses, cattle, sheep, or goats missing from their fields the next day. The party might see one or more of these creatures roaming the skies at any time. One griffon is Krasniy's personal mount; no one else is allowed to ride it, but Krasniy spends a good part of the day flying over the town and his new castle.

Also safely locked within the town hall and constantly guarded is Krasniy's treasure, consisting of 3,000 pp, 30,000 gp, and a locked chest, trapped with a poison needle in the lock. Once open, the chest reveals gems worth a total of 8,000 gp. Other valuables confiscated from the townspeople have been sold to pay Krasniy's many employees.

Krasniy's city guards are all 3rd-level fighters, commanded by 4th-level lieutenants.

Guards (36): AC 7 (leather armor); F3; hp 16 each; MV 120' (40'); #AT 1; D 1-8 (sword); Save F3; ML 8; AL C.

Guard Lieutenants (4): AC 5 (chain mail armor); F4; hp 22 each; MV 120' (40'); #AT 1; D 1-8 (sword); Save F4; ML 9; AL C.

Set-Up

The goal of this adventure is to free the town from Krasniy's greedy and insensitive rule. Since characters with magical items will have them taken away by the town guard (procedure detailed below), either this action, a conflict with the guards, or pleas from oppressed citizenry to overthrow Krasniy should serve to embroil the characters in a move against

the town's overlord. The adventure begins when the characters travel through Saffir on their journeys.

The Town

Several farms lie on the outskirts of the town. For the most part, the farmers are in their fields, tending crops or watching over animals. If approached, the farmers are reticent and afraid to talk about the recent problems of the town.

When the characters first enter Saffir, they are approached by a nervous-looking shopkeeper named Pandrum. He beckons them into his bakery, looking up and down the street as he does so. Once safely inside, he introduces himself and eyes each of the adventurers carefully. Seeing that they are strangers, he warns them of Krasniy's tyrannical rule: if the city guards see them, their magic items will be confiscated and the characters will be jailed. Pandrum asks the party's help in ridding the town of Krasniy, offering to hold their possessions safely while they scout around. The simple baker is an ordinary, Lawful human, who is sincerely concerned about the future of his town.

As the adventurers wander through the town, roll 1d6 every 2 turns; a roll of 1 indicates an encounter with two city guards. If the party is carrying weapons or obvious magic, they will be arrested by the guards and taken to the town hall for questioning. If the characters resist, the guards will give them the option of leaving the town immediately. If the characters refuse, the guards go for reinforcements before initiating an attack against the party. If the characters are arrested, they will be released with their weapons after a few hours, but their magical items will not be returned.

If the characters were careful enough not to flaunt their status as adventurers, the guards ask their business in town, but do not otherwise interfere with them if a plausible answer is given.

In any case, Krasniy himself is interested in the strangers when he hears of the them from his guards' reports. The warlord immediately approaches the adventurers and tries to find out more

about them. Krasniy offers them jobs as town guards, thinking that in this way he can keep a better eye on the party. If they accept, Krasniy gives them miscellaneous tasks in the town for a few days while he and his guards observe them.

Meanwhile, if Krasniy succeeds with his *ESP* spells, or otherwise finds reason to distrust the party, he attempts to get rid of them without a fight and without revealing his true nature. The easiest way to do this is to send them off on a wild goose chase, perhaps on a "special mission" to meet a rich caravan of merchants.

Next to Pandrum's bakery is an alchemist's shop. Mendel, the elven proprietor, is Neutral in alignment. Although he is now in Krasniy's employ, he is not in agreement with his harsh methods, and would be willing to help the party if offered a sufficient reward. He can sell them a *potion of flying* and a *potion of invulnerability* at twice their normal prices. He will not turn the party in to Krasniy unless he is threatened.

Across the street from the alchemist's shop is the Blue Feather, Saffir's inn. Its first story houses a tavern; rooms for guests are upstairs. Ethelbert, the innkeeper, is Lawful and frightened. At any given time, the boisterous crowd in the inn includes two or three of Krasniy's town guards, all of whom Ethelbert must serve for free. Five other guards are asleep upstairs in their "complimentary" rooms. Ethelbert is uncertain how long he can stay in business at this rate. His wife, Zaida, is also Lawful, but she will help the adventurers in whatever way she can if asked politely. She hates to see the way the guards have brought out the cowardice in her husband Ethelbert.

The town hall is in the center of the town, a few buildings down from the Blue Feather. Krasniy has 36 fighters working as town guards, although the town hall never contains that number at any one time. During the day, eight guards are stationed there, while eight others patrol the town and eight sleep at the inn. At night, four "night flyers" are available to fly the wyverns and griffons if necessary. Six patrol the streets on foot, while six others guard the town hall.



Also stationed at the town hall are two animal trainers. During the day, they are usually found in the barn housing the wyverns and hippogriffs. Each animal is taken for a flight by one of the trainers each day, to keep the creature in shape. Both animal trainers are Chaotic supporters of Krasniy.

Just past the town hall is a burnt-out shell of a building. From the charred remains, it is evident that the structure was once large and probably attractive, but it is impossible to tell now what purpose it served. If the characters ask, they will learn that the building was the town's temple, devoted to a Lawful god. The building burned down shortly after Krasniy moved in, the victim of a mysterious fire that consumed the

entire structure at once. (In fact, Krasniy started the conflagration himself with a few well-placed breaths.) The temple's bishop has not been seen since; the villagers suppose he died in the fire.

Actually, Bishop Yancey is a prisoner in Krasniy's jail in the basement of the town hall. Yancey, a 7th-level cleric, is kept chained to a wall so he cannot make use of his god's spells to effect his escape from his cell. Krasniy is holding him because he is convinced that the bishop knows the whereabouts of some treasure belonging to his temple. Krasniy's *ESP* spell has so far not enabled him to penetrate into the bishop's secretive mind. If the characters are arrested, they will meet the bishop while in jail. If they free

him from his chains, he gladly assists them with his spells. His sect had no special treasure other than the value of the temple building, now destroyed. Saffir is not a rich town, and the temple's attendees were not generous enough to endow it with costly adornments.

Also in the jail (although not chained) is Duncan, a grubby man who explains he was traveling through town when Krasniy's guards captured him. He fears that he will never see his family again, and begs the party to help him escape from Krasniy's clutches. Duncan has befriended the bishop, who can vouch for his good treatment. In fact, Duncan is a Chaotic spy working for Krasniy. His mission is to discover the secret of the supposed treasure from the bishop, and to report on any other suspicious activities of prisoners.

Across from the temple's rubble is the village smithy. Eli, a tall, brawny man sweating at the forge, supplies the town with metal tools and, in the past, weapons. He pretends to be a Lawful opponent of Krasniy, but in fact is Chaotic, and will be quick to betray the party if given a chance. Eli is a retired 6th-level fighter, with a *long sword* +1 hidden in the smithy. Eli will not hesitate to use it if attacked.

Wandering up and down the street, and bound to meet the party sooner or later, is Milton, the town fool. He holds out his tattered hat and asks for a donation to help feed his starving family, although he has never been married and has no children. Milton is Neutral and much smarter than he seems. This "fool" in fact is a 4th-level magic-user, with *protection from evil* and *phantasmal force* spells memorized to protect himself. He resents the rude attitude of the townspeople since Krasniy's takeover; his alms lately have been fewer than normal, since ordinary folk are finding it hard to get by on what's left over after the dragon's heavy taxes.

Above the valley, about 40 people labor at erecting Krasniy's new castle. About half of these workers were legitimately hired by Krasniy; the remainder are townspeople forced into service. There are only four of Krasniy's guards here at any given time, but the citizenry

are kept in line by the implicit threat to their friends and relatives in town.

The party's best apparent strategy to defeat Krasniy is to dispose of as many guards as possible in such a way as not to alert the warlord, then to steal the wyverns and griffons. The party could use these beasts to attack Krasniy in the air, alone, while he flies his own mount. The DM should encourage this plan; the easiest way to do this is to keep Krasniy in the air as much as possible, so the party can't attack him on the ground.

Once an air attack begins, Krasniy polymorphs back into his true form. He aims his cone-shaped breath of fire to hit as many targets as he can. In this regard, he waits to breathe until he has the best chance to hit two or more characters at once. He also aims to hit spellcasters first.

Once the party has defeated Krasniy and mopped up the rest of his henchmen, the citizens of Saffir honor the adventurers as heroes. Bishop Yancey heals whatever injuries he can, and the townspeople offer their loyalty and fealty to the adventurers. With a partially-completed castle up on the hillside, this is a good way to award a stronghold to a deserving character.

On Aerial Combat

A variety of factors unimportant in ground battles must be taken into account for aerial encounters with dragons and other flying creatures.

Speed and Height

The variable that affects aerial combat the most is the speed of the combatants. The rate of movement affects not only the ongoing battle, but also attempts to escape or evade combat.

The speed of flying creatures in the D&D® game varies from 20 feet per melee round up to 160 feet per melee round. Without obstructions, a faster creature trying to escape can always outdistance its pursuers.

In air-to-air combat, subtract the slower speed from the faster speed to compute the relative difference. Faster creatures then have a +1 adjustment to their initiative rolls for each 30-foot difference in speed. In air-to-ground and

ground-to-air combat, initiative is determined in the regular way.

The second main factor in aerial combat is the relative altitude of the creatures involved. The higher creature has a +1 adjustment to its initiative roll for the round.

Riding Equipment

A saddle and bridle for a horse costs 25 gp, and may be optional. Riders of flying creatures *must* use an appropriate saddle and bridle, custom-made for the type of creature involved. This equipment costs 15 gp per hit die of the mount.

Medium and large rocs can support "roc platforms" holding up to four men. These platforms can be enclosed for protection from the elements (and attackers).

Steadiness

Not all mounts are steady enough to allow the unrestricted use of missile weapons; the chart below includes this information for the commonest flying creatures and devices. Steadiness is also required to cast spells. Missiles fired from an unsteady position have a -4 penalty on to hit rolls.

Armor and Weapons

Because of the special nature of aerial combat, many options open to ground fighters are not open to flyers. Two-handed weapons and shields can not be used from the back of an unsteady flying creature, because at least one hand must hold the reins.

Ordinary barding is not available for flying creatures because of its excessive encumbrance. Magical means for increasing the armor class of a flying creature, might be found, however.

Training

Flying creatures must be properly subdued and trained before they will accept riders. This is most easily done if the animal is newborn or young; even so, most are never "tamed" in the strict sense of the word.

Young animals can be taught directly; older beasts must be subdued in the same way that dragons are subdued.

Flight training takes 2d6 months and costs 500 gp per month. A trainer can handle up to six creatures, but is skilled with only one type of creature.

Creature	Melee Speed	Number of Riders	Steady	Swoop
Dragon, huge	80'	2	yes	yes
Dragon, other	80'	1	no	yes
Air elemental	120'	0	yes	no
<i>Broom of flying</i>	80'	2	no	yes
Chimera	60'	1	no	yes
Cockatrice	60'	0	no	no
Djinni	80'	0	yes	no
Draco lizard	70'	0	no	no
Efreeti	80'	0	yes	no
<i>Fly spell</i>	120'	1	yes	yes
<i>Flying carpet</i>	100'	3	yes	yes
Giant bats	60'	0	no	no
Gargoyle	50'	0	no	yes
Griffon	120'	1	no	yes
Harpy	50'	0	no	yes
Hippogriff	120'	1	no	yes
Insect swarm	20'	0	yes	no
Killer bee	50'	0	yes	no
<i>Levitate spell</i>	20'*	1	yes	no
Manticore	60'	1	no	yes
Pegasus	160'	1	no	no
Pixie	60'	0	yes	yes
Pterodactyl	60'	0	no	no
Pteranodon	120'	1	no	yes
Robber fly	60'	0	no	no
Roc	160'	4	yes	yes
Spectre	100'	0	yes	no
Sprite	60'	0	yes	no
Stirge	60'	0	no	no
Vampire	60'	0	no	no
Wraith	80'	0	yes	no
Wyvern	80'	1	no	yes

* vertical motion only

Steady tells whether or not the creature is steady enough in flight to enable the use of missile weapons. The *swoop* attack is explained in the *D&D Expert*® rulebook.

The Feud of the Fire Giants

Monster: Fire Giant
Party Level: 12 - 15

Set-Up

The party is traveling through mountain foothills. As they round a bend they see a hulking shape standing 100 feet away. The characters are facing the setting sun, and cannot make out any details of the figure.

As the party approaches, the sun no longer blinds the adventurers, and they come face to face with a male hill giant staring blankly at them. The giant does not communicate and if touched, topples face forward, dead. His back seems to have been gashed by a massive blade. The giant has not been dead for long.

Inside a pouch on the giant's belt is a dwarf skull, an old shoe, 5 gp and a badly-drawn map. Scribbled on the side of the map are the words *Dohter, prizun. Folo trale to trezur*. The map shows a path into the mountains, and its shape matches that of the road the characters have been walking on.

The map is simple to follow. In two hours, the map leads the party off the road and onto a rarely used trail. Two hours after that, the adventurers arrive at a large mountain with a cave entrance. A faint ringing sound comes from within.

The Adventure

A plaque outside the cavern entrance reads, in Common, *Knock if ye be a fellow giant of the fires*. A worn block of wood is set under the sign. Knocking causes a 20'x 20' hole to open up directly in front of the sign. Everyone standing there plummets into a pit 20 feet deep and takes 2d6 of damage. Of course, no self-respecting giant would deal with the language of humans.

The noise from this plunge alerts three hell-hounds, who arrive at the pit in one round and breathe fire into it. Due to the cramped quarters, the characters suffer a -4 penalty on their saving throws.

Hell hounds (3): AC 4; HD 6; hp 40 each; Move 120' (40'); #AT 1 bite or breath; D 1-6 (bite) or 6-36 (breath);

Save F6; ML 9; AL C; XP 725 each.

Two rounds after the hell-hounds arrive, two fire giants come out to investigate the disturbance. They will ask why the party is here. A plausible explanation plus a favorable reaction roll may enable the party to enter the cave. Failure brings immediate attack.

Fire Giants (2): AC 4; HD 11 + 2; hp 61 each; Move 120' (40'); #AT 1 weapon; D 5-30; Save F11; ML 9; AL C; XP 1900.

In the Cavern

Once in the cave, the party sees a three-way passage ahead of them, and to one side a smelly alcove where the hell-hounds rested. If the party did not trigger the trap, the hellhounds attack them here. The fire giants mentioned above enter from the right-hand passage, and go through the same routine as if the trap had been sprung.

According to the map, the right-hand passage leads to the treasure, and the left one leads to the prisoner. Both of these halls are 20 feet high and wide. The clanging of hammers on metal echoes throughout the complex. The air is hot and the cavern stuffy.

The Man-Trap

The middle passage is eight feet high and wide. The map only shows the entrance to the hallway, not what lies beyond it. The hall is man-sized; it extends 240 feet and opens into a chamber 60 feet in diameter, with a bronze door opposite the hallway.

If the door is touched, a bronze portcullis crashes down and seals the chamber off from the hallway. The door is false, leading nowhere.

One round later, the floor opens and drops the party 30 feet into a pit surrounded by fire. From out of the fire come four salamanders, guests of the fire giants. The bronze portcullis heats up to searing temperatures, thanks to heat-conducting rods and cannot be touched by characters. The salamanders are bored with this clan of giants, and may let the group go if well-bribed.

Salamanders (4): AC 2; HD 8; hp 60

each; Move 120' (40'); #AT 2 claws, 1 bite; D 1-4/1-4/1-8; Save F8; ML 8; AL N; XP 1200 each.

The fire in this place is a gate from the Plane of Fire. It cannot be used by mortals, and any attempting to go through take 3-30 points of damage. A successful save vs. spells halves the damage.

The Sloping Passage

The right-hand passage slopes downward at a 45-degree angle. Every 10 feet, strange iron gargoyles stick out of the walls 18 feet above the ground.

Forty feet down this hall a trap is triggered by the party. One round later, huge pots hidden over the hall entrance release hot oil to spill down the passage. If the oil contacts bare flesh, it causes five points of damage, no saving throw allowed. Flame dropped on the oil causes a horrible conflagration, inflicting 10d10 points of damage per round. A save vs Breath cuts damage in half.

The iron gargoyles are handholds built for fire giants so they will not slide down the hall on the oil. They rarely use this hall and don't mind the inconvenience of the trap.

The hall is 240 feet long. An iron bar sticks out of the wall 18 feet above the floor and 180 feet down the hall. Fire giants push this as they walk by to deactivate the next trap. Although the party has one round to react to this object, they will probably slide past it on the oil. Nevertheless, there is some chance that the adventurers can move it. If they somehow manage to do so, the lever swings towards the wall with a loud click. The traps are now deactivated.

The hall ends in a 50-foot square room. A giant-sized door is opposite the sloping hall. If the characters did not trip the massive iron lever, the floor opens and they drop 50 feet into a pit with bronze spikes for 5d6 of damage. Roll 1d8 per character to determine how many spikes he falls on, each one causing 5 points of damage. The trap door closes above, and requires 48 Strength points to open it again.

In the pit the party finds the remains of several bodies, including two in plate mail.

A search reveals 784 gp, two emeralds worth 500 gp each, 10 *arrows* +1, a *war hammer* +1, a pair of *elven boots* and a pair of *gauntlets of ogre power*. Also found are a set of thieves' tools and a vial of holy water.

A four-foot wide ledge rings the room above; if characters climb out of the pit, they may be able to use the ledge to make their way out of the room. Overhead are iron gargoyles. If the oil trap was triggered, the ledge is slick; anyone attempting to negotiate the ledge without some anchorage must make a Dexterity check or fall back down into the pit.

The door is locked and made of solid iron that requires a total of 70 Strength points to open. Four characters may attempt this at once. Beyond this door is a 60-foot-square chamber. It contains four giant-sized chairs and a gigantic table. The table has been flipped over to form a hasty shield, and behind it are two fire giants. Behind them and directly ahead of the PCs is a door with no lock.

The oil and pit traps ring a bell in this room. If the giants were warned, they are ready for a fight. Otherwise, they are seated at the table.

Fire Giants (2): AC 4; HD 11 +2; hp 61 each; Move 120' (40'); #AT 1 weapon; D 5-30; Save F11; ML 9; AL C; XP 1900.

The giants each have a supply of 12 boulders to throw. They attempt to hit spellcasters, then close with their great swords when the rocks are used up. If the giants had no warning, they fight a retreating action to the opposite door, preferring to make a last stand in the treasure room. The giants have no treasure on them, and they will fight to the death. They gain a -2 bonus on morale checks since they are defending the community treasure.

If the group tries to parley, check the giants' morale. If it fails, they are willing to talk...for now. One giant is called Hourik; he hates his chief and is willing to help the party overthrow him. He claims to have some allies in the clan.

The other giant is Zakk. He is quite stupid and follows Hourik's lead. If one giant dies before the group parleys, it should be Zakk.

To the Chimera

A 100-foot-long corridor lies beyond the door, ending at another locked iron door. Beside the door is an open chest of bronze. It contains the corpses of a dozen halflings.

Beyond the door dwells a chimera, tamed by the fire giants. If it is fed halflings, it will not attack. If the party attacks while it is feeding, they get a free strike at it, then combat occurs in the normal fashion. If Hourik is with the group, he calls the chimera Woog and feeds him some halflings. Anyone attacking his pet is attacked in turn by the giant. If the party does not feed the chimera, it helps itself to the players.

Chimera: AC 4; HD 9; hp 60; Move 120' (40'), flying 180' (60'); #AT 2 claws, 3 heads, 1 breath; D 1-3/1-3/2-8/1-10/3-12 + 3-18; Save F9; ML 9; AL C; XP 2300.

The chimera's room is 100 feet in diameter. A passageway opens up to the left, perpendicular to the group's line of entry.

To the Treasure Room

This corridor is 90 feet long, ending in a circular room 70 feet across. At the back of the room, to the party's left, lies the hill giant's treasure. In a massive, 20-foot-long burlap sack are 4,000 gp, a ten-foot-long *wooden club* +2, 100 pounds of broken crockery, a giant-sized *shield* +2, and a giant-sized *helm of reading*.

By far the most important item is a large rock, three feet in diameter. This rock is a revered relic of the famous hill giant chief Gynnyakk, and his rune is carved in it. It has only historical value, and that only to a hill giant. Characters who know hill giant lore may be familiar with the legend: one day Gynnyakk was challenged to a rock throwing contest by a rival. The winner would be chief. The upstart threw his rock far and true, but Gynnyakk fumbled, tossing the rock high into the air. It came down and hit his rival on the head, killing him immediately. Everyone was impressed, and Gynnyakk remained chief.

A locked bronze chest lies opposite the burlap bag, to the group's right. Any

thief who attempts to open it without first locating traps is stabbed in the hand with a poison, and must make a save vs Poison or die immediately.

The chest contains the fire giants' own treasure: 10 gold bars each worth 500 gp and weighing 50 pounds, and five rubies worth 1000 gp each are hidden in a false bottom. Here are also a *ring of plant control*, a *carpet of flying* and a *wand of fireballs*, all normal magical items designed for humans. Hourik wants half of this monetary treasure. If refused, he plots treachery against the group.

The Left-Hand Passage

The left-hand passage from the cavern entrance is a hallway 100 feet long with an eerie red glow at the end of it. Sounds of forging and hammering echo down this hall.

A hidden alcove halfway down the corridor is a fire giant guard station. The three fire giants on duty here attack any non-fire giant walking down this hall. These and other fire giants have the same statistics as those given above.

A gong hangs in the alcove; one giant rings it to alert others farther down the hallway. If Hourik is with the party, he will not fight these giants, claiming that his grudge is against the chief alone.

The Forge Chamber

At the end of the hall, the passageway turns to the right and opens up into a vast cavern 250 feet across. It is dominated by a fire pit 40 feet wide, which sends flames shooting 30 feet high. Surrounding it are various pieces of giant-sized forging and metalworking equipment.

If the giants here heard the warning gong, most are lurking behind or in the flames, leaping out to surprise the group. The ones behind the fire lob rocks (at -2 to hit) at the party. There are 12 fire giants here.

One of these giants is Grimered Firehead, the clan chief. His folk have fallen upon hard times, and he is hoping that the forging of new tools and weapons may increase their fortunes. If the characters try to parley, Grimered lets them

speak. If asked why he captured the hill giantess, Grimered replies that he wants a hostage to bargain with, perhaps to increase the clan's wealth.

Grimered Firehead (fire giant chief): AC 2; HD 13; hp 80; Move 120' (40'); #AT 1 weapon; D 5-30; Save F13; ML 10; AL C; XP 2100.

If the adventurers killed Houurik's chimera and refused to give him half the treasure, he attacks the PCs at this point, urging the other giants to do the same. By attacking the PCs, he hopes to make Grimered look soft and himself look good. Otherwise, if the chimera is still alive or if Houurik has received half the treasure, he walks forward and calls his allies to his side. No one comes. He tries again, with the same results. If the characters intervene on Houurik's behalf, speaking well of him, roll a reaction based on the charisma of the speaker, with a -2 penalty. If the result is "friendly," five giants rally to Houurik's side, and the melee begins anew. Unfortunately, when Houurik said he had a few friends, he was too accurate. Only these five giants will help Houurik out.

Beyond the Forge Room

Two corridors lead out of this room, one opposite the entrance, the other perpendicular to the right of the entrance. One round after melee begins, four more fire giants enter the fray via the side passage.

These four giants were guarding the hill giantess Yeeetch. They got her drunk so she would be sleepy and peaceful. Now, half conscious, she hears the melee and staggers into the chamber, thinking that the commotion means a party is going on. She talks loudly and trips over many things, perhaps even the PCs.

Two rounds after Yeeetch enters, another 18 fire giants enter the melee, coming from their common dorm. They enter the chamber via the passage opposite the entrance.

At this moment, loud muttering is heard from the main hallway. The party has one round in which to brace themselves for this new trouble while they continue to fight the fire giants. At the end of that round, twenty hill giants

crash into the chamber. They are led by their chief, whose daughter is the kidnap victim. The hill giants have launched a punitive raid against the fire giants, and are also trying to get the giantess back.

Hill giant chief: AC 3; HD 9; hp 55; Move 120' (40'); #AT 1 weapon; D 2-16; Save F9; ML 9; AL C; XP 780.

Hill giants (20): AC 4; HD 8; hp 40; Move 120' (40'); #AT 1 weapon; D 2-16; Save F8; ML 8; AL C; XP 650 each.

In their frenzy, the hill giants attack the adventurers as well as the fire giants. Rear ranks toss rocks while front ranks close in with clubs. The fire giants, convinced that the players lured the hill giants to their lair, fight everyone.

After two rounds, the befuddled Yeeetch sees the PCs and assumes that they're here to rescue her. She staggers over to her father and begs him to stop killing her brave rescuers. Reluctantly, the chief relents, and orders his group to focus on killing the fire giants. This enrages the fire giants even further, since it seems to confirm that the characters are working with the hill giants. This may prompt them to begin fighting in a very dirty manner, including picking up the humans and tossing them into the fire pit.

The fire giants are outnumbered and soon defeated. The chief of the hill giants grudgingly thanks the PCs and decides not to kill them.

Assume that half the hill giants are slain, but make sure Yeeetch and her father Oobuhlaaahh survive. There will be no survivors among the fire giants. If the PCs mention of the hill giant treasure they found, the chief will trade them some "useless" items for the above-mentioned treasure. In their travel bags and available for trade, the giants have a pair of *boots of elvenkind*, a suit of human-sized *plate* +2, a *shield* +3, and a *staff of healing*.

If the DM wishes, Yeeetch may fall in love with the party's male human fighter with the lowest charisma. The chief will insist that the character come back with them to their settlement. It should be very amusing seeing the man try to worm out of this one!

On Fire Giants

It is common knowledge that the larger the giant, the more intelligent it is. Fire giants are fairly smart, needing technical knowledge in order to forge weapons.

Fire giants could be called a large version of the dwarves, though either race would take offense at such a comparison. Both races dislike each other, since both are accomplished metalsmiths (the dwarves are slightly better) and they compete for similar underground territories.

There are many tribes within fire giant society, and many clans within each tribe. Usually clans are based on profession or metalsmithing specialties. Weaponmasters, armorers, tinkers and smiths are the prominent specialties. Other clans include warriors, hunter-gatherers, and builders.

Fire giant lairs can be anything from a castle of black mud to a cave featuring latent volcanic activity. Those who live in actual buildings are usually more organized and well-off than their cave dwelling brothers.

Fire giants are greedy, prizing nothing more highly than gold. They use gold in their metalworking—the more gold, the more important the giant. They love gems that have a reddish cast, such as rubies. Their greed rivals that of dwarves, which only serves to give them one more thing to fight over with dwarves. Fire giants also love the art of making traps, and create clever mechanical traps to guard their jealously hoarded gold.

Human-sized creatures cannot use fire giant-forged weapons. These weapons are balanced for giants and are unwieldy in smaller hands. The damage and encumbrance of these weapons is also different from the human-proportioned norm, as can be seen in the following table.

Weapon	Damage	Encumbrance
Battle axe	4-24	600 cn
Hammer	3-18	400 cn
Mace	3-18	400 cn
Pole arm	5-30	1000 cn
Spear	3-18	400 cn
Sword, two-handed	5-30	1000 cn
Sword, long	4-24	600 cn

The Deluded Dragon

Monster: Gold Dragon
Party Level: 16 - 20

Set-Up

The party has arrived in the seaport of Nandua, a town notorious for its population of smugglers and pirates. When the characters arrange for lodging, they are approached by a well-dressed young woman. She introduces herself to the group as Althea, says she has a business proposition, and invites them to dine with her. During the meal, she relates her story.

Althea lives with her father, Kevran, an elderly sage. They and some servants are the only inhabitants of Denstehn Keep, an old watch tower near the coast road south of town. Althea mentions that her father acquired a fair amount of treasure in his youth, and they now live very well.

Unfortunately, word of their hidden wealth must have gotten around, because a thief finally plundered one of Kevran's most dangerous curios. The fellow took a magical stone known as the Gem of Delusion; worse, he used it on Kevran before he left. Althea reveals little of the Gem's properties (detailed below), but this much she says: Kevran no longer knows his daughter or servants, and has become violently paranoid and defensive. Kevran won't let Althea into the Keep, and he grows more and more dangerous in his paranoid delusions. Only another exposure to the Gem can return him to his senses.

Althea has been able to trace the whereabouts of the relic, and has found that a merchant caravan is departing soon with the Gem hidden among its cargo. The thief who stole it and the merchant who is transporting it work together; neither of them know the nature of the Gem's effect, but covet the stone for its natural beauty.

Althea asks the party to help her recover the Gem of Delusion from the caravan, and to help her get close enough to her father to use it on him. She promises the adventurers material rewards if they help aid her father. If necessary to con-

vince the party, she will also promise them the aid of a powerful magical creature (meaning herself in dragon form), but states she cannot say any more until her father is returned to normal. Althea insists on accompanying the party, since she claims that only she can use the Gem.

If the party is uninterested in helping Althea with her plight, they are soon approached by the Sheriff. A gold dragon has suddenly taken to terrorizing traffic on the coast road south of town. A reward is offered for the group that can stop the dragon's depredations. If the characters become involved in the adventure in this manner, see *The Raiding Dragon* below.

The Adventure

The Gold Dragons

Kevran and Althea are gold dragons who live in Denstehn Keep. Their true identity is a secret known only to their few old and trusted servants.

The Gem of Delusion (detailed below) is an ancient relic that Kevran has had in his treasure hoard for years. There is a command word inscribed on one facet of the sapphire-like gemstone. Kevran, in human form, caught the thief Poludoris in the act of stealing the relic. When Poludoris experimentally spoke the command word, the Gem took full affect on Kevran. As this demonstrates, anyone can use the Gem, although Althea does not reveal this to the adventurers.

Althea also does not mention that she and her father are dragons. She does not want harassment by treasure seekers, nor does she wish to discourage the adventurers with the knowledge that they will be confronting a gold dragon not in his right mind. She is evasive if the party asks how she traced the Gem of Delusion. In fact, she was near home when the thief stole the Gem. Althea was familiar with the jewel as part of the treasure hoard, and treasure-sense (see *On Gold Dragons* at the end of this adventure) allowed her to detect it in the possession of the thief, who she then followed. With these exceptions, Althea is truthful and

helpful to the adventurers.

Althea. Human form: AC 9; HD as normal human; hp 52; MV 120' (40'); #AT 1; D 1-4 (dagger); Save F1; ML 11; AL L. She wears an *amulet of shape changing*, which enables her to polymorph into dragon form (or other forms, including human) at will.

Gold Dragon form: AC -2; HD 11**; hp 52; MV 90' (30'); Flying 240' (80'); #AT 2 claws/1 bite; D 2-8/2-8/6-36; Save F11; ML 11; AL L. Breath Weapon: Fire, 90' x 30'; Gas 50' x 40'. Althea can use the following spells.

Level 1: *Charm person, magic missile, hold portal, shield*

Level 2: *Detect invisible, invisibility, knock, wizard lock*

Level 3: *Haste, lightning bolt, protection from evil 10' radius, dispel magic*

The Thief and the Merchant

The rogue thief Poludoris works with Edwina Markburr, a gnomish merchant. Poludoris does not know the name of the gem he has stolen, and has no idea of its true nature; neither he nor Edwina have had time to identify the purpose of the obviously magical jewel. The partners in crime have resolved to smuggle the stone out of the Nandua area, and sell it in the city of Carack.

Poludoris: AC 5; TH 17; hp 78; MV 120' (40'); #AT 1; D 1-6+3 (+3 short sword); Save T17; ML 8; AL C. Poludoris carries a blackjack, wears a *ring of safety*, an *ear ring, leather armor +2*, and has a *potion of growth*.

Edwina Markburr (gnome): AC 7; HD as 0-level human; hp 4; MV 90' (30'); #AT 1; D 1-4 (dagger); Save F1; ML 10; AL N. Edwina wears a *ring of protection +3*. She carries a *bag of holding* in which are two *eggs of wonder* and 300 pp.

The Caravan

Edwina's caravan departs Nandua the day after the party is introduced to this adventure. The caravan transports bulk

cotton, but hidden among the bales is smuggled wine worth 1,000 gp in the right market. Edwina travels in a horse-litter; only she and Poludoris know that the Gem is concealed inside it.

The cotton is not a very valuable cargo, and Edwina is well-known in this area. Her reputation as a smuggler's friend is enough to frighten off most bandits, since Nandua smugglers and pirates revenge themselves on those who interfere with the sale of their goods. Edwina therefore believes herself to be relatively safe and has hired no extra guards. The caravan consists of 35 pack animals, and is manned only with a loyal contingent of guards and drovers. The drovers are non-combatants who fight only if personally threatened.

Guard captain (elf) (1): AC 2; FT 8; hp 50; MV 90' (30'); #AT 1; D 1-8 + 2 (+2 sword); Save F8; ML 10; AL N.

Senior Guards (elves) (6): AC 4; FT 6; hp 35 each; MV 90' (30'); #AT 1; D 1-8; Save F6; ML 9; AL N.

Regular Guards (humans) (10): AC 5; FT 3; hp 20 each; MV 90' (30'); #AT 1; D 1-6 (bows) or 1-8 (swords); Save F3; ML 8; AL N.

Drovers (humans) (6): AC 10; HD as 0-level humans; hp 5; #AT 1; D 1-2 (whips); Save F1; ML 7; AL N.

Pack Horses (35): AC 8; HD 1; hp 6 each; #AT 2 kick/kick; 1-4/1-4; Save F1; ML 5; AL N.

Characters investigating the caravan before its departure learn that Edwina's goods are stored in a well-guarded warehouse. (Warehouse guards have the same statistics as those given for Senior Guards). The party will not find the Gem of Delusion among the goods there. Edwina carries it in a box inside her *bag of holding*. Edwina is at all times accompanied by Poludoris and four senior guards—her personal escort. Characters attempting to waylay her or Poludoris inside town will have the full wrath of the law against them. Smugglers pay good graft money to assure the protection of merchants like Edwina, their business mainstay. If attacked, Edwina and her party react with the tactics described below.

Route of Travel

The caravan departs southward from Nandua along the coast road. After three days the pack-train arrives in another seaport town, whence it embarks for the city of Carack. At that point, the caravan is, for the purposes of this scenario, out of the reach of the adventurers. If the party has not recovered the Gem of Delusion by the third day of travel, the DM must determine if, or how, the pursuit will continue.

One time during each day of travel, the caravan passes a point on the road that is suitable for an ambush: travelers are scarce, there is concealment on both sides of the road, line-of-sight from the front and rear of the caravan is limited. Although Edwina is not expecting trouble, her guards are not lax, particularly when traveling these sections of road.

Combat Tactics

If the caravan is attacked, Edwina and her people respond in this manner.

One senior guard and a regular ride 300 feet ahead of the caravan as scouts. They rejoin the caravan if there is trouble; if they are cut off, they attempt to harry the enemy from the rear.

Ambusher's orders to halt or freeze are ignored by the caravan. Four senior guards and Poludoris rally around Edwina's horse-litter and protect her from attack. Meanwhile, the regulars divide into two squads, each commanded by a senior guard or the captain. The first squad strings bows if they have time (i.e., are not charged by the ambushers); the second squad follows suit as soon as the first can give them cover.

The drovers see to the animals, and prevent them from stampeding, plunging over the edge of the road, or obeying other persons (if, for instance, the beasts are affected by *animal control*). Ambushers are attacked with archery fire while drovers get the pack animals off the road and into whatever cover the captain directs them to use. If this is not possible, they retreat or press forward, depending on the strength of the

ambushers. The captain's preferred tactic is to charge the enemy, in no case allowing his people to stand still under enemy fire. If there are few or no enemy archers, one or both squads switch to melee weapons and charge.

Edwina's four senior guards are her personal protection and do not leave her side if she is in danger. If the situation look hopeless, they do their best to fight their way clear, taking Edwina's horse-litter and personal pack animal with them.

Edwina

Edwina will wait a few rounds to see how her guards are faring. If they are outnumbered or in serious danger (i.e., magical attack or a charge), she uses one or both *eggs of wonder*. Edwina throws the first egg, which produces a panther, at the closest group of opponents and orders the panther to attack. Edwina generally directs the panther to range outward from her position, attacking opponents at a distance (50 feet and greater) from the horse-litter. If a number of enemies are at a distance, the panther heads for single, powerful individuals in preference to groups (i.e., a lone magic-user, if Edwina can identify one, is attacked before a group of fighters).

Panther (1): AC 4; HD 4; hp 32; Move 210' (70'); #AT 2 claws/1 bite; D 1-4/1-4/1-8; Save F2; Morale 8; AL N.

The second egg contains a grizzly bear, and is used to combat enemies closer than 50'. The bear attacks first any group of enemies unopposed by Edwina's guards; its next target is individuals or groups engaged by the caravan guards.

Grizzly bear (1): AC 8; HD 5; hp 40; MV 120' (40'); #AT 2 claws/1 bite; D 1-8/1-8/1-10; Save F4; ML 10; AL N.

If either egg-creature is destroyed, the other remains close to Edwina, moving away from the horse-litter only if Edwina's immediate surroundings are clear of enemies. Both creatures break off their attacks and aid Edwina if she is personally threatened.

Poludoris

Poludoris is not especially brave and does not engage in melee combat unless he or Edwina are unavoidably endangered. Poludoris then dismounts, drinks his *potion of growth*, and takes a stand in self-defense.

If it looks like Edwina is about to be captured or killed, Poludoris grabs her *bag of holding* if he can get to it. (The Gem takes too long to pull out of its concealed position.) If there is no opportunity for the turncoat rogue to steal the bag, he flees the scene to save his own neck.

The Gem of Delusion

The Gem is concealed in an invisible, locked wooden box beneath Edwina's seat in the horse-litter. The key to the box is around her neck. Efforts to pick the invisible lock have a -30% penalty to the roll. The concealed box should be difficult for searchers to locate; the DM should apply appropriate modifiers for its invisibility and hiding place.

The Gem of Delusion is wrapped in black velvet in the box. This large, perfect sapphire-like stone glows with a light of its own. When the command word inscribed in one facet is said, it radiates a brilliant burst of light. All within a 20' radius must save vs Spell (except the wielder of the Gem), or be affected by the delusion effect as detailed below. Squeezing eyes shut against the burst of light gives +2 to the saving throw; check against Dexterity to see if eyes closed in time. Victims are stunned for 1d4 rounds, then are mentally vacant and forgetful (as *feeblemind* spell) for 1-6 turns. Those who made their save suffer no further ill effects. At the end of that time, victims who did not save are affected by a form of insanity or delusion, as determined on the table below.

Roll Delusion

- | | |
|-------|--|
| 1 - 2 | Victim believes he is someone else that he knows (i.e., a good friend or party member). He is compelled to behave as that person in all things, including dress and professional skills (e.g., a fighter will try to cast spells if he believes he's a mage). The victim answers only to his "new" name, "remembers" personal background he doesn't have, and has no memory of ever having been his original self. |
| 3 - 4 | Victim becomes paranoid and certain that everyone is out to get him. He will go to violent extremes to guarantee his safety and prevent "them" from doing him harm. A victim under this delusion acknowledges no friends, trusts no one, and is touchy and defensive in all things. |
| 5 - 6 | Victim becomes a kleptomaniac, compelled to steal an object once per day (randomly determined by the DM). Even the victim's friends are not safe from his impulses. If the kleptomaniac is not a thief already, he does not gain thief skills along with this compulsion. Objects should be relatively easy to steal (i.e., portable, easy to conceal), and generally in plain sight (someone's belt knife, an item on a store shelf, etc.). |

The effect of the Gem is permanent. It can only be removed by a wish, or by another use of the Gem. The deluded creature must save again vs. spell; if the save fails, the delusion is canceled. A victim is affected by only one delusion at a time. The gem is worth 5,000 gp, but should be considered a cursed item with no X.P. value.

The Raiding Dragon

Kevran, insanely certain he is spied upon, patrols the countryside to catch spies in the act and chase them away. His first target is traffic on the coast road; the gold dragon "knows" the wagons and caravans there are just pretenses for people coming to take Denstehn Keep away from him. Kevran does not kill "usurpers" here, but does his best to scare the daylighters out of them so they won't come back.

If the adventurers are involved in this scenario because of the Sheriff's request to stop the dragon's marauding, they should come upon the dragon in broad daylight while he overflies a caravan on the road. This caravan is Edwina's (details given above). She recognizes the party and repeats her earlier offer, adding that she knows how to stop the gold dragon, and that the Gem is the key to success.

Whether or not the group cooperates with Althea, Kevran's "attack" should be timed to catch the party as well as the caravan in its effect. Depending on party abilities and alignment, the DM should determine the best time for this encounter. A group ambushing the caravan in order to recover the Gem, for instance, may be helped or hindered by a dragon attack in mid-melee. Whenever the DM decides the dragon attack should take place, Kevran behaves as follows.

Kevran. Human form: AC 9; HD as normal human; hp 110; MV 90' (30'); #AT 1; D 1-6; Save F1; ML 12; AL L. Kevran wears an *amulet of shape changing* identical to Althea's.

Gold Dragon form: AC -4; HD 14**; hp 110; MV 120' (40); Flying 300' (100'); #AT up to 6; D Bite or Crush, 6d6 + 4; Claw, Kick, Wing or Tail, 3d4 each; Save F33; ML 12; AL L. Breath Weapon: Fire, 90' x 30'; Gas 50' x 40'. Kevran can use the following spells:

Prince Reynard and the Silver Staircase

Level 1: *Charm person, detect magic, magic missile, read languages, read magic*

Level 2: *Continual light, detect evil, levitate, locate object, web*

Level 3: *Clairvoyance, fire ball, haste, magic missile, protection from normal missiles*

Level 4: *Confusion, dimension door, hallucinatory terrain, wizard eye*

Level 5: *Cloudkill, hold monster, wall of stone*

Kevran casts *protection from normal missiles* on himself, then swoops over the caravan and casts *confusion* on the people below. He then blasts a *fireball* nearby, purposely off the road and nonthreatening, but close enough for the caravan to feel the heat and concussion of the blast. This, along with the *confusion* spell, should be enough to panic animals and thoroughly disorient his bespelled victims. He then makes several enraged, roaring swoops through the air just overhead, allowing his wing strokes to buffet the air around the caravan (though, once again, not with the intention of harming anyone). If the group has not yet fled in disarray, he casts *hallucinatory terrain* on the road, concentrating on the side towards Denstehn Keep, then swoops and roars some more before departing.

If Kevran is successfully attacked with anything more effective than normal missiles, he turns and flees directly for the Keep, which is visible in the distance from the road. The DM should remember that the dragon's direction and the keep's location may be obscured by the *hallucinatory terrain* spell.

Althea

Althea screams "No!" at any attack against Kevran more powerful than normal missiles. If the attack does not cease, Althea defends her father by casting a *sleep* spell on whoever is conducting the most deadly attack on Kevran. If that spell is not effective, she

casts *hold person* on the principle antagonist. Her objective is to stop the attack on her father, and she will not purposely harm the party. If threatened, she turns into dragon form and negotiates as described below.

Althea claims the Gem when it is finally recovered from the caravan. If characters refuse to hand it over, she transforms into a dragon and explains that the other dragon is her father. Althea takes any steps necessary to secure the Gem. She reminds the party that they will be well rewarded for aiding her. She next casts *charm person* on the party leader. If that fails, she threatens the group with violence. She gladly negotiates, but if there is no other way to regain the Gem, Althea attacks the party with gas breath (to leave the relic unharmed by fire).

Denstehn Keep

Althea plans to have the party distract Kevran long enough for her to approach him and use the Gem. She casts *haste* upon herself, uses *shield* for protection, and turns *invisible* (in human form) in hopes of sneaking close enough to use the Gem. She will revert to dragon form if it seems necessary as protection against Kevran's attacks. Althea agrees only to subdual or similar attacks against her father. If the party works for the Sheriff and arrives at the Keep without Althea, they can deal with Kevran however they wish.

Kevran has bespelled the approach to the Keep with *hallucinatory terrain*. The Keep itself is a simple, three-story, flat-roofed watch tower. Each room is 60 feet in diameter. Furniture is now piled before the door and windows are bricked up to prevent intruders from entering. Kevran leaves and enters the tower from the roof, where he lands in dragon shape and transforms into that of a man, and climbs down through a trap door in the roof. He is spending much time now in the cellar, where his and Althea's treasure is hoarded, brooding upon the mass of valuables and plotting how to keep thieves and spies away from the Keep.

Kevran attacks anyone who enters the tower, certain they are here to murder him, steal his treasure, and take over the Keep. Note that inside the Keep, he changes into dragon form, but has no room to fly. Tail and wing attacks are still possible.

Third Floor (top): Kevran's study. Books and scrolls line the walls.

Second Floor: Kevran's and Althea's sleeping quarters, spacious enough for one dragon at a time to lay down in, or two humans in sleeping furs and cushions. Here is also a tiny dormitory shared by the housekeeper, her husband, and their son (who have fled).

Ground Floor: Cooking hearth, sideboard, dining table and chairs. Kevran did business with humans here.

Cellar: Kevran is here when the party enters the tower. He hears them, unless they are taking special precautions, and uses *clairvoyance* and *clairaudience* to observe what they are doing. Kevran then casts *haste* on himself and goes upstairs to kill the intruders. (The stairs are stone and support his weight.)

The treasure hoard is in the cellar, and includes 40,000 gp in coins, 10,000 gp in gems, a *mirror of life trapping*, covered with a sheet, which contains a beholder and a 10th-level thief; a *ring of spell turning*; a *quill of copying*, and a *staff of healing*.

Kevran attacks whoever is closest to him. He does not negotiate or talk: he is out to get thieves before they get him. He casts *web* at the party, then *cloudkill*. If the party still lives, he blasts them twice with gas breath. If they are still threatening him, Kevran retreats to the cellar and blocks the stairway with *wall of stone*. He fights in the cellar with remaining gas breath (so as not to melt any of his gold). He will make a stand there, but retreats as far away as possible with *dimension door* if he loses more than half of his hit points. He returns to "retake" his Keep the next day, using *dimension door* to appear in the midst of intruders with surprise, and fights with his caravan tactics (to confuse) and these tactics (to kill).

If the party returns Kevran to normal with the Gem of Delusion and they have not harmed Althea, they earn the

dragons' gratitude, a gift of treasure, and their assistance as a favor in return. If the party destroys Kevran, they are rewarded by the Sheriff, but Althea will plan revenge for her father if she is still alive.

On Gold Dragons

The origin of gold dragons is still debated among sages. Most believe that gold dragons as a race are older than most, if not all, of their fellows. Scholars point out that gold dragons are less violent, more given to intellectual pursuits, have a stronger treasure sense and greater breath weapon powers than other dragons. Some sages propose that the red and green dragons are in some way descended from gold dragons, as noted

by the breath weapons they have "inherited." Whether this is the case or not, the following facts have been observed or are generally known about gold dragons.

Gold dragons have a powerful affinity with gold, and treasure in general. They have strong degree of "treasure sense," or more properly, treasure empathy. All dragons have this to one degree or another, the ability to know every coin and particle of treasure in their hoards. Gold dragons have extended this sense to an empathic recognition of treasure that has been removed from their hoard. A gold dragon can always sense the whereabouts of a stolen item within a 100-foot radius, and can in fact detect anything of particular value when within 50 feet of it.

For this reason, parts of gold dragons are in high demand by alchemists for the

manufacture of potions of *treasure finding*. Teeth, claws or scales can be used in this potion. These ingredients are also useful in the construction or enchantment of a *wand of metal detection*, at least insofar as it is used to detect precious metals.

Finally, gold dragons do enjoy intellectual pursuits more than other dragons. They collect lore and knowledge even while young, and for these reasons some spend a fair amount of time polymorphed into forms which let them mingle with humanoid populations. Gold dragon memory and gold dragon lore is vaster than that collected by elves and far greater than that collected by humans. Gold dragons, if befriended, can be a valuable source of knowledge for adventurers.

Prince Reynard and the Silver Staircase

Monster: Cloud Giant
Party Level: 7 - 10

Background

A sad young prince named Reynard lives in a small kingdom where the adventurers find themselves. Young Reynard is unhappy because he has grown tired of the lonesome life inside his father's castle. He hungers to see the village below and the world outside, and desperately longs to find playmates his own age.

Recently, Reynard hit upon a plan to solve his problem. He noticed that every day just after lunch, his father's Master of Horses put his cloak out on the stable fence and took a nap in the sun. The day this adventure begins, Reynard quietly crept up while the horse master slept, took the cloak, wrapped it about his shoulders and pulled the hood up over his face. This simple disguise was enough to fool the king's gatekeeper, who let the prince pass out of the castle to the village below.

Overjoyed by his new-found freedom, the prince wandered through the village for hours and chatted with many of the folk that lived there. Eventually he came upon the village marketplace, where he bought a sweet-apple and a flute. In the marketplace he made a curious acquaintance: a man with a magic urn for sale.

Magic sounded like fun, so Reynard gave the man all of the coins he had left in his purse and his new flute in exchange for the urn, even though the village folk thought he was being foolish. After handing Reynard the urn and a small slip of paper, the man quickly left town.

Enthusiastic about his purchase, Reynard took the urn to the glen just outside of the village. There he placed it on the ground and read aloud the magic word, "Imbray-Bimbray", from the scrap of paper. Suddenly the urn began to shake and thick silver smoke poured from its top. The smoke swirled and swished, and finally came together to form a gleaming staircase of silver.

Intrigued, Reynard quickly scurried up the stairs two at a time. It was a long climb, but he made it all the way to the

top, where he found a castle that seemed to float on the clouds. This is where the adventure begins for the PCs.

Playing the Cloud Giants

Prince Reynard has discovered a cloud giant castle, inhabited by five giants. For the most part, cloud giants are brash, ignorant creatures, though not nearly as stupid as their cousins, the hill giants. They pass the majority of their time in their lairs, sleeping or playing games of chance, of which they are rather fond.

Most cloud giants are immortal under normal circumstances and will never die of natural causes. Many have been alive for several thousand centuries, although in most cases their disproportionately tiny brains only allow them to remember the events of the last twenty or so years. Many cloud giants have forgotten their true origins (see *On Cloud Giants and Their Castles* at the end of this adventure); though some are very intelligent, many are incapable of using a written language of any sort and communicate with a very simple spoken tongue. Most cloud giants talk in simple rhymes and phrases, and converse in the Common tongue.

Set-Up

The Marketplace

The adventure begins with the players' party visiting the marketplace in the village below King Thales' castle (Reynard's father). Here the characters should be given an opportunity to explore the marketplace. There are two wandering caravans of merchants set up in the area as well as several independent peddlers. Following is a list of some of the special items for sale and their cost.

Merchant Wares

Item	Cost
Landscape painting of a local castle	110 gp (worth 70-80 gp)
1 fine carpet from eastern provinces	75 gp (worth 70-80 gp)
Silver mirror, grooming accessory case	55 gp
Silver lantern	35 gp
3 suits of plate mail	55 gp ea
7 suits of chain mail	40 gp ea
3 shields	10 gp ea
2 extra large backpacks (500 cn capacity)	15 gp ea
2 two-handed swords	15 gp ea
1 long bow	30 gp ea
Flasks of oil	3 for 5 gp

If statistics are needed for any of the merchants, see the *D&D® Expert* rulebook, pg. 53. In addition to selling the items above, the traders will offer to buy any equipment the players wish to part with at 50% of the cost listed on pg. 19 of the *Expert* rulebook.

After the characters have had a chance to look around a bit, they come across a shady-looking peddler standing on an upturned vegetable crate, claiming to have a magic urn for sale at the ridiculously low price of 11 gp. The man is being jeered at by most of the assembled villagers and several are threatening to summon the watch to arrest him as a fraud. Suddenly, a short man (actually Prince Reynard) wearing a long scarlet cloak comes forward and offers the man 8 gp and a tin flute for the urn. The peddler graciously accepts the offer and quickly leaves town.

The man selling the urn would be more surprised than anyone to learn that the object really is magical. He bought it in a neighboring town for 5 sp. If any of the villagers are questioned about the peddler, they tell the party that he is a known fraud and has tried to pull similar scams in the town in the past.

The Adventure

The Summons

A short time after the players see the short man buy the urn, a royal messenger approaches the PCs. He tells them, "King Thales has heard that there is a party of famous adventurers in our fair village. He has a proposition for you. If you will just follow me..."

The messenger leads the characters to the royal castle, where they are announced and led in to see the King. Thales tells them of his son, Prince Reynard, who has been missing since the early afternoon, and promises a great reward if the party can manage to return the prince to the castle unharmed.

"The boy always seemed fascinated by the village," remarks the King. "Perhaps he managed to get past the gatekeeper and traveled down towards it."

As the King discusses the situation with the characters, the Master of Horse enters. "Your Majesty," he shouts, "someone has stolen my cloak!" If asked, the man describes the cloak as scarlet, long and hooded. The PCs should then realize that they saw the prince in the village just minutes ago.

The Silver Staircase

If the party travels back to the marketplace in search of Prince Reynard, they find no trace of him, though any bystanders questioned will say they saw the scarlet-cloaked fellow heading out of the village towards the glen. As the PCs travel to the glen, the DM may wish to roll for a random wilderness encounter as outlines on page 41 of the *Expert* rulebook.

The glen lies three miles outside of town. As the characters approach, they see a magnificent staircase of silver spiralling up towards the sky. Once they reach the staircase's base they find no trace of the prince, but the magic urn is still there, lying on its side. The staircase is made up of silver vapors which seem to emanate from the urn. The stairs reach farther into the sky than the party can see. Lying on the stairs, about fifteen steps up, is a scrap

of paper that has "Magic Word: Imbray-Bimbray" written upon it. Another thirty steps up lies a discarded scarlet cloak.

The Cloud Castle

After finding the scrap of paper and the cloak on the silver staircase, the PCs should have no problem guessing exactly where Prince Reynard went. The staircase stretches all the way up to the clouds and takes approximately one hour to climb.

The party finds a large castle at the top of the stairs that seems to float on the very clouds themselves. The two-story high fortress appears to have been built for very large people. A quick estimate reveals that the stories are each approximately thirty feet from floor to ceiling, making the structure a total of sixty feet high. Of course, unbeknownst to the characters, a family of five cloud giants live in this castle: two males, Grogg and Togg, their mates, Bruna and Oly, and Galff, son of Grogg and Bruna.

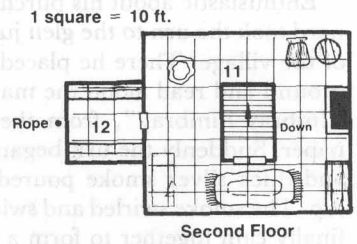
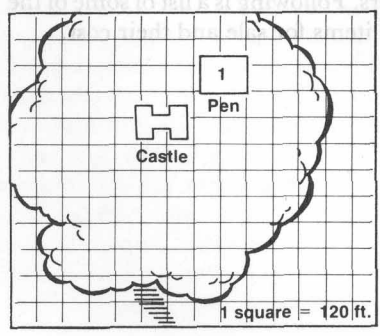
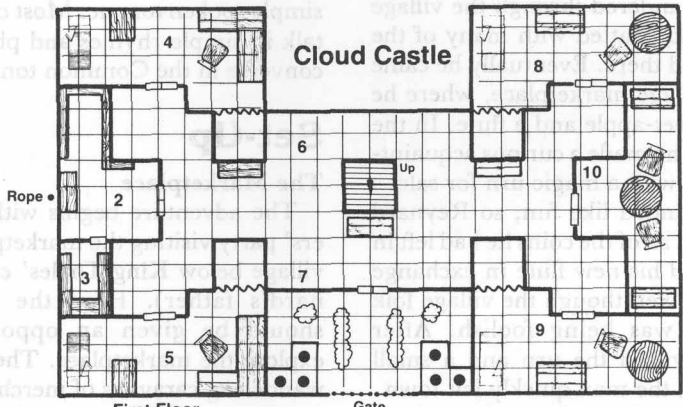
To their delight, the party members discover that they can walk on the clouds

as easily as they can on land. As the PCs explore this area, check for random encounters on the table below.

Castle Random Encounters

Roll 1d6 every turn; a result of 1 indicates an encounter. Roll again on the table below.

- 1-2 No encounter
- 3-4 Giant Rats (1-3) from Area 7
- 5 Tabby, the giant-sized cat. AC 5; HD 5; hp 35; MV 180' (60'); #AT 3; D 1-4/1-4/1-6; Save F5; ML 8; AL N. The cat comes across the party, and attacks, thinking that the adventurers are rats. Tabby is constantly fighting with the rats and making noise in her wanderings so any battle she engages in with the party is unnoticed by the giants Grogg or Togg.
- 6 Galff. While looking for something to do, Galff comes upon the party. He will try to put the characters in his giant bucket and take them to his arena (see area 11, below).



1. Sheep Pen

Just outside the castle is a large pen that holds the cloud giants' sheep. The pen measures 100 feet by 250 feet and contains more than two hundred sheep. Hanging on the pen fence is a giant-sized, 25-foot long wooden shepherd's crook and 90 feet of very stout rope.

Sheep (200): AC 7; HD 1; MV 90' (30'); #AT 1; D 1; Save F1; ML 5; AL N.

The sheep are completely harmless if undisturbed, but if the PCs prod around in the pen long enough (more than a round or two), the herd makes a lot of noise. Grogg comes to investigate the trouble in two rounds.

The herd magically regenerates in number. As the giants eat the sheep, more and more of them appear. This property only functions right outside the cloud castle, and any sheep returned to the ground will be normal in all respects.

Main Gate. The main entrance to the cloud castle is a large iron gate in the south wall. Since the gate was constructed for use by giant inhabitants, the party may have a difficult time getting past it. A party member with a Strength of 18 or greater can pull open the gate. If there are any thieves present, they can climb the gate with the same percentage chance as if it were a wall, and drop a rope down to the rest of the party. Halflings and dwarves are small enough to slip between the iron bars and can get past the gate rather easily.

Just inside the gate are a few relatively well-groomed shrubs and two large swinging doors that lead into the castle.

2. Kitchen

If the party travels around the perimeter of the castle, they find a large rope hanging down from an open window on the west wall. A giant-sized (ten-foot high) slop bucket, partly full of slops, is attached to the end of the rope; in the clouds nearby is a heap of garbage. The rope leads into the castle's kitchen.

Inside the kitchen is a very large table, huge storage bins, and utensils. On the table is a large knife which can be wielded by a human or elf as a two-handed

sword, and a giant cookbook. The book is lying open to a recipe for "Human Soup." In the southeast corner of the room is a huge cauldron filled with broth and vegetables, hanging over a blazing fire.

3. Pantry

This is where the giants store their foodstuffs. In the various bins are vegetables and half-eaten lamb carcasses. In a closed cupboard fifteen feet off the ground is an iron cage that holds Prince Reynard. Bruna and Oly are holding him here until the broth has come to the proper boil.

4. Bruna's Chamber

The door to this room is locked. Inside, Bruna is sleeping on a giant bed.

Bruna: AC 4; HD 13; hp 40; MV 120' (40'); #AT 1; Save F12; D 6-36; ML 10; AL N.

Bruna is sleeping soundly, and unless she is attacked it is unlikely that she will awaken.

Next to the bed is a large dresser and in the corner is a huge table. Resting on the table are three large hair brushes and a gigantic silver mirror. The brushes are worth 10 gp each if sold in the village, and the mirror is worth 85 gp. On the south wall is a moth-eaten tapestry concealing Bruna's wardrobe. In the alcove behind are several tattered garments, none of which are worth very much. Under a pile of blankets is a sack containing 250 gp.

5. Oly's Chamber

This room is identical to Bruna's room described above. Oly is also sleeping; there is no sack in her wardrobe, but in the pockets of an oversized dress are two *potions of levitation*.

Oly: AC 4; HD 13; hp 37; MV 120' (40'); #AT 1; D 6-36; Save F12; ML 10; AL N.

6. Trap

Ten feet to the northwest of the staircase leading to the second level is a trap that Grogg and Togg built to catch the giant rats from area 7. The trapped area

fills the entire corridor. If the party walks in this passageway, roll 1d6. On a roll of 1-3, the group falls through the floor and drops 20 feet into an iron cage which instantly snaps shut. If the trap is sprung, Grogg and Togg both hear it and come to collect the "rats" in one round. If this occurs, proceed to *A Friendly Game of Whistlespit*, below.

7. Rat's Nest

A large hole in this section of wall leads down into a small burrow under the garden. Infesting the burrow are fifteen giant rats.

Giant rats (15): AC 7; HD 1/2; hp 3,2,3,4,3,4,3,4,4,3,1,3,2,2,4,3,4; MV 60' (20'); D 1-3 + disease; Save 3-18 (3-30); ML 8; AL C.

The entrance hole is 42 inches in diameter and barely large enough for a man to crawl through. The burrow itself is five feet in diameter. Under the carrion scattered around the nest are 110 gp and 3 gems worth 50 gp each.

8. Grogg's Chamber

This is Grogg's bedchamber. It will be empty if and when the party enters it. In the room are a huge bed, dresser, table, and chair. On the south wall is a moth-eaten tapestry leading to Grogg's wardrobe, which contains several giant-sized tattered garments of no value. Hiding below a pile of the garments are two of the giant rats from area 7, with statistics as given above.

The top drawer of Grogg's dresser is ten feet off the ground. Hidden inside under ten colossal sheets of vellum (each worth 10 gp in the village) is a *battle axe* +2.

9. Trogg's Chamber

This room is identical to Grogg's as described above. No rats are present and the dresser does not contain anything of interest. Under Trogg's bed is a chest containing 350 gp and a giant-sized necklace worth 75 gp.

10. Common Room

A large table and two chairs are in the center of this room. Grogg and Togg are

seated at the table playing cards.

Grogg and Togg (cloud giants): AC 4; HD 13; hp 71, 80; MV 120' (40'); #AT 1; D 6-36; Save F12; ML 10; AL N.

The two giants are gambling over a pot of 55 gp, visible on the table. Next to the table are two large buckets and along the north and south walls are two huge tables. As the characters enter the room, they hear Togg exclaim, "Nuthin' in the world like a good game of Whistlespit, is there, Grogg?"

If the characters ever pass within ten feet of the table, the two giants catch their scent and Grogg will cry out, "Hey-dee, hi-dee, ho-dee, harrow, I swear by my beard I smell human marrow!" The two giants then begin to search for the party. If they find the group they try to pick up the party members one by one and place them in the giant buckets, each 10 feet deep. A successful hit in combat means that the giant has grasped the character, who must then save vs. paralysis to avoid being placed in the bucket (the giant's attack does no damage). Once inside the bucket, the character can only escape if he or she is able to scale the side of the bucket (i.e., if the adventurer is a thief, or is helped by someone with a rope). If the giants are hurt badly they stop trying to place the party members in the buckets and begin attacking to do damage instead. If all the party members are put in buckets, or if the PCs spend a long time in the room observing the giants first, proceed to *A Friendly Game of Whistlespit*, below.

11. Galff's Loft

Galff uses this room as a bedchamber. If the party did not encounter the young giant earlier in a random encounter, he will be lying on his bed here when the party enters.

Galff: AC 4; HD 13; hp 39; MV 120' (40'); #AT 1; D 6-36; Save F12; ML 10; AL N.

Galff automatically smells the players if they enter his room. He has a bucket similar to those possessed by Grogg and Togg in area 10, and Galff too will attempt to capture the party members. If the PCs have not yet encountered Tabby,

the giants' cat, she is also present in the room when they enter and attacks the players as Galff tries to capture them.

If Galff manages to trap all of the party members in his bucket, he takes them to the northeast corner of his room where there is a 15-foot diameter pit hollowed out beneath the floorboards. The pit houses Galff's pet hydra.

Hydra: AC 5; HD 7; hp 44; #AT 7; D 1-10; Save F7; ML 11; AL N. Embedded in the hydra's side is a *dagger* +2.

The young giant dumps the characters out of the bucket into the pit and gleefully watches them attempt to battle the monster to the death. If they are victorious he leaves them in the pit, regarding them as his new pets, and Galff leaves the room. He may be met again later in a random encounter outside.

This room is furnished with a large bed, chair, table, and toy chest. The toy chest contains a ballista which serves as a giant-sized crossbow, and two human-sized carts. Under the bed is a small sack containing 75 gp and on the floor next to the bed is a 10-foot by 30-foot carpet worth 120 gp.

12. Aerie

This area serves as a roost for the giants' pet flock of nine giant hawks. Each of the hawks are kept in finely-made individual cages. Any cage that is opened or tampered with brings on an immediate attack from its occupant.

Giant hawks (9): AC 7; HD 4; hp 11, 18, 22, 25, 20, 16, 20, 15, 28; #AT 3; D 1-6/1-6/2-12; Save F2; ML 8; AL N.

The hawk cages are worth 200 gp each if sold in the village; each has an encumbrance value of 1000 cn. Hanging from a window on the western side of the aerie is a stout rope that leads down to the roof of the first floor buildings.

A Friendly Game of Whistlespit

The party can enter this encounter in one of three ways: either they were caught in the trap at area 6, they were captured by Grogg and Togg at area 7, or they have spent more than three rounds observing



Grogg and Togg playing cards before moving any closer to the giants.

If the PCs enter the encounter in either of the first two ways, one of the giants takes the bucket or cage containing the PCs and sets it on the table top. The giants then proceed to play a hand of whistlespit, their favorite card game, to see who gets to eat the captives. If the party does not escape during the game, which takes five rounds, or fails to somehow convince the giants to release them, they are locked in the pantry (area 3) where Prince Reynard is being held. An hour later, Bruna and Oly come for all the captives and attempt to put them in the boiling broth in the kitchen (area 2) while Grogg and Togg watch.

If the party has been observing the giants as they play cards, one of the giants runs out of money after two rounds of play and goes to the pantry to retrieve the cage containing Prince Reynard. The giant then stakes the portion of the prince that he was entitled to eat against the pot. At this point the characters may try to rescue the prince. After the characters have heard the giants agree that they like nothing better than a good game of whistlespit, they may also come forth and challenge the giants to a game for the prince's safe return. If they choose the later course, the giants will agree if the characters stake their lives against that of the prince.

The game can simulated by having

each group (the player characters and the giants) roll five six-sided dice. The highest total count on the dice wins. Any number that appears on two dice counts as double their total face value; any number appearing on three dice counts triple, and so on. For example, a pair of fours on the dice total 16 ($2 \times [4 + 4]$); triple threes total 27 ($3 \times [3 + 3 + 3]$), and so on. After the first roll, the contestant can discard as many dice as he wants to and roll the discarded ones again one time.

If the party wins the hand, the giants keep their word and reluctantly allow the group to walk out of the castle with the prince. If the PCs lose, the giants toss them into the cage with Reynard and replace the cage in the pantry cupboard. One hour later Bruna and Oly come to retrieve the cage and take it to the kitchen (area 3), where they try to dump the party and the prince into the boiling broth.

Hot Pursuit

Proceed to this event when the PCs try to leave the castle. If the group is leaving after winning the life of the prince in the whistlespit game detailed above, they begin to hear loud arguing from inside the castle right after they pass through the gate. Bruna and Oly have awakened and they are not at all pleased that their husbands let tasty human flesh get away all because of a silly card game. As the party is about to reach the staircase, they hear one of the female giants shout, "Well, don't just stand there—go after them!" Two rounds later Grogg and Togg reluctantly begin chasing the party down the silver staircase.

If both Grogg and Togg are dead, the party can leave the cloud castle unmolesed. If, however, the characters are pursued down the staircase, they have two options. They can either stand and fight, or, once down on the ground, they can say the magic word in reverse order ("Bimbray-Imbray"), which causes the silver staircase to disappear back into the bottle, thus sending the giants tumbling down to their deaths.

The Reward

King Thales gives the PCs a great reward if they manage to return Prince Reynard. The exact reward is up to the DM to determine. Possibilities include a large sum of money (around 1000 gp), a single useful magic item, a title, or land for a stronghold. The prize awarded should depend upon the needs of the campaign and the amount of treasure the party managed to discover in the cloud castle. Groups that managed to bring out little booty should receive a higher reward, and vice versa.

On Cloud Giants and Their Castles

Eons ago, when giants ruled the Earth, the Cloud Giants (then known as the Bromdignags) dwelled in lush valleys and deep forests. As the number of giants grew, land and resources became scarce and wars became inevitable. The Bromdignag soon found themselves locked in fierce struggle with the more numerous Gundirrim (later known as "Fire Giants"). Though there were heavy casualties on both sides, the Gundirrim eventually managed to shatter the Bromdignagian capitol, forcing the surviving Bromdignags to seek refuge in the high mountains.

Having witnessed the struggle, the Immortals took pity on the displaced Bromdignags and built them several magnificent castles in the sky, where they would be safe from their Gundirrimian enemies. These castles, suspended in the air by the Immortals' magic, seem to float on the clouds themselves, and from that day forth the Bromdignags became known as Cloud Giants. Many of the Cloud Giants live in the magical castles to this day.

Cloud castles are completely sustained by the Immortals' magic and never need repairs or maintenance of any sort. The magic that bears the castles aloft includes a thick invisible force barrier just below the upper surface of the cloud, allowing it to support the great stone fortresses and enabling the giants (and visitors) to walk

upon the cloud surface as though it were dry land. This barrier is capable of supporting an almost infinite weight, and partially cancels out the planet's gravitational pull on any objects suspended upon it. Clouds that bear castles are still light enough to drift on the winds along with their more mundane neighbors, and often travel from one end of the planet to the other as many as ten times in a single year.

This same barrier keeps the castles and the giants that dwell within safe from the effects of any storms or hazards precipitated by the cloud below. Standing on the barrier and looking down into a cloud while a storm is in progress can be a breathtaking experience.

The magic of cloud castles attracts other clouds, which surround and move along with the castles. Though cloud giants have no direct ability to manipulate the weather, it seems that the castles of giants tending towards Chaotic alignment are usually surrounded by dark storm clouds, while those of giants tending towards Lawful alignment are usually surrounded by thick, billowing white clouds. No one can supply an explanation for this phenomenon, though many speculate that it is inherent in the magic of the Immortals.

The magic that sustains the castles must be renewed by the Immortals every thousand years or so, or the castle begins to decay. At first small holes form in the invisible barrier, an effect which can be quite deadly to anyone walking on its surface. At the same time, the stones of the castle begin to collapse. After about fifty years, the ruined castle sinks slowly deeper and deeper into the cloud as the energy of the barrier becomes depleted. After another hundred years, all that is left of the castle are chunks of stone and splintered timbers. Two hundred years later, the magical barrier gives out and the remains of the castle come crashing to the earth, possibly endangering the creatures below. Gold and similar items tend to stay in one piece during the entire decay process and often fall to the ground with the remains of the castle. This accounts for some of the stories told by

human farmers in which gold and gems are said to drop from the sky. The only circumstance under which the Immortals allow a castle to decay, however, is when all of the inhabiting giants have been killed or have abandoned the structure.

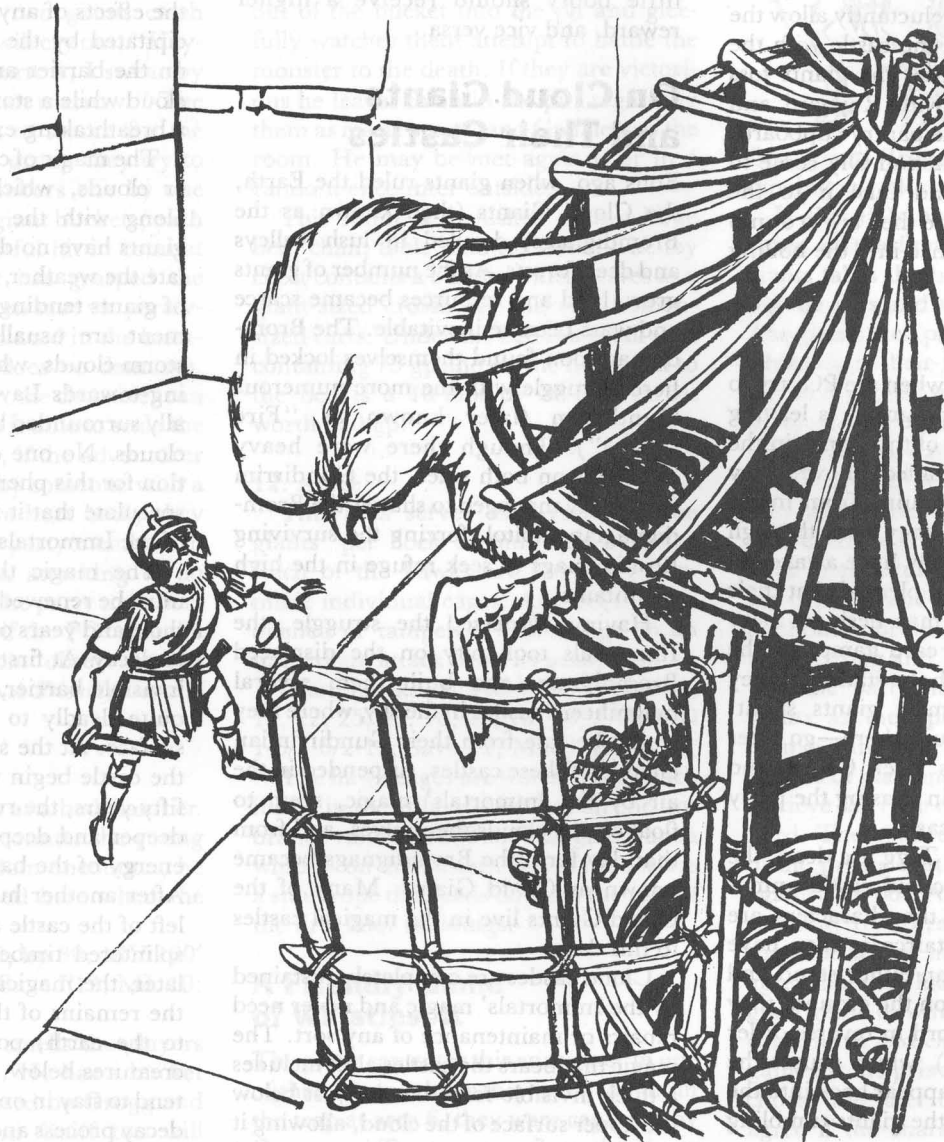
The cloud giants who dwell in the castles are magically supplied with food in the form of perpetually-regenerating herds of livestock, also provided by the Immortals. The giants therefore rarely, if

ever, need to venture down to the earth's surface.

Since the time of the Bromdignags, the cloud castle dwellers have established a primitive sort of nobility among their ranks. Grogg and Togg in the preceding adventure are among the *grinns*, the lowest level in the hierarchy. Consequently, they, along with several other grinns, owe fealty to a *nobbit*, who in turn owes fealty to the *jarl*, the highest ranking

cloud giant in the area. Naturally, the nobbits and jarls have much larger and more elaborate cloud castles.

Visitors to the cloud castles are rare, since it requires powerful magic to reach their heights (the castles usually float about one mile above the ground). Such visitors should beware: the cloud giants subsist entirely on the meat from their magical herds, and consider more exotic or unusual flesh—like that of humans—a delightful delicacy.



Thyralax and the Ruby Amulet

Monster: Ruby Dragon
Party Level: 21 - 25

Background

Thyralax, a ruby dragon, was trapped in an amulet by the treachery of a brown dragon named Mardius. After convincing Thyralax to call a truce to their centuries-old feud, Mardius secretly enlisted the aid of an evil magic-user and promised him a magnificent treasure if he helped destroy his enemy Thyralax. The magic-user trapped the ruby dragon in the amulet, and Mardius rewarded the magic-user by eating him.

Thyralax has been trapped in the amulet for over a year now. He can break the spell only if he undergoes a series of special treatments, but he is powerless to carry them out on himself.

Set-Up

The adventure begins with the discovery of a strange ruby amulet. The PCs may find the amulet in a secret treasure cache, it may be included as part of an unexpected inheritance, or it may be part of a treasure from a previous adventure (such as the encounter with the Fire Giants elsewhere in this book). Exactly how the PCs come into possession of the amulet is left up to the DM.

When the amulet is discovered, this description should be read to the characters.

The amulet is made from a smooth round ruby the size of a wren's egg and is set in a circle of black pearls. It pulsates with a faint, dark glow, as regular as a heartbeat.

A PC who holds the amulet within a foot of his face will hear the sound of a voice in his head. The voice is distant, yet clear, as if resonating from the bottom of a deep well. "Hold me to your heart," says the voice. "Hold me to your heart, or we all may die..."

If a PC holds the amulet over his heart, the amulet grows steadily warmer, though not warm enough to be painful.

When the amulet has been held for 100 heartbeats, all PCs in the immediate area will receive mental messages from the dragon. "Please, I beg you to help me," he says. "I need your help to break the curse that imprisons me so I can prevent the spreading of a great evil." Thyralax explains who he is and how he came to be trapped by his dragon enemy, "a foul creature the color of dead earth." He pleads again for the party's help, adding that a generous reward awaits them if they succeed.

If the PCs agree to help, or if they ask for more information, the dragon tells them that he must be subjected to a series of special treatments to break the spell. "Look into the amulet," he says, "and you will see." If the PCs gaze into the amulet, the glow subsides and a series of images appears. The flickering images resemble animated paintings; the end of one dissolves into the beginning of the next. The images are:

—A bubbling pool of molten lava. Steam and thick smoke rise from its surface.

—A still pool of crystal water lined with yellow pebbles on the bottom. The pool is located in a valley surrounded by low hills.

—A winding muddy river whose shores are lined with high reeds.

—A dark opening in the side of a stone mountain. Just inside the opening is a glistening gray pool.

—A herd of animals resembling bulls grazes in a meadow of tall grass. They exhale gusts of dark clouds.

After the final image fades, the pulsating glow reappears. Thyralax explains that all of these things lie within the borders of his homeland; he must be subjected to each of them in order to be freed from the amulet.

The Adventure

If the PCs agree to help Thyralax, he directs them to a barren wilderness, about 20 miles north of the nearest civilized area. This is the domain of Thyralax and also the home of the evil Mardius. Within this region, Thyralax

can obtain the treatments necessary to free him.

Once he has led them to the outskirts of his domain, Thyralax tells the party that he reluctantly must break contact; the stress of mental contact is too great to maintain. All areas of treatment lie to the north, he tells them, then he wishes them luck as the glow in the ruby gradually fades away.

Thyralax will not voluntarily re-establish mental contact with the party until he regains his natural form. The party, however, may attempt to communicate with Thyralax by holding him in his current form against the heart of one of the PCs for 100 heartbeats. If the DM rolls a 1 on 1d6, they may communicate with Thyralax for 1d6 rounds. An attempt to communicate may be made only once per hour. If the party manages to communicate with Thyralax, the DM is reminded that Thyralax likely has no idea of where he is or what's going on with the party.

Breaking the Spell

The treatments suggested in the amulet images correspond to encounter areas 2 through 6. The treatment procedures are explained in each encounter, although it is up to the party to experiment and discover the specifics themselves. (Even Thyralax isn't sure of the details.)

After each treatment, Thyralax will throb and glow, indicating that the treatment has been successful. Thyralax then physically transforms into another shape. The treatments can occur in any order, but the transformations take place in the following sequence. PCs will have to contend with transporting Thyralax as he becomes increasingly bulky.

1. After the first treatment, the amulet transforms into a perfectly detailed statue of a dragon about a foot long and made of sparkling ruby.

2. After the second treatment, the ruby statue transforms into a red-gold statue of the dragon about the size of a small pony, weighing about 500 pounds.

3. After the third treatment, the red-gold statue transforms into a wagon

sized red-marble dragon statue weighing just over two tons.

4. After the fourth treatment, the marble statue abruptly transforms into the actual dragon. Thyrax will be confused, scared, and disoriented. He attacks the party viciously, calling them "spawn of Mardius." He attacks with his claws and teeth and attempts breath attacks on groups of two or more PCs.

Thyrax (huge ruby dragon): AC - 5; HD 20****; hp 130; MV 150' (50'), flying 360' (120'); #AT 1 bite/5 others; D 4d8 + 8/1d12 + 2 each; Save F36; ML 11; AL L; XP 10,050. Thyrax has fire and melting breath attacks in a cone shape 80 feet long and 30 feet wide. He can use the following spells:

- Level 1: *Detect magic, light, read languages, ventriloquism*
- Level 2: *Detect evil, locate object, knock, invisibility, mirror image*
- Level 3: *Fireball (x3), infravision*
- Level 4: *Polymorph self, wall of fire (x2)*
- Level 5: *Wall of stone, telekinesis*

Thyrax attacks for four rounds. He then suddenly changes back into the form of the red marble statue and has no memory of attacking the PCs.

5. After the fifth treatment, the red marble statue gradually transforms into the dragon's natural form. This transformation takes 10 rounds. When it is complete, Thyrax collapses into unconsciousness from the stress of this final change. It takes a full hour for the dragon to regain consciousness. Nothing the PCs can do will hasten his recovery.

Treatment Encounters

1. Out of the Ashes

Except for sparse patches of brush and tall leafless trees, the landscape here is virtually lifeless. The air is dry and smells of smoke. Gray clouds crawl across the dark sky. A small range of rocky hills is dominated by a high vol-

Lair of Mardius



cano with its slopes covered in mounds of black ashes. Thick smoke spirals from the mouth of the volcano.

The party must travel to the open top of the volcano to get to the lava necessary for the treatment. The volcano is about 300 feet high and is completely covered with a layer of ashes averaging four feet deep. The PCs will have no trouble making their way up the gently sloping side of the volcano, although they will wade through ashes for the entire trip.

Halfway up the slope, the lead PC sees a disturbance in the ashes about 10 feet in front of him. The entire party then hears a bone-chilling rattling sound; any PC within 50 feet of the disturbance must make a saving throw vs. paralysis or flee in terror for 2d4 rounds. The rattling comes from a giant rock rattler, completely buried in the ashes.

Giant rock rattler: AD 5; HD 8**; hp 55; MV 90' (30'); #AT 1 bite; D 1d8 + poison; Save F4; ML 9; AL N; XP 1,750.

The rock rattler was making its way up the side of the volcano when it was attacked by a group of six ash crawlers. The rattler killed one of the ash crawlers; now the rest are keeping their distance, waiting for the rattler to make a move. The rattler is confused. It knows the other ash crawlers are still in the area, but it's not sure where. There has been a stand-off for more than two hours here, and the PCs have walked into the middle of it.

Ash crawlers (5): AC 6; HD 3 + 1; hp 25, 22, 22, 19, 19; MV 60' (20'); #AT 1 bite + special; D 2d4; Save F1 (special); ML 10; AL N; XP 50 each. Each ash crawler locks its jaw when it bites, and is resistant to fire.

The appearance of the PCs has disturbed all of these nervous creatures. Two rounds after the rattle sounds, the five ash crawlers attack the PCs. A round after the ash crawlers attack, the rock rattler also attacks the party. The ash crawlers first attempt to snare random PCs and drag them beneath the ash, then attack by biting and locking their jaws.

The rattler tries to bite and poison any PC it can reach. The rattler and the ash crawlers do not attack each other as long as PCs are in the area. PCs trying to hit any creatures buried beneath the ash do so at -2 to hit. A PC who falls into the ash is attacked by the monsters at +4 to hit, while his own attack ability is at -4.

If the rock rattler loses half its hit points, it attempts to slither away and escape. The ash crawlers fight to the death to defend their territory.

2. The Lava Pool

The summit of the volcano is a deep pool of bubbling lava surrounded by a narrow ledge of rock. The lava pool is about 150 feet in diameter. Waves of heat shimmer in the air as thick black smoke and ashes belch from the pool.

In the center of the pool, a large lizard languishes on an island of rock. Three amphibian creatures with tentacled mouths, large black eyes, and humanoid torsos ending in three fluke-like tails stand near the edge of the pool. They are lobbing stones at the lizard, but the stones continually fall short, plopping harmlessly into the lava.

The amphibian creatures are young kopru. Just to be mean, they are throwing rocks at the lounging lava lizard. Since the kopru are such poor shots, the lava lizard ignores them.

Kopru (3): AC 3; HD 8 + 4; hp 60, 52, 48; MV 30' (10'), swimming 150' (50'); #AT 1 bite/1 tail or *charm*; D 1d4/3d6; Save F9; ML 9; AL C; XP 1,400 each.

Lava lizard: AC 3; HD 4*; hp 28; MV 90' (30'); #AT 1 bite + jaw heat; D 1d6 + 1d6 (Save vs. breath to avoid extra damage); Save F4; ML 12; AL N; XP 125. Save vs. wands or non-magical metal weapons melt upon contact.

When the PCs appear, the kopru stop their game, nudge each other, and point in their direction. The kopru then move toward the party and gesture to them, speaking in a barely understandable gurgle: "Wanna play? C'mon...wanna play?"

When the kopru come within 30 feet of the party, they attempt to use their special *charm* power. Any PC who succumbs to the *charm* will be commanded to "Dive in!" Contact with the molten lava, which has the consistency of heavy paste, inflicts 6d6 points of damage per round.

The kopru attack with their tails and bite at the first sign of hostility from the party. They also continue to attempt to *charm* PCs as outlined above. Whenever possible, the kopru try to push the PCs into the lava. The kopru continue to fight until one of them is killed, at which time the others scramble to escape. If the lava lizard is attacked, it simply slinks away into the lava. Otherwise, it watches the proceedings impassively from its rock island.

To complete this phase of the treatment, Thyralax must be submerged in the lava for six rounds. At the end of six rounds, Thyralax glows and pulsates, indicating that the treatment is successful. Thyralax then physically transforms as outlined in *Breaking the Spell*, above.

Note that the lava is hot enough to burn through rope, but it is not hot enough to melt forged metal. Hooking Thyralax (if in statue form) on the end of a sword would be one effective way the PCs could lower him into the lava. To avoid taking damage, the PCs should not have direct contact with the lava.

If the lava lizard sees the PCs lower Thyralax into the lava, it dives into the lava pool and swims toward Thyralax in an attempt to make off with him. The lava lizard makes no special attempt to attack the PCs, but it will bite them if the opportunity presents itself. If it gets hold of Thyralax, it attempts to submerge with him and swim away. If it takes more than half of its hit points in damage, it gives up and retreats.

3. Valley of the Crystal Pools

If the PCs journey to the top of one of these three hills, read them the following.

From this summit, you can see a shallow, swampy valley about 200 feet or so across. The valley is completely surrounded by low hills. On the east perimeter of the valley are three circular pools of clear water. Two buzzing red insects, each nearly four feet long, wildly chase each other around the pools.

One of these pools is the crystal pool sought by the dragon. The insects are red dragonflies engaged in a frenzied mating ritual.

Red dragonflies (2): AC -2; HD 5; hp 35, 30; MV 60' (20'), flying 240' (80'); #AT 1 bite/1 breath; D 1d6/5; Save F5; ML 9; AL N; XP 175 each.

If the PCs come within 10 feet of the pools, the dragonflies attack, using their breath weapon and bite. If the PCs retreat, the dragonflies resume their mating dance, ignoring the PCs unless molested. In their frenzied state, the dragonflies fight to the death.

Each of the pools is 15 feet across and is filled with clear water to a depth of about 25 feet. Because of a mudslide caused by recent heavy rains, a layer of silt has settled on the bottom of all the pools, making it impossible to tell by sight which one is lined with yellow pebbles.

The northernmost pool is the correct one. If Thyralax is immersed in this pool for six rounds, he glows and pulsates, indicating that the treatment has been successful. He then physically transforms.

Immersion in the other pools has no effect on Thyralax. However, a PC coming in contact with the water in each of the pools experiences different magical effects. Contact with the water in the southernmost pool has the effect of a potion of diminution, causing the PC to shrink to 6 inches in height for 1d6 + 6 turns. Contact with the water in the center pool has the effect of a potion of gaseous form, causing the PC to take the form of a cloud of gas for 1d6 + 6 turns. Contact with the water in the northern-

most pool has the effect of a potion of healing, restoring 1d6 + 1 lost hit points. Each pool may affect a PC only once. The waters lose their magical properties when removed from the pools, hence water samples may not be taken as treasure.

4. Terror

The river is surrounded by low hills. If the PCs reach the top of one of them, read the players the following.

Below, a dark river winds lazily through a vast flatland. The river is not more than 50 feet across at its widest point. Thin brown reeds line its muddy shores.

Three scaly humanoid creatures with heads like alligators poke among the reeds with rusty swords. Just behind them, two large lizards with olive skin and white spikes along their spines pull a crude wooden wagon. The wagon contains heaps of glistening debris and a lifeless red worm nearly 10 feet long.

The scaly men occasionally scoop some fetid material from the river and toss it in the wagon. They then move a little farther along the shore, followed by the giant lizards dragging the wagon.

The scaly creatures are gator men who are scavenging the river for dead fish and other edible material.

Gator men (3): AC 3; HD 7; hp 55, 50, 49; MV 120' (40'), swimming 180' (60'); #AT 1 bite/sword; D 3d6/1d8; Save F7; ML 10; AL C; XP 450 each. Each gator man as +3 to hit and damage with the sword.

Tuatara (2): AC 4; HD 6; hp 45, 45; MV 90' (30'); #AT 2 claws/1 bite; D 1d4/1d4/2d6; Save F4; ML 6; AL N; XP 275 each.

In the wagon is a dead red worm, a delicacy for gator men. The gator men know that there are undoubtedly more red worms swimming beneath the surface of the water, but they also know that red worms are spawned by a fyrsnaca



which more than likely is buried in the river bottom. They are trying to figure out how to harvest more worms without waking the fyrsnaca. There are, in fact, nine more red worms swimming beneath the surface. A 70-foot fyrsnaca is stretched along the bottom of the river. The gator men have already awakened it, and it is ready to strike if disturbed again. The DM is directed to pages 50 and 53 of the *Creature Catalogue* for details of the relationship between the fyrsnaca and the red worms.

Fyrsnaca: AC 5; HD 10*; hp 75; MV 60' (20'); #AT 1 bite or 1 breath; D 1d8 or 2d6; Save F8; ML 12; AL C; XP 1,750.

Red Worms (9): AC 7; HD 2 + 2*; hp 16 each; MV 90' (30'); AT 1 bite; D 1d4 each; MV 90' (30'); #AT 1 bite; D 1d4 + poison; Save F3; ML 9; AL C; XP 35 each.

The gator men spot the PCs almost immediately. Even if the PCs manage to conceal themselves, the gator men can still smell them.

As soon as the gator men become aware of the party's presence, the largest gator man waves and calls out to them in a hissing voice. "Greetings, friends! A fine day for fishing, is it not? Come, the river has plenty for all!"

After greeting the PCs, the gator men resume their scavenging. Although they defend themselves if attacked, they take no hostile actions. They remain within

25' of the PCs at all times, pretending to mind their own business while keeping an eye on them. The gator men hope that if they leave them alone, the PCs will be lulled into disturbing the inhabitants of the river—if the PCs and the fyrsnaca kill each other, the gator men can help themselves to the meat.

If the PCs disturb the surface of the river in any way, one round later the fyrsnaca rises, writhing and roaring. It attacks any PC it can reach by breathing fire and biting. One round later, three red worms surface and attack with their poison bites, followed by three more red worms in each of the following two rounds until all nine have surfaced. The red worms pursue characters onto land, but the fyrsnaca does not leave the water. All of these monsters fight to the death.

At the first sign of the fyrsnaca, the gator men dive into the reeds and hide. They do not fight unless attacked by the PCs. If the PCs defeat the red worms and the fyrsnaca, the gator men attack them with their swords and teeth. If one of the gator men is killed, the others flee, abandoning their wagon and the tuatara.

The tuatara defend themselves if attacked. Otherwise, they stand and watch impassively throughout this entire encounter. The tuatara and the wagon could come in handy for hauling Thyralax in his bulkier forms. If the tuatara are still healthy, they gladly pull the wagon. Obedient creatures such as these are valuable pack animals and sell for 1,500 gp each in any trading city.

If Thyralax is submerged in the river for six rounds, he glows and pulsates, and the treatment is successful. The dragon then transforms once again.

5. The Thing in the Cave

A mountain range of solid stone towers high into the air. The sides of the mountain are sheer and smooth. There is a round opening about 15 feet in diameter near the base of the tallest mountain. A burning metallic odor drifts from the opening.

Isle of the Storm Giant

The opening leads to a dark, damp cavern about 30 feet in diameter and about 20 feet high. A gargantuan gray ooze is clinging to the ceiling. When the cave is entered, the ooze drops.

Gargantuan gray ooze: AC 8; HD 25*; hp 105; MV 20' (6'); #AT 1; D 8d8; Save F1; ML 11; AL N; XP 5,250. Gray ooze dissolves armor.

Thyralax must be enveloped in the gray ooze for six rounds to complete this treatment. The gray ooze also attempts to envelop any PC inside the cave, although it will not leave the cave.

After six rounds in the ooze, Thyralax glows, indicating that the treatment has been successful. In this instance only, Thyralax does not physically transform until an additional 15 minutes have passed. The DM should keep track of how many rounds Thyralax is in contact with the ooze. After eight rounds, Thyralax begins to melt; if he is in his unconscious natural form his scales begin to singe. Thyralax suffers 1d8 points of damage for every round in excess of eight he is in contact with the ooze. The damage is taken if and when Thyralax breaks the spell and regains his natural form.

6. Reckoning in the Meadow

The meadow is bordered by low hills. If the PCs reach the top of one of them, read them the following.

The hills slope gently into a wide meadow filled with tall weeds and grasses. The meadow is bordered to the north and west by high stone mountains.

Four bull-like creatures idly graze in the meadow. They have long pointed horns and are covered with thick iron scales.

These creatures are gorgons. Thyralax must be subjected to their breath vapors to complete this treatment.

Gorgons (4): AC 2; HD 8*; hp 60, 56, 48, 48; MV 120' (40'); #AT 1 gore or breath; D 2d12 or petrification; Save F8; ML 8; AL C; XP 1,200 each.

As soon as the gorgons see the party, they begin to snort and grunt. The largest gorgon lifts his snout straight into the air and emits a series of loud, short bellows. This is a signal to Mardius, who lives in the stone mountains to the north, that intruders are approaching. When he hears this signal, Mardius turns invisible, flies from his lair, and hovers overhead, observing the party to see if they succeed in freeing Thyralax.

When the PCs come within 50 feet of the gorgons, they charge and attack, alternating their breath weapons with goring attempts. Unless the PCs retreat into the hills, the gorgons continue their attacks. Thyralax must be blasted six times by gorgon vapors. To accomplish this, the PCs could stand between Thyralax and a charging gorgon. A successful Dexterity check would allow a PC to dodge a breath attack, causing the cloud to strike the dragon. After receiving the sixth breath blast, Thyralax glows, and transforms once more.

The Final Encounter

Mardius invisibly follows the party from a distance after being alerted to their presence by the gorgons. When the fifth and final physical transformation has taken place, and Thyralax has collapsed into unconsciousness in his natural form, Mardius reappears, hovering 50 feet in the air over the body of his enemy. "And so you have returned," Mardius says to the comatose Thyralax. "Your foolishness is my good fortune. I will now be rid of you once and for all." Mardius hisses a warning to the party, then roars triumphantly and blasts a fireball high into the air. He then descends on Thyralax and begins to pummel him with his wings and tail.

Mardius (huge brown dragon): AC -6; HD22****; hp 152; MV 150' (50'), flying 360' (120'); #AT 1 bite/5 others; D 6d6 + 8/4d4 each; Save F36; ML 11; AL C; XP 18,500. Mardius has fire, melt, gas and disease breath weapons. He knows these spells.

Level 1: *Magic missile (x3), read magic, ventriloquism*

Level 2: *Detect invisible, invisibility, knock, locate object, mirror image*

Level 3: *Fireball (x2), lightning bolt (x2)*

Level 4: *Confusion (x2), wall of fire (x2)*

Level 5: *Cloudkill (x2), feeblemind*

If the PCs interfere with Mardius's methodical destruction of Thyralax, Mardius attacks them. He roars, takes to the air, and attempts a swoop attack. He then does a hover attack, followed by kick, tail, and wing attacks on the ground at any PCs within reach. When possible, Mardius takes to the air again and does additional swoop and hover attacks. When at least three PCs are within range, Mardius uses his breath attacks, first using gas and disease, then fire and melt. Mardius employs these breath attacks intelligently, saving them for the largest groups of PCs.

Mardius avoids using his spells until he has lost half of his hit points. He then uses *confusion*, *cloudkill*, *feeblemind*, and *wall of fire* along with any other spells he can use in defense while continuing with his basic attack strategy as outlined above.

Mardius fights viciously, as he is determined to destroy Thyralax and his allies. His pride will not allow his enemy to slip away again.

Ending the Adventure

Thyralax regains consciousness one hour after his final transformation caused him to collapse. He examines himself carefully, delighted to discover that the spell has been broken, then asks the PCs for the details of the battle. In the unlikely event that the PCs are still battling Mardius when Thyralax wakes up, Thyralax joins them in the fight.

To reward the PCs for their help, Thyralax flies them to Mardius's lair, hidden high in the stone mountains to the north.

The PCs may help themselves to Mardius's treasure hoard, buried beneath a pile of stones in the corner of his cave. Among the items are a large wooden chest containing 18,000 gp, two star sapphires worth 10,000 gp each, 12 blue pearls worth 500 gp each, a bag of turquoise pieces worth 2,500 gp, a *potion of blending*, *potion of climbing*, *staff of dispelling* with 14 charges, a *rod of health*, *ring of safety*, *chime of time*, and a *wheel of fortune*. These items do not comprise the entirety of the brown dragon's treasure—this is just what Thyralax knows about.

Thyralax accompanies the party back out of the wilderness to ensure their safety. The ruby dragon thanks them again, then flies away to the seclusion of his homeland.

On Gemstone Dragons

Crystal, onyx, jade, sapphire, and ruby are among the known species of gemstone dragons, although others are rumored to exist. All are extremely rare, and all are extremely difficult to identify since from a distance they resemble more common dragon types—crystal appears to be white; onyx, black; jade, green; sapphire, blue; and ruby, red.

At distances closer than 120 feet an experienced observer can see the tell-tale sparkle and shimmer caused by the reflection of bits of actual gemstones imbedded in the scales of these dragons. Ten pounds of scales can yield as much as a pound of gems, hence gemstone dragons are much sought by treasure hunters.

Gemstone dragons are quite proud of their sparkling scales and spend part of every day rubbing themselves in beds of soft leaves or pits of fine sand to polish them. After a thorough polishing, their scales glow with a soft light the same color as the gemstone. This glow lasts for several hours; for some older dragons who have engaged in years of compulsive polishing, the glow is permanent.

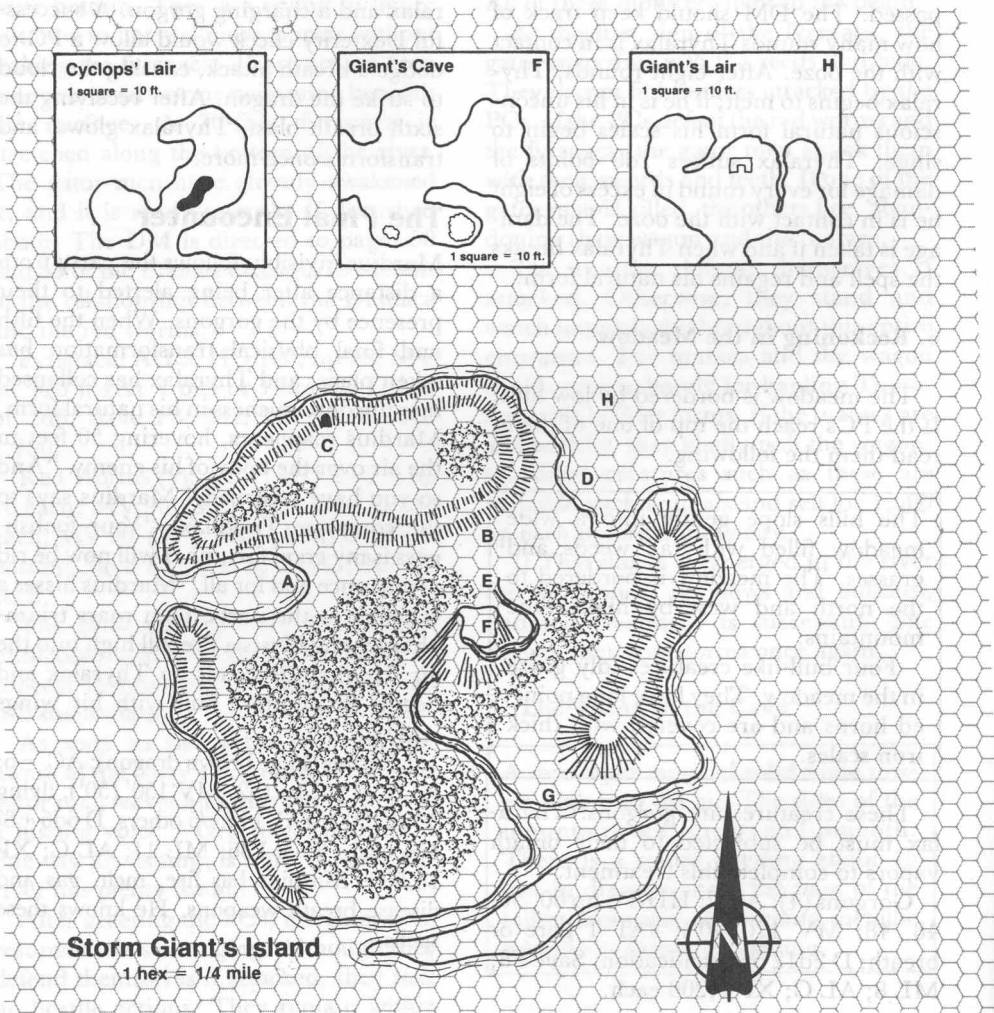
All gemstone dragons have hearts made entirely of living gemstone. If the dragon is killed, the heart turns to stone. However, if a gemstone dragon dies a

natural death and is left undisturbed, his heart will gradually petrify into pure gemstone. The process takes a full thousand years to complete, resulting in a dragon statue made of flawless gem. Legends speak of dragon burial grounds in remote places where the old dying dragons go to die in peace. These sacred grounds are protected by powerful spirits.

On occasion, the teeth, claws, and eyes of these dragons may be made of gemstone. Gem claws and gem teeth make formidable weapons; for instance, a ruby dragon with ruby teeth does an additional 1d8 damage with his bite while ruby claws do an additional 1d12 damage. Gemstone eyes often indicate a

dragon with excessively strong senses and strong ESP talents. Gemstone dragon eyes are also highly prized as components for magical devices.

Gemstone dragons are able to crack and grind gems in their claws. The powdered gems are fed to their infants during the first few weeks of life so the gem bits can be absorbed into their developing scales. Later in life, the dragons occasionally consume powdered gems as a treatment for mild illnesses, especially indigestion. The dragons may also consume gems as food in times of scarce game, although they are reluctant to squander much of their treasure in this way.



Isle of the Storm Giant

Monster: Storm Giant
Party Level: 21 - 25

Background

This adventure is designed for characters ranging from 21st to 25th level. While the degree of danger posed by most of the adversaries in this adventure is not a great threat to characters of these levels, the true challenge lies in deciphering clues which suggest that an otherwise Lawful storm giant may not be acting under his own volition when he sinks merchant ships in the area. The challenge then becomes to free him from the control of an aquatic beholder which has charmed him.

Much of the adventure is set upon a desert island where the giant, two cyclops and a shipwrecked sailor have made a home. Ultimately the party must venture to the giant's undersea lair, where he and his captor await the final confrontation.

Set-Up

The scenario begins in the port of Serendib, which may be placed in the DM's campaign world or set in the eastern region of the D&D® game world's wilderness overseen by the Minrothad guilds. The following introduction may be read to the players.

The port of Serendib has long been a prosperous trading center where exotic goods from around the world are offered for sale and barter. Much of the credit for the city's bustling commerce lies with the effective guidance of its powerful merchants' guild, which possesses trading agreements with sovereigns and business people from many foreign lands.

While an occasional attack by pirates is a risk accepted by ships and sailors, the past weeks have seen a far more menacing threat make itself known with the mysterious disappearance of a half-dozen guildmember ships. While only a few traces of flot-

sam served to mark the apparent graves of the vessels, in the last case a lone sailor survived to tell the tale of how near-hurricane winds arose from nowhere, nearly driving the craft under. Valiantly, the crew fought to save the ship—but then the water beneath them began churning, catching the helpless vessel in a deadly whirlpool and drawing it into the ocean depths. In minutes, the tumult ended, and the sailor, clinging to a barrel, lived to be rescued by a passing merchant ship.

The threat of these ship-sinking whirlpools far outweighs the typical sailors' menaces, and the guild has issued a call for experienced adventurers to undertake a voyage into danger to find and put a stop to whatever is responsible for the trouble. Having investigated the guild's offer, your group has been invited to the fortress-estate of Lady Darkrook, the powerful guildmistress, to discuss the quest.

Lady Darkrook, the beautiful if somewhat ruthless head of the merchants' consortium, is concerned only that the trouble be halted, and that the ships flying the banner of the guild suffer no further mishaps on their voyages. Toward this end, she first of all is willing to offer the group use of her flagship, a small merchant vessel outfitted with a select crew of 10 seamen and two experienced officers. Christened the *Sea Raven*, the ship is a quality vessel of teak and mahogany construction with a single mast and lateen (triangular) sail for propulsion. She has 70 hull points, and her crew a morale of 11.

As further incentive, Lady Darkrook offers a bounty of 5,000 gp per character if the threat of these whirlpools is overcome, and the captain verifies it. If any guild valuables are recovered, the group will receive a bonus of 5% of their total value.

The precise nature and location of whatever is causing the sinkings is not known, of course—but an old naviga-

tor's rutter provided by the guild shows the location of an island near the center of the danger area which may offer clues.

Supplies for a voyage of indeterminate length are aboard the ship, and the group may sail at their leisure. Rumors—almost all of them false—fill the streets; should these be investigated, each character learns one, chosen randomly below.

1. The cause of these sinkings is the mad wizard Gargantua, whose island lair lies in the danger area. (F)
2. The party responsible is Garald the Blue, a notorious pirate. (F)
3. In years past, sailors provisioning on an island in the area have encountered a Lawful giant there. (T)
4. The cause of the sinkings can be traced to a wizard employed by a rival guild in Minrothad. (F)

The Voyage

After a week's sail, the *Sea Raven* penetrates well into the danger area as it nears the island during the late night hours. Unknown to those aboard, however, their approach has been detected by Jord, the storm giant responsible for the sinkings. Taking the opportunity to sink and salvage the goods of yet another vessel, Jord uses his control over the elements against the *Sea Raven*. Quickly the brilliant night sky darkens and the sea becomes choppy. Minutes later, those asleep below decks are rudely awakened by the ship's drastic yaw to port, and upon struggling on deck find themselves surrounded by a liquescent nightmare of swirling green water spiraling down to a yawning blackness at the center of the inverted cone. Gale-force winds shriek through the strained rigging, and only the ship's solid construction and her crew's gallantry stave off certain disaster.

If the party cannot lend magical assistance (through, for instance, a control weather spell), the stalwart crew eventu-

ally manages to right the vessel and sail from the maelstrom, which begins to dissipate along with the wind. By dawn, an hour later, conditions have returned to normal, with no trace of the tempest's cause discernable. The giant, meanwhile, both wearied from summoning the whirlpool and surprised at the ship's survival (especially if magic was displayed), retreats toward the island, a mere speck on the horizon.

After some makeshift repairs, the ship approaches the island from the north during the late afternoon, discovering it is about eight miles across, with a single volcanic peak showing no outward signs of activity.

While making her way toward a shoreline of sea cliffs, the vessel suddenly lurches to a stop, throwing those on board off their feet. From the area of the bow comes a thunderous "Ouch!" as the head and upper torso of a red-haired giant rises 10 feet above the prow. Rubbing a welt on his forehead, Jord demands to know why the adventurers weren't looking where they were going.

The encounter, of course, has been engineered by the giant as a means to speak with the strangers and learn their reason for coming here. Of chief importance to him presently is the continued well-being of the aquatic beholder, and the DM should keep this in mind. Thus, Jord will deny any direct knowledge of the *Sea Raven's* earlier encounter with the whirlpool or the loss of the guild ships, but claims to have sensed strange forces in the sea lately. If asked about the island, Jord does his best to dissuade the party from searching it, maintaining that it is uninhabited, and adding that he senses that the source of the disturbances originates from somewhere to the south. If his advice is taken, the DM may wish to have prepared an encounter or side-adventure which obviously provides no real answer to the mystery. If and when the group returns, they again encounter the "friendly" giant, who repeats the process of claiming ignorance of the sinkings.

If the adventurers are bent on exploring the island, Jord suggests sailing

around its eastern side until they find a suitable anchorage. To maintain the impression of helpfulness, he warns of the reefs in cove D (see map). Jord does not, however, mention the dangers awaiting visitors to area G, the next most likely spot to land.

Having offered his advice, Jord wishes the group well and disappears into the depths, making for an undersea entrance to the volcano's interior, where a trail ascends to the "back door" of his cave.

If Jord is attacked during his interaction with the party, he simply disappears beneath the waves and heads directly for the beholder's lair (area H). Jord waits there for a time in case it becomes necessary to protect his "friend" from the hostile strangers. If no pursuit arrives within the next hour or two, Jord returns, as originally planned, to the volcano's interior through its back entrance. Once Jord has been attacked, he behaves with caution and suspicion in any future interactions with the characters.

Island Key

A. A small harbor provides excellent anchorage to the west of the island between a series of high sea cliffs. Water of crystal clarity reveals a gentle sandy bottom averaging 30 feet in depth, and the ship may be beached for repairs if necessary. To the north, the rocky cliffs extend inland to the other side of the island while jungle can be seen to the north.

If the group heads ashore either here or at some other point, they will have a movement rate of six hexes per hour over sandy terrain, half that through jungle. No specific encounters need be rolled for, although if the group ventures into the jungle, they become aware of the presence of a few wild pigs roaming the area as well as many small monkeys lairing in the trees. The monkeys may occasionally entertain themselves by dropping a coconut on the head of a random character.

Without their knowledge, Jord is keeping a wary eye on the adventurers' progress from his cave. Nestled as it is near the volcano's lip, the giant is afford-

ed an excellent view of the surrounding area and can note both the *Sea Raven's* position and most of the group's movements with the aid of an enchanted spy-glass he possesses. Sensing the party's power, Jord desires to avoid an outright confrontation with the adventurers. Thus, he quietly observes their activities until (he hopes) they leave for good.

B. Here, a small cleft between the cliffs is blocked by a tall boulder around which are many footprints, both giant-and man-sized. A character may easily climb over the barrier to discover a small valley on the other side. It is here that Ned Land, a shipwrecked sailor, and two cyclops reside, raising a flock of sheep and growing grapes for winemaking.

Five years ago, Ned washed ashore, the only survivor of a foundered vessel. Discovered by Jord, a storm giant who dwelled on the island with a pair of cyclops as servants, he was nursed back to health in the giant's cave atop the volcano. After recovering, Jord introduced him to the cyclops, whose sheep and vineyard provided the trio with a modest store of food and drink. In return for saving his life, the giant asked Ned to help them increase the output of food and drink. While Ned was no sheep herder, one thing he did understand well was wine. Soon matters were much improved with an efficient winepress and watering system. Ned's snare traps on the other side of the island added pork to the menu; as the months became years, a closeness grew between the human and the three giants. Now the formerly aloof cyclops—nicknamed Jib and Stay—look to Ned for direction, obediently following his commands. Although Jord has never gone out of his way to help Ned obtain rescue, he has remained a friend, frequently bringing him trinkets from the sea and entertaining him with a ride on the back of his giant roc (see area F).

At this time, Jord hasn't been seen in two months. While he has been known to fly the roc to the cloud castle of an acquaintance for a week or two at a time, he has never been gone for so long without leaving word of his intentions, and

Ned is concerned that something has happened to him. He is certainly unaware of the fact that the giant has been *charmed* by an aquatic beholder, who has kept him near the undersea lair.

Inside the valley, a clear trail of footprints, large and small, are noticed heading to the northwest (area C), while to the northeast the tell-tale bleating of sheep can be heard from a small meadow where a flock grazes peacefully. A single trail of large footprints leads off to the west of the valley, and if the group follows them they shortly come upon an 18-foot tall humanoid attending a vineyard. This is Jib.

Jib (cyclops): AC 5; HD 13; hp 65; MV 90' (30'); #AT 1 club; D 3-30; Save F13; ML 9; AL C; XP 2,500.

While startled and mistrustful over the sudden appearance of strangers, Jib's low intelligence results in his being easily deceived, and this can be used to the adventurers' advantage. For instance, he will believe a claim that the group is "friends" with the sea giant. As long as the party keeps Jib from his vineyard and makes no hostile moves, the cyclops remains cautious, communicating to the best of his ability while keeping his club handy. There is a 5% cumulative chance per round of questioning that he will become confused and point toward area C with the suggestion, "Go talk Ned!" Further questioning after this outburst is fruitless and obviously upsetting to the creature, resulting in a 10% chance each round of his attacking.

C. The larger trail eventually leads to a thatched hut against the northern wall of the valley set in a compound with a large winepress and a stock pen holding a few wild pigs. Snoring can be heard through an open doorway, and anyone looking inside observes a human male about 50 years of age, asleep in a hammock with an empty wineskin lying close by. This is Ned.

Ned Land: AC 8; F3; hp 20; MV 120' (40'); #AT 1 dagger; D 1-4; Save F3; ML 10; AL L; XP 300.

If awakened from his inebriated slumber, Ned is surprised but delighted to see

potential rescuers and should be roleplayed accordingly. While he has no direct knowledge of Jord's recent activities, word that the giant is in the area will come as a shock to him. If questioned in such a way that he believes the group seeks an answer to the mystery without needless violence, he admits that the conditions described to him of mysteriously-appearing whirlpools and storms are consistent with Jord's powers, and advances the theory that some baneful happening must have befallen the giant to provoke such uncharacteristic behavior. Other information he can offer includes the fact that Jord has both an undersea lair to the northeast of the island (area H) as well as a cave atop the volcano, which houses living quarters for him and his pet roc.

At this point, Ned desires rescue and cooperates with the group toward that goal. If threatened with harm, however, he calls for help, and three rounds later Stay arrives from his cave in the cliffs to assist Ned.

Stay (cyclops): AC 5; HD 13; hp 75; MV 90' (30'); #AT 1 club; D 3-30; Save F13; ML 12; AL C; XP 2,500.

Two chambers make up the cyclops' cave. The western one is stocked with a larder of dried meats and wineskins, while the northern one holds a few furs used as sleeping mats. Both here and in Ned's hut can be found some jewelry of sea elf manufacture that has a total value of 3,500 gp.

As a final note, Ned will be saddened if Jib is slain, but understands if the cyclops is killed in self-defense.

D. A series of hidden reefs exists in this small cove, and should the ship attempt to anchor here, there is a 40% chance she will be holed for 4-24 points of hull damage.

E. Here a wide trail leads south into the jungle, and footprints of giant humanoids can be seen leading along both the trail and off toward the ridge to the north (area B). If the path is followed, the fellowship ascends the volcano. If they have yet to discover the valley and its inhabit-

ants to the north, Jord creates a fog bank to cover the upper portions of the volcano, thus screening a clear view of that portion of the island.

After several hours of climbing, the adventurers (and Ned, if he was asked to accompany them) at last emerge onto a ledge before a cavern opening 30 feet high. From within can be heard Jord's baritone rendition of an old sailor's ballad taught him by Ned. If the group calls out, Jord invites them inside, or they may enter of their own accord. If the characters attacked the giant earlier, he will not permit them to enter his cavern, but converses with them on the ledge outside his cavern.

F. Inside the opening are three chambers, the first to the south holding an indentation in the floor designed to catch and store any rain which falls through several ceiling cracks. Of more immediate interest, however, is Jord's roc, secured to the wall of the eastern alcove by a massive chain.

Giant roc (1): AC 0; HD 36; hp 100; MV 60' (20'); #AT 2 claws/1 bite; D 3-18/3-18/8-48; Save F30; ML 10; AL L; XP 6,250.

On seeing the group, the roc stumbles forward in an attempt to capture prey. The great creature has lost many of its feathers and is in a condition of near starvation, as can be deduced from its emaciated appearance. Due to the chain's limited length, the party may safely pass the roc by keeping to the wall of the northern alcove, which holds its riding equipment.

Living quarters are to the east, including a firepit with cauldron next to a table and chair at which the giant sits. Also in the chamber is a 25-foot long bed and a few sea oddities, the most interesting being a bronze statue of a famous Immortal patron of the seas. It is now used—somewhat irreverently—as a handy place to hang a soup ladle of considerable size. If examined later, a compartment is found in the statue's base which holds two *potions of water breathing*.

If Jord has invited his visitors inside,

he still appears friendly, tells his company to make themselves at home, and asks how their quest fares. He asks this same question even if the characters remain outside his cavern. If confronted with any of Ned's revelations regarding the similarity between the conditions observed earlier and his natural abilities, Jord steadfastly maintains his innocence, insisting that some other force is responsible for the incidents. As regards fibbing about the presence of other inhabitants on the island, Jord apologizes, explaining that he feared for the safety of Jib and Stay, who—although rather Chaotic—really pose no danger to anyone and are useful servants. If queried about either his lengthy absence or the present condition of the starving roc, he attributes both to the significant portion of time he has spent out to sea guarding against the strange forces he has sensed in the area lately.

Throughout his conversation with the adventurers, Jord does his best to convince his guests that their answers lie elsewhere, away from this island. But if the point is reached where it is obvious his attempted deceptions are going to be unsuccessful, Jord changes tactics. There is, he states, one possible clue he recently discovered in the wreckage of a sunken ship that may be important. Rising from his chair, he moves to the back of the chamber and rolls away a huge stone blocking passage to the interior of the volcano. If the group will wait for a few minutes, Jord tells them, he will fetch the clue and they can judge its meaning for themselves. With that, he descends toward the flooded interior, avoiding any questions or suggestions that the group accompany him. Once he reaches the water, he disappears beneath the surface and retreats to the sea, there to keep guard near his undersea lair, safe in his own element.

G. A possible landing area lies at the southern edge of the island, fronted by a long sandbar. If the group takes the ship's boat to the beach, a freshwater stream is observed flowing out of the jungle to empty in the sea. If followed, it

leads to an artesian spring at the base of the volcano. A hazard present in this area are six giant crabs buried in the sand.

Giant crabs (6): AC 2; HD 3; hp 24, 20, 20, 15, 15, 10; MV 60' (20'); #AT 2 pincers; D 2-12/2-12; Save F2; ML 7; AL N; XP 39 each.

H. Jord's undersea lair lies in 80 feet of water, and consists of a volcanic "blue hole" leading to three chambers. Its location can be pointed out by Ned, found by a character flying over the area, or by sea search (automatic discovery if the ship enters the proper hex).

A plan to seek out the giant for purposes of further talk and negotiation, while noble, is doomed to failure. Jord is aware of any incursion into the region of the lair, and wastes little time in taking an offensive stand. Assuming the *Sea Raven* sails into the area, the giant quickly envelops the vessel in a nearly impenetrable fog bank. Then, from an unseen position to port, his booming voice reveals a change in demeanor, accusing the adventurers of being intruders, and demanding they immediately depart from "our" lair.

If present, Ned calls out to the giant, assuring him of the group's good intentions, and urges Jord to come forth and speak to them. Regretfully, Jord's response to this or any similar suggestion is an attempt to sink the ship. Without warning, a thick pair of arms emerges from the sea, reaches across the port gunwale for the mast, with the obvious intent of keeling over and capsizing the vessel.

The resulting lurch to port frustrates spellcasting, since most aboard are forced to use at least one hand to hold onto something or fend off sliding debris. Fighters, however, may be allowed to roll attacks. The unexpectedly tough resistance causes the arms to retreat, and, as the ship rights herself, the angry giant taunts the party, daring them to face him in his own element. With that, he submerges into the depths to await any further confrontation in his lair.



Into the Undersea Lair

To enter the lair, the group must find some means of functioning undersea for an extended period of time. The two *potions of water breathing* in the volcano cavern, which Ned knows of, enable a character to operate underwater for four hours. Optionally, a vial may be split between two characters for half of the duration of effect. Those entering the sea with no further magic apart from necessary life-support, though, will find their movements to be severely impaired. All such characters should be treated as if under the effects of a *slow* spell, attacking every other round, and losing dexterity bonuses to armor class.

When the characters enter the "blue hole," they emerge from a short tunnel into the main chamber. Jord is seen there standing before a massive coral chair, holding a 10-foot long trident. He immediately moves to attack.

Jord (storm giant): AC 2; HD 15; HP 100; MV 150' (50'); #AT 1; D 8-48; Save F15; ML 12; AL L; XP 3,250.

Observing this scene from a recess in the wall above and behind the chair is the cause of all the trouble.

Aquatic beholder (1): AC 5; HD 13; HP 65 (body), 12 (small eyes), 20 (main eye); MV 150' (50'); #AT 2 claws/1 bite; D 2-8/2-8/2-20; Save F13; ML 10; AL C; XP 5,150. The beholder's main eye can attack with a blinding flash every

three rounds; victims must save vs. death magic or be *blinded* for 1-10 rounds. The right eye can *charm person*, the left eye can *hold monster*, and both together create an *illusion*.

Unless it ventures from its hiding place, the beholder can only be seen if a character is specifically scanning the lair for hidden creatures (4 in 6 chance its eyes can be seen faintly glowing in the recess). If undisturbed, the beholder aids the giant by creating the *illusion* of a dragon turtle emerging from the western chamber to join the meleé.

Illusionary dragon turtle: AC -2; apparent HD 30 (strikes as 13); #AT 2 claws/1 bite; D 1-8/1-8/10-60; Save N/A; ML N/A; XP 0.

The beholder, a master at creating cunning and realistic illusions, causes its phantasm to react appropriately if struck by weapon or spell. If "slain," the following round it miraculously seems to regenerate all damage, rising to fight once more.

Should the illusion be seen for what it is—or if the hidden enemy is discovered—the beholder itself ventures out to do battle, using its powers to good effect.

Jord can be released from the *charm* by use of a wish, a *dispel magic* cast in the presence of the beholder, or the slaying of his captor. Any of these cause him to fall stunned for 2-12 rounds, and cause the beholder—if alive—to move out and attack.

If Jord survives to be freed from the beholder, the giant groggily makes his way to the surface where he surrenders, explaining that just prior to the start of the trouble he had come to the lair for some quiet meditation to find the beholder had moved in. Its powerful *charm* brought him under its control, seducing him into raiding the sea lanes and returning with booty now stored in the western chamber. The treasure consists of jewelry, coinage and trade tokens valued at 40,000 gp.

Besides returning the property, Jord includes some items from a secret eastern treasure chamber hidden by a boulder. They include a *staff of the element* (water);

a *dagger* +2 with the power of *predicting the weather* once per day; an *ear ring*; and Jord's enchanted *spyglass* which allows the user to clearly observe a scene up to five miles distant. If none of his friends upon the island were unnecessarily slain, Jord presents, as a final reward, a ship's figurehead of a mermaid. The figurehead magically regenerates hull damage at a rate of one point/hour if mounted at the fore of a vessel.

Finally, Ned Land has second thoughts about rescue. After all is said and done, he and the giants are something of a family. If any of the trio remains alive, he chooses to stay behind with them. After all, they "need" him...

On Storm Giants

The rarest of all large humanoids, storm giants usually choose to dwell in remote areas far from Mankind and his concerns. Their lifespans rival even those of the elves, and rarely do they meet their end apart from battling one of their traditional enemies, fire and frost giants.

While they and cloud giants occasionally have their disagreements, the fact that the female storm giant is a true rarity results in quite a few unions between the predominantly male storm giant population and female cloud giants. It is from this type of union that many storm giants gain the knowledge and ability to fashion cloud castles. Other benefits from this mixed parentage can vary from the ability to fly for brief periods to levitation. The most common, though, is the power to draw oxygen from water, creating a thin film of air about the giant which allows it to function undersea without harmful effects. Many of these giants prefer the serenity of the sea in which to build lairs.

Despite their differing alignments, sometimes storm giants with island lairs may have one or two less powerful cyclops as servants, bartering sea treasures in return for food and wine from their herds and vineyards. Sea-oriented storm giants further possess the ability to create fog banks at will, or once a day to form a whirlpool able to sink all but the

most solidly built ships.

Storm giants of pure parentage cannot function undersea or build cloud castles, but are exceptionally strong, with a minimum of two hit points per die for females, three for males. Storm giants are almost as skilled as mountain giants in domesticating large creatures, such as rocs, as servants and guardians. Rare is the storm giant lair without incidental creatures to safeguard the giant's privacy.

For all their reclusive tendencies, storm giants to have a compassion for humans and demihumans in distress; they seldom hesitate to lend an altruistic helping hand before going their own way.

Fangs Alot

Monster: Dragon Ruler
Party Level: 26 and up

Background

This adventure involves Opal the Sun Dragon, Ruler of All Neutral Dragons. Opal is an Immortal, and it would be best to review the material on Dragon Rulers in the *D&D® Masters* rulebook (pg. 28-29) and the *Immortals* rulebook (page 39). Due to the peril of the situation, this adventure is best suited as a test on the road to a PC's own immortality and is presented as such. Except for the second encounter, the adventure is more mental than physical.

The Immortal sponsor of the party member(s) enjoys a good relationship with the Great Dragon, the Ruler of All Dragonkind. To advance his mortal candidate(s) he asks the Great One's aid in providing a worthy test that will challenge the wisdom and intelligence of mortals in the face of great danger.

Amused by the prospect, the Great Dragon summones all the Dragon Rulers to a council and explains the proposed task. Pearl and Diamond snort derisively at the notion, opining that mortals are not worth the bother and time. Opal, Ruler of All Neutral Dragons, accepts with alacrity, although he curls his lips with a malicious sneer.

The following criteria and limits are imposed. Opal must travel to the Prime plane accompanied by his normal retinue of four huge blue dragons, one huge onyx dragon, and one huge jade dragon. After making contact with the mortals, Opal is to provide an interesting challenge, but, at the sponsor's request, should not kill the mortals if they fail. If they succeed, Opal is to willingly give them one of his fangs.

The Great One acknowledges Opal's acceptance, but as the three Rulers leave for their home planes he gazes thoughtfully after Opal. "This situation bears some watching," he thinks to himself. "Should Opal warp the contest to his own designs it could mean a rift between dragons and Immortals." He himself then leaves to seek the Immortal, whom

he finds, and shares his concerns with, but not until after the PCs have left on the quest. As the adventure begins, the Great Dragon and the Immortal watch events and wait in the void surrounding the Draconian Cluster.

Set-Up

Barely alive after the completion of your last quest, you greet the appearance of the Immortal with a mixture of trepidation and disgust. When will this interminable testing end? Apparently not yet, as the glowing figure raises a finger to silence your disgruntled murmurings. He regards you benevolently as he begins to speak.

"That wasn't so bad, now, was it? You have accomplished the task I set for you and are still alive, so what have you to complain about? Through these trials you continue to expand your knowledge and understanding, which is good. I am heartened by your tenacity, but more tasks lie ahead. You must persevere.

"Over the years and through many adventures you have become well acquainted with dragons. But do you really understand them? I pose to you this test to prove your worthiness: to bring back to me the fang of a dragon, a tooth that must freely be given to you. And this fang must come from not just any dragon, but from one of the Dragon Rulers.

"Do not despair. What may now seem to be an insurmountable task is not really that difficult. If you are successful, you will have taken a major step on the long road you have chosen. If you fail I will grieve, but you will have the honor of being slain by a truly worthy beast. Prepare now for deadly peril. Begin your quest by walking into the mountains to the east of this place. Aid on your journey may come from unexpected sources. Keep up your courage and keep your wits about you. Have a nice day."

The Adventure

The Hags on the Road

Opal and his six attendants have entered the Prime Plane in the PC's adventuring area and polymorphed themselves into hags. They have positioned themselves on a lonely, windswept crag that is on the PCs' line of march as given by the Immortal. With their advantages of height and keen dragon vision, they see the approaching adventurers long before the PCs see them.

The barren trail winds onward into the desolate wastes, now climbing steeply upwards. It is getting dark as the sun declines below tall western peaks. Just ahead, where the track tops a lonely crag, a group of people are encamped.

As the distance narrows, you see that this is a group of seven women, hags by the look of their drab, dirty garments and hunched backs. They sit around a huge iron cauldron, stirring it every now and again while cackling among themselves. Occasionally a small, dragon-like beast bursts free of the cauldron, crying raucously as it takes to the air and sails away on the wind.

These "women," of course, are the seven dragons. Opal has created a *gate* in the bottom of the cauldron, opening a portal between the Prime and his home planes. The stirring is an attempt to keep the small dragons (blues, jades, and onyx) from popping through the gate, though not all of them can be kept back. When the PCs are close enough for conversation, Opal-hag speaks.

"Good ev'en to you, young masters," creaks the ugliest crone. "The hour grows late and you look weary. You are welcome to break your journey here and share the supper my sisters and I have prepared."

If the players are reluctant, possibly referring to the dragons they saw coming

from the pot, the crone continues.

“Pay no mind to that! Just a trick of your tired minds and the thin air. Come now, be not afraid. We mean you no harm. We are but poor old hags with neither kith nor kin but ourselves in this world. Please join us and tell us why you journey in such a desolate land.”

The characters should recall the words of the Immortal, that help would be found in unexpected places. This is it. If no one remembers that clue, the DM may wish to have characters make an Intelligence check to jog their memories. The adventurers should tell the hags what they are after and possibly even ask for assistance. Try to lead the interaction in this direction if possible through extemporaneous speeches by the hags.

All the crones cackle and titter at your story, then one of them, with bright yellow eyes and a bluish skin, rises from her crouch and leans forward, her breath hissing through jagged teeth.

“Brave heroes, I perhaps have a way to help you, something that will speed you on your way. ’Tis a riddle with a common answer. Would you favor us with some small item in payment for this aid?”

The hags accept anything in payment, even food.

“Now listen well to my poor rhyme:

“Birds laugh at me, as do the worms,

An imperfect barrier easily breeched.

I hear the whispered secrets of a tryst,

Yet never tell what I have learned.

“I obey the wind if unbound,
Yet though I sway I never stray.

I am a barrier full of holes,
For passage to worlds both far

and near.

“Can you answer my riddle? Come now! It is child’s play!”

The answer, of course, is “gate”. If the players get bogged down trying to solve this riddle, the DM might have them make Intelligence checks to gain such clues as, “It can be flown over or tunneled under,” or “It is fixed in place yet able to move,” etc. This should not prove too difficult a riddle to solve.

After allowing reasonable time to come up with the answer, the hags suddenly stand up. If the players answered correctly the crones bow to them; if the answer was incorrect they laugh and roll their eyes and make gestures that belittle the intelligence of the characters.

In either case, at this point the hags vaporize into small columns of mist or smoke (gaseous form). The pillars flow gracefully upwards a short distance, then plunge into the cauldron and disappear with the sound of distant laughter.

If the PCs look into the cauldron they see it is empty, but no bottom can be seen. Where the bottom should be is a void shot through with occasional bands of color and metallic sparkles.

Through the Gate

Opal’s home is the second plane in what the Immortals call the Draconian Cluster, or simply the Four. The PCs arrive via the gate in the bottom of the cauldron.

Ahead a light grows brighter, and you find yourselves standing on a wide plain. The plain stretches away to the horizons, except to the west. There tremendous mountains rise from the flatness, like rank upon row upon file of dragon teeth. Clearly visible, high up on the flank of one of these mountains, is a cave. Before it sits a magnificent dragon, his scales reflecting the wan light of three distant suns.

This is the dragon that the PCs must face.

Their journey across the plain to the mountain is uneventful, and the subsequent climb is arduous, but not impossible.

About halfway up they are attacked by ten small blue dragons and one huge one. It should be very difficult for the party to maneuver on the mountainside; fighters should have a -4 to hit, and spell casting is impossible. If the characters struggle forward instead of staying pinned, they soon find a shelf upon which they may stand and fight.

The dragons glide down the mountainside as quietly as possible. The DM should check for surprise. Each dragon uses its breath weapon on the initial attack; check the table for all pertinent statistics. Damage is equal to the dragon’s current hit points.

After the first attack the blue dragons flap their wings to regain altitude and hover. Each of the small ones then casts a second level spell (such as web, continual light on a PC’s eyes, etc.). The huge dragon merely hovers, watching.

On the second round the huge dragon casts hold person on any character who has cast a spell, or, if none have, a *fire ball*. After this spell the small dragons immediately attack, one dragon per PC. After the melee they break off and rejoin their brethren.

On the third round a number of small dragons, equal to the number of small ones killed, if any, retreat to Opal’s lair. If none have been killed, all the dragons attack once more with their breath weapons and then rejoin Opal. The party may continue their ascent unmolested.

Opal ordered this attack in order to test the party’s strength and to give the dragons a little fun and practice. He also did it in an attempt to irritate the PCs into making a mistake.

At Opal’s Cave

The climb ends at a wide shelf that leads to the cave entrance. It is very windy on the ledge, though there was no wind on the mountainside during

Fangs Alot

the ascent. Occasional small whirlwinds stir dust and debris upwards.

Directly in front of the opening is Opal, the Ruler of all Neutral Dragons. On his left are two huge blue dragons and an onyx dragon, and on his right are two more huge blue dragons and a jade dragon. The dragons lift their wings at your approach and preen themselves, all the while watching carefully through slitted eyes, waiting expectantly.

The ball is in the players' court. The initial confrontation with Opal is critical. The PCs are in the presence of an Immortal and should be obsequious, acting as if in the presence of greatness (which they are). If they insult him, chastise him for ordering the attack, or boast of the dragons they slew, Opal feels honor-bound to snuff them out without a second thought or tear of regret.

Assuming all goes smoothly initially, the PCs may state the purpose of their mission. If this was related earlier to the hags, the characters probably have no way of knowing that Opal was one of them. Nevertheless, the Dragon Ruler will be pleased if the PCs recognized his magnificence even through the hag-disguise, and do not bore him now with a repetition of their previous explanation.

In any case, Opal gravely considers the request, albeit chuckling inwardly. Finally he speaks.

"Are you then heroes of such strength and daring that you would come forward and pull one of my fangs?" Laying his great head on the rock, he continues, "I tremble at your might and meekly offer you the tooth of your choice." Opal opens his huge maw and waits.

If the PCs accept this offer and attempt to pull a fang, Opal responds with a devastating blast of poison gas which inflicts 216 points of damage. The cloud may also encompass the rest of the PCs, depending on where they are standing.

All may be allowed a saving throw for half damage, but the DM may opt to disallow a save for those directly in front of the dragon's mouth. After he breathes, the other dragons join in with one round of physical attacks.

The PCs may or may not counter-attack, but it would be to their advantage not to. They are in deadly peril of their lives. They may withdraw without further harassment, or may simply ask if Opal has some task they could perform to earn his fang. In the unlikely event that the PCs counter-attack, the gloves are off as the dragons attack with a barrage of breath weapons and spells.

If the PCs do not accept Opal's offer, or do accept but do not counter-attack and ask how they can earn the fang, the quest continues. Opal and his guards laugh at his little joke. Towering imperiously over the PCs, he speaks.

"At least you show some knowledge and understanding of your predicament. There is but one way to gain one of my fangs. In my lair lies a great pile of treasure. You may each enter and take one item from it that you deem to be a mortal's salvation. There is only one item in my trove that is the right one. Upon your return I will judge whether or not you have chosen correctly. If you have, you may have one of my fangs and return to your home. If not, you will willingly surrender your lives. Are we agreed?"

The PCs may withdraw peaceably if they are not confident in their abilities to solve the puzzle Opal has posed. Otherwise they must now enter the lair.

After walking some distance into the mountain, the cave walls providing a nacreous green illumination, they come upon Opal's trove. The pile seems endless, with the expected piles and heaps of coins, gems, and jewelry.

Magic is in evidence everywhere. Weapons of all types are scattered all about, as are suits of armor and shields. A vast library of scrolls and tomes lines

one entire wall, containing volumes concerning history, legends, and philosophical dissertations on the life forms of many planes.

Here are all sorts of religious articles which would be familiar to the characters, and a plethora of magical items lie about as if casually tossed on the pile over the preceding millennia.

So what, in a dragon's opinion, would be a mortal's salvation? Certain things can be ruled out immediately, like wealth, in whatever form, or weapons that briefly increase the wielder's power. In the end these things are of no value to their possessor. Magical items that artificially prolong life are not the answer either, for they merely postpone the inevitable.

Opal and the Immortal sponsor have, in a roundabout way, given the characters the answer: knowledge. Knowledge is the factor that elevates man above other animals. It leads to the discovery and understanding of the Laws of the Multiverse, which in turn leads to the understanding and acceptance of man's place in the natural cycle of life. Any book from Opal's library concerning such knowledge will serve as a correct answer. The DM may make up any titles that would be appropriate.

Once the characters have made their choices they return to the cave opening for Opal's judgement. If they have chosen correctly, Opal, true to his word, rips a fang from his mouth, drops it on the rock, then bids them take it and be gone.

If the party missed the point, Opal heaves a great sigh and explains the response he expected. He signs to his cohorts to prepare for attack. The gem dragons and the huge blues lumber into the air, circle once, then pull up into a hover, ready to blast the party with their breaths. It looks like curtains for the PCs.

At that moment a swish of wings breaks the silence and a commanding voice orders the attack to cease. Another dragon has appeared, a lizard so vast that there can be little doubt it is the Great Dragon himself. With him is a human that gives off a silver glow, the Immortal

that arranged this test in the first place. The Great One speaks.

“Opal, I command you to halt this needless slaughter and release these mortals. They are no match for you alone, let alone the other dragons here. True, they have failed your test, but is it not also true they perhaps have learned from their failure? Have they not perhaps now gained the understanding and knowledge you wished them to have? I judge they have met your test successfully and deserve their reward.”

Opal is upset with the interruption, but obeying the dictates of his liege is paramount. With a wave of his wing he bids his followers to retire, grips a fang with a huge claw and pops it from his maw. The dread thing, dripping blood and ichor, clatters to the rock.

As the PCs recover the treasure and prepare to leave, they might notice the exchange of glances between Opal and the Immortal human, a silent communication expressing hatred and revenge. The Immortal has gained a great enemy through his interference in the affairs of dragons. If any of the PCs ever gain Immortality, they will inherit Opal's vengeance. But that's another story...

On Dragon Parts

Now that the adventurers have the fang from a real live Dragon Ruler, what on earth do they do with it? For that matter, what about other dragon parts like scales, eyes, blood, etc? Can they be made into useful magical items? With what effects? How can all this best be handled in a campaign?

On the assumption that dragon components can indeed be fabricated into magical items, or at least imbue them with some kind of power, first let's consider the strength of that power. Normal dragons, that is, the kind normal adventurers run into, come in small, large, and huge sizes.

Based on the notion that bigger is better, something from a huge dragon

would pack more magical punch than the same from a huge or small dragon. The easiest method would be to say that parts of a small dragon endow an item with a +1 magical factor, a large one bestows +2, and a huge one +3. Going further up the scale, Dragon Ruler parts would be +4 and those of the Great Dragon +5.

Alternately, this could be keyed to the hit dice the creature had. This better relates the sizes of dragons of different colors, i.e., a small blue and a large white both have 9 hit dice and could be considered equal. The following table sets it all out, taking into account size, bonuses, and spell ability.

Type	Size	Magical Plus
White; Crystal	Small	1
	Large	1
	Huge	2
Black; Onyx	Small	1
	Large	1
	Huge	2
Green; Jade*	Small	1
	Large	2
	Huge	2
Blue; Sapphire	Small	1
	Large	2
	Huge	3
Red; Ruby	Small	1
	Large	2
	Huge	3
Gold; Brown	Small	1
	Large	2
	Huge	3
Pearl		4
Opal		4
Diamond		4
The Great One		5

* The DM may allow parts of a huge, spell-using green or jade dragon a +3.

Now that the relative strength of the magical bonus is determined, let's consider how the power is manifested. The first thing is the breath weapon of the deceased. This could manifest itself in an attack form of a similar nature or a defense against that kind of effect. Visual acuity and the ability of flight could like-

wise be conferred on the item. If the dragon was capable of using spells, spell storage up to the value of the plus would be reasonable.

Which parts do what? Scales or hide provides protection equal to the plus against that kind of dragon breath. From the above table, the scales or hide of a large red dragon provide a +2 to the saving throw against a red dragon's breath weapon, if fabricated into a shield or armor.

Teeth or claws can be used to make weapons with the appropriate plus. It would have to be melded into the business end of the weapon, a tricky thing that the normal village smith cannot do. A magic user would have to be found to do such a thing—for an exorbitant fee, of course.

Wings give the ability of flight, at 1/3 the rate of the dearly departed, for a duration of 1d4 rounds plus the magical bonus. Thus the wing from a small white dragon allows flight for 2 - 5 rounds. The character should never know the exact duration.

Eyes give the ability of sight. The DM might wish to allow an ESP ability instead. Blood or brains can be used to make potions that provide appropriate breath protection or spell ability.

This all sounds like a good deal for the PCs, but, as with most things, there is a down side. There is a base 50% chance that any dragon encountered will realize a PC has magical equipment based on dragon enchantment. This increases to 80% if the powers are used within the dragon's perception. While nothing may happen immediately, the PC will be remembered and the word spread to other dragons. The rest is left to the DM's imagination.

Dragon Statistics for Encounters

	Opal	Huge Blues	Huge Onyx	Huge Jade	Blues
Number	1	4	1	1	10
Armor Class	-9	-4	-2	-3	0
Hit Dice	27	18	14	16	9
Hit Points	216	144	112	128	50
Move	180'(60')	150'(50')	150'(50')	15 0' (50')	90'(30')
Flying	420'(120')	320'(120')	320'(120')	3 20' (120')	240'(80')
Attacks	Up to 9	Up to 6	Up to 6	Up to 6	2 claws/1 bite
Damage	see below	see below	see below	see below	see below
Breath	As any neutral dragon	200'x5' line	120'x5' line	50'x50'x30' cloud	100'x5' line
Save As	F 36	F 36	F 36	F 36	F 9
Morale	10	10	10	10	9
Alignment	Neutral	Neutral	Neutral	Neutral	Neutral
XP Value	32,000	8,900	7,050	8,950	2,300
Spells					
First	7	5	5	5	4
Second	6	5	4	5	4
Third	5	5	3	4	
Fourth	4	4		3	
Fifth	3				
Sixth	2				
Seventh	1				
Attack Damage					
Bite/Crush	6d8 + 4	3d10 + 8	2d10 + 8	3d8 + 8	3d10
All Others	2d8 + 2	1d10 + 3	1d8 + 3	1d10 + 2	1d6 + 1

The Pestiferous Castle of Bodor Sordstone

Monster: Mountain Giant
Party Level: 25 - 30

This adventure is designed for four to six characters of 25th through 30th level, using *D&D® Master* set rules. The DM should read through the adventure carefully before playing.

Background

An outcast mountain dwarf, Ratri Backaxe, seeks to become an Immortal of the Sphere of Entropy. One of the conditions of his elevation is to cause a major war between those who were not previously enemies. The dwarves of Ironroot mountain are not friends with the moun-

tain giant clan that lives on the peak, but they have never been enemies either. Ratri intends to change that.

Ratri comes to the Ironroot dwarves bearing his clan's (stolen) Forge of Power and claiming that mountain giants have killed all of his people. The Ironroot dwarves give him sanctuary among them.

Soon many of the Ironroot dwarf clan's most valued treasures begin to disappear. Ratri blames the mountain giants, and asks to lead a party of dwarves into the giant's lair and search for them. The dwarf chief, overwhelmed by Ratri's charisma, agrees.

The Ironroot giants live on the mountain high above the dwarvish caverns. Bodor Sordstone, the rather absent-

minded head of the Ironroot giant clan, has recently noticed that many of his favorite valuables, such as his bearskin slippers, have disappeared. Bodor can tolerate many things, but not the loss of his favorite slippers. He intends to recover everything that was stolen from him, and eliminate whatever pests have been making things disappear.

Set-Up

Bodor Sordstone was once a mercenary in the service of several lawful nations, and during those days he made many friends, some of whom still live. He wants to locate the best people he can get to help him with his problem (i.e., Mas-

ter's level characters), so Bodor leaves the castle to look up his old friends from his mercenary days. Through these contacts, Bodor meets the player characters, whom he asks to find and remove the pests who are stealing treasures from his home. He will even let the characters take one item apiece from the castle, as long as they can lift and carry it (the wife always said the castle was cluttered), and Bodor will offer his aid if the party needs it at some time in the future. All depends on the return of the slippers: it's the little things, not gold, after all, that make life bearable.

Bodor and his family will be visiting relatives while the "exterminators" are busy. The giant absentmindedly forgets to detail the inhabitants of his castle, but does ask the party not to bother "the pets" while the giants are gone except to give them a bit of food and something to drink—"and please don't make a mess!" The giants will return in a week or two.

Humor

This adventure is a change of pace from many D&D® game adventures. It can be played for laughs, or played as a serious adventure. The DM is responsible for the choice of tone. If the DM wishes to play up the humorous aspects of the scenario, a few gags could be thrown in. Bodor might say such things as, "Fe Fi Fo Fum, I smell the blood of...oops, I forgot, you're on our side," or Morus the Cat might tell the party that he'll spare them if they have a certain brand of iron rations. Humor is a personal thing, and it has been left to the DM to decide whether the players would enjoy these jokes or not.

The Adventure

The Mountain Giant Island

The giant's lair is in the center of an extinct volcano on an island in a crater lake. The mountain is 7,000 feet in elevation, and not an easy climb. If the characters should first visit the dwarves that live under the mountain, they might learn a lot about what is really going on, but these days the dwarves are even less sociable to non-dwarves than usual.

The castle has no bridge, and the characters will have to cross using whatever other means are available. If they cross via the water, they will encounter an ogopogo, a giant lake serpent.

Lake Serpent: AC 2; MV swimming 240'; HD 12; hp 80; #AT 1 bite and constriction; D 1-12; Save F6; ML 9; AL C; XP 2,700. The serpent can constrict up to three targets for 1-8 points of damage per round each. Constricted targets may not cast spells and attack at -4 to hit. The serpent is 25% resistant to magic.

The island is protected from the serpent by a long, well-worn wall. There is a vegetable garden, which is infested by a family of giant rabbits. The rabbits prefer to eat vegetables, but will defend themselves if cornered.

Giant rabbits (5): AC 6; MV hop 180'(60'); HD 6; hp 36; #AT 1 bite; D 1-6; Save F2; ML 4 (12 if cornered); AL N; XP 275 each.

The castle has a central stone (granite) building and four towers. It has been well-kept (at least compared to the wall), and the central building has a slanted roof on which four giant-sized ballistae are mounted at an upward angle. This is used to defend against aerial creatures, such as dragons. The castle was built and designed by human mages long ago, but has been adapted to serve the needs of the giants.

The main gate is elevated above slanting, slightly spiral stairs, designed to aid siege defenders. The gate is dwarven-made, of magically-forged steel with a magical lock. No mortal force can break this gate, although certain divinely-made artifacts might. Bodor has left the door locked and forgotten to give the characters a key. This lock cannot be picked (automatic failure and 5d10 electrical shock damage if this is attempted). A successful dispel magic against the 30th level of magic-use will allow the lock to be opened safely.

Castle Ironroot

Everything in the giant's lair is *big*. Everyday items like forks, knives, etc., are three times larger than human-sized items and twenty-five times heavier. This makes door

opening a real chore. It also means that items tend to be many times more valuable than human-sized items.

All ceilings in the lair are 30 feet high, except for the Great hall, which is 75 feet high. All rooms, except for the Night-walker's prison, are lit by magical lamps that never burn out.

Ground Floor

1. Guard Room

The castle opens into a large guard-room. In this room are two mountain-giant-sized suits of non-magical plate mail on armor stands; the gauntlets of each suit grasp a 25-foot-long halberd. The suits are merely decorative.

The room is blocked by a locked portcullis, which requires a combined strength of 72 to lift, and also reflects all magic that is cast at it. In the ceiling are several "murder holes." Boiling hot water or oil is poured down these holes onto those who try to invade the castle. No hot liquid will come down on the characters at this time.

2. Great Hall

The Great Hall is where Bodor greets his guests. It is huge, two floors tall, and well-lit. Many elaborate tapestries line the walls, obviously made by humans (giants do not have such skill), which depict comic scenes from giantish legends. Banners with the coat of arms of related giant clans hang from the ceiling. There is a magical fire that does not give off smoke in the fire pit in the center of the room; it is not warm enough to heat the entire room adequately and the air is chilly. There is a large carpeted area on which the giants eat (they do not have tables), and two thrones on which the lord and lady of the castle are usually seated. Also, there is a giant bird cage, which houses the Sordstones' pet bird, a huge yellow canary-roc called Twitty Pie. The door has carelessly been left open, and Twitty attacks anything on sight, thinking that it is a cat. Twitty is near-sighted as well as stupid.

Twitty Pie: AC 4; MV flying 360 (120'), hop 60' (20'); HD 12; hp 70; #AT 2 claws, 1 bite; D 1-10/1-10/3-18; ML 9; AL N; XP 1,900.

If any harm comes to Twitty the Sordstones will be very angry, so Twitty should be subdued, not killed.

If the party does a thorough search of the room, they will find a dwarven brooch behind a tapestry. The brooch is worth 20,000 gp and belongs to the wife of the dwarf chieftain. If the party returns it to the dwarves under favorable circumstances (i.e., Ratri isn't around to accuse them of stealing it), the party will be offered a 5,000 gp reward. This brooch has been planted by Ratri to incriminate the Sordstones.

3. Pantry

This room is a large storage room full of pots and pans and other cooking equipment; the cooks usually sleep here, but have moved away for a few weeks for their own vacation. They have been plagued, however, by a large, one-foot-tall, super-strong flying mouse named Watamouse, who loves to eat their cheese and beat up anyone who tries to stop him. Watamouse always sings in a horrible voice as he attacks, and has a Strength and Dexterity of 20 for purposes of wrestling. Watamouse only steals cheese and knows nothing about other thefts.

Watamouse: AC -6; MV 960' (230') flying, 270' (90') on foot; HD 35; hp 280; #AT 3 punches; D 1-12/1-12/1-12, +12 each blow for Strength bonus; ML 11; AL N; XP 17,000. Watamouse is 75% magic resistant. His song acts as a *symbol of stunning* in a 20-foot radius, usable once per five rounds.

A large well from which the giants get their water is in the corner of the room. The well contains a secret passage that leads into the mines of the mountain dwarves, through which Ratri has been leading his band of dwarven marauders (see area 18). In the cupboard are four huge platinum platters worth 10,000 gp each, and a silver tea service worth 5,000 gp.

4. Kitchen

This is where the actual food preparation takes place. There is a stove, and a magical oven; its walls are blackened by generations of soot. There are several cupboards which hold foodstuffs. This room is otherwise empty.

5. Guest Chamber

This room serves as a chamber for important guests, while unimportant ones sleep in the Great Hall. In the room are a giant bed, drawers, and a bath. A dwarven necklace, symbolic of leadership in the Ironroot dwarf clan, has been left under the bed by Ratri. The dwarves will pay full value for its return; it is worth 20,000 gp.

6. Wardrobe

This room is a closet, filled with clothes belonging to the Sordstones (mostly Mrs. Sordstone). There is an ermine stole worth 30,000 gp here if resold, but it is otherwise unremarkable.

8. Chapel

In this chamber, the Sordstones pray to the deities worshipped by the mountain giants, primarily the giant-god Zalaj, and offer sacrifices which consist of minerals and other valuable goods. The chapel is dedicated to the virtues of the mountain giants, such as their great height and natural superiority over all other creatures. The chapel has recently

been vandalized by Ratri, but the giants have not yet noticed this.

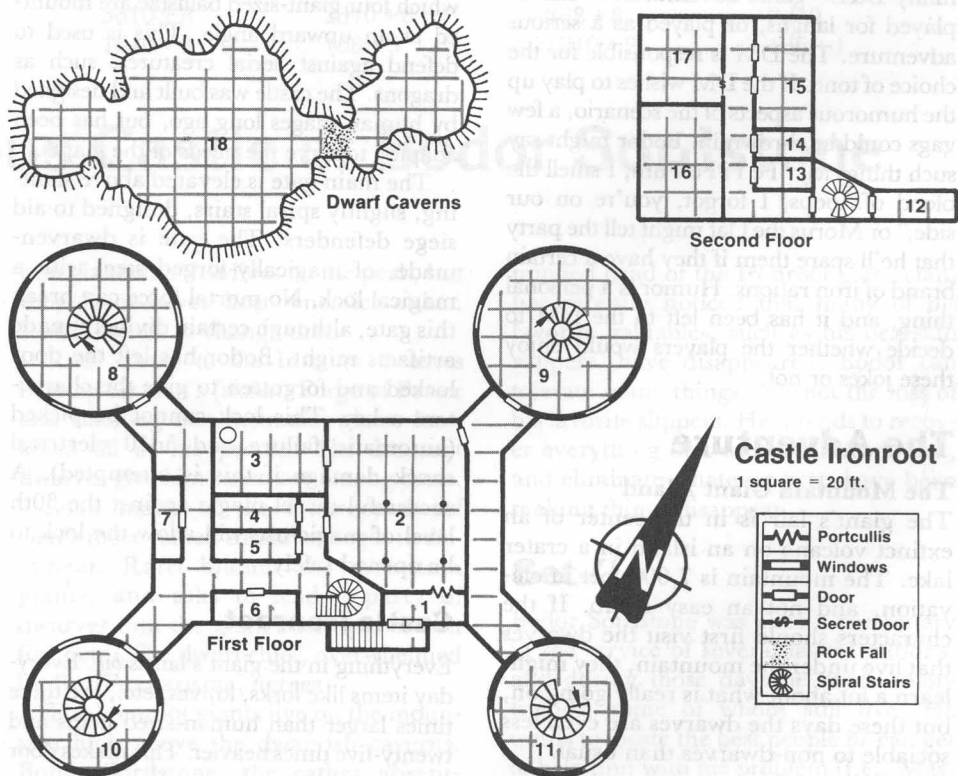
Towers of Castle Ironroot

The towers of Castle Ironroot are several hundred feet tall, connected to the main castle by a spiral staircase. They have only one floor each, the top one, although a few hidden corridors in the walls lead to the outside of the tower where arrow slits are mounted to serve in the castle's defense. These are never used.

8. Tower Gaol

This gaol, or prison, holds a creature that terrorized the castle a century ago. Bodor's father sealed the creature, a Nightwalker, into the room, and an arch-mage made certain it could not escape. Bodor does not know what is in this tower, as his father never told him. A dispel magic against 35th level magic is required to open these doors. There are no warnings posted about the Nightwalker.

Nightwalker: AC -6; MV 150' (50'); HD 26; hp 160; #AT 2; D 3-30/3-30; Save F25; ML 10; AL C; XP 20,000. The Nightwalker knows these spells: *charm per-*



son, invisibility, haste, confusion, cloudkill (at 21st level of magic use), darkness, hold person, cause disease, dispel magic, finger of death (as 21st level cleric). The creature has a 50% base chance to crush shield or armor, and can spoil food within a 120' radius. Its touch is poisonous (save at -2). It can gaze at one opponent within 60 feet once per round; if the victim fails a save vs Spells, he becomes cursed with a -4 penalty on all hits and saves until the curse is removed. The nightwalker can only be hit by +3 or better weapons, and is immune to wands, poison, illusions, turn to stone, charm, hold, cold, and spells below 6th level. The creature wears a diamond pendant worth 50,000 gp.

When first encountered, this nightwalker is invisible. It immediately attacks anyone who enters its cell. If seriously threatened, it leaves the room. Once outside it can turn ethereal and depart, free at last after a century of confinement in the room, which is sealed against entry into the ethereal plane. If released, it will seek revenge against the family that imprisoned it, but that's another story.

9. Master's Chamber

This is the master bedroom. It has been stripped of many possessions by Ratri, who, besides the bearskin slippers, has taken a large rug, a wooden statue, and a sword of honor given to Bodor by a king whom he once protected. Curled up on top of the bed is a giant orange cat named Morus. Morus has not been fed lately and is starving. He will gladly eat anything that comes along, including player characters, although he is usually quite finicky.

Morus the Cat: AC 4; Move 180' (60'); HD 12; hp 55; #AT 4 claws and 1 bite; D 1-8/1-8/1-8/1-8/2-12; Save F11; ML 7; AL N; XP 1,100. Morus is immune to all charm spells.

Sewn underneath the mattress is a parchment that entitles the bearer to land in a nearby kingdom. Bodor has ignored this claim. If the document is presented to the kingdom, the government might wish to repurchase the land it represents, and will offer the title holder up to 150,000 gp for the claim.

10. Mistresses' Chamber

This room is the sleeping chamber of Wolmu Sordstone, the mistress of the castle. There are few valuables left in this room; all of the jewelry has been stolen, except for a set of ruby earrings set in gold that are hidden under a pillow. They are worth 5,000 gp.

11. Son's Chamber

This is the sleeping chamber of the Sordstone's son, Bombon. It is very messy, with clothing and garbage strewn across the room. The bed is unmade, and it stinks of uneaten food.

There is a large chest underneath the bed which contains a magical harp. The harp is intelligent; an animated female on its side claims that evil giants kidnapped it. If told that the giants are good, the harp claims that it was stolen a long time ago, and maybe things have changed.

The harp is in fact highly Chaotic in nature. It can play a song that can charm, or sleep all in a 60-foot radius (save vs Spells at -2 to avoid the effect). Once per day, it can play a song of discord, with the same effects as a symbol of discord. It will ask to be taken to its "rightful" owner, a Lawful king. Along the way, it will cause trouble.

Aside from the harp, there is nothing of value in this chamber.

Second Floor

12. Defense Chamber

This chamber overlooks the guardroom (area 1), and is accessible by a narrow corridor filled with water. A ladder leads up to the roof of the castle.

13. Servant's Chamber

This sparsely decorated room is a servant's chamber, with bed and wardrobe for a married couple who are currently away from Castle Ironroot. This room is not unoccupied: a dwarf, dressed in a giant rat's pelt, is hiding under the bed when the party enters.

Grazin (dwarf): AC 2; MV 120' (40'); D7; hp 58; #AT 1; D 1-8 + 4 (both magic and Strength bonus); Save D7; ML 10; AL L; XP 850. He has a battle axe +2.

Grazin is looking for the lost dwarvish artifacts without Ratri's knowledge. He

carries a 10,000 gp gold axe which was found in a wardrobe. He does not know about Ratri's scheme and believes the mountain giants are guilty. If he is caught here, he attacks. If Grazin is killed, there will be dire consequences (see *Aftermath*, below).

14. Servant's chamber

This is another servant's quarters. It contains nothing of value.

15. Wolmu's Hall

This chamber is a place where Wolmu can entertain her female friends without disturbing her husband. It is decorated in soft colors, with ribbons on the roof woven into cloud-like patterns favored by mountain giant females. There is nothing of interest here.

16. Ancestor's Memorial

This room is a shrine where mountain giants commemorate their ancestors, an act that is very important to them. Bronze tablets depict the family for six generations (six hundred years), with an accounting of their deeds inscribed in Giantish. The tablets have no mundane value.

17. Treasury

This room is the Sordstone's treasury. It contains a lot of valueless mementos of the past, such as a favorite club or two, and a single chest filled with 10,000 gp and five gems worth 10,000 each. There is also a huge black box which, if opened, teleports Bodor into the treasure room.

Bodor (mountain giant): AC 0; MV 150' (50'); HD 20; hp 155; #AT 1; D 5-50; Save F20; ML 10; AL L; XP 4,175. Bodor can throw boulders for 4d6 points of damage.

Bodor forgot about this trap in his treasure room, and will be annoyed that the party set it off. He asks the group how the extermination is going. If the party mentions that they killed his pets, Bodor flies into a rage and demands that they be replaced immediately. If the party is unable or unwilling to do this, Bodor attacks them. Otherwise, he tells them to stop goofing off, close the box, and departs to continue his interrupted vacation. The box works once per day.

18. Ratri's Lair

Ratri and his dwarves, disguised in rat pelts, have been searching the castle. They are currently resting in an old mine cavern.

Ratri has used the Ironroot clan's rock-ship to ravel between the mountain giant castle and the dwarf's lair. He has taken nine 7th-level dwarven fighters with him to serve as his bodyguard. Use Grazin's statistics for all of the dwarves.

If the characters find Ratri and his group, Ratri orders his followers to kill the party, and Ratri then takes off in the rock-ship. If forced to fight, he summons a huge non-spell-casting red dragon from a special amulet which he wears, and tries to escape. The dragon has maximum hit points, and can be summoned once per month.

Ratri: AC -8; D12; hp 99; MV 120' (40'); #AT 3 (uses rank M for attacks); D 1-8+8; Save D12; ML 9; AL C; XP 9,100. Ratri wields a *battle axe* +5 which also *slows* Lawful creatures. He has a *ring of quickness*, *ring of spell turning*, *dwarven plate armor* +4 (absorbs 2 hp/strike), and a *potion of etherealness*.

In a nearby cavern, hidden by a rock-fall, are the stolen giant items, including the bearskin slippers.

Aftermath

If Ratri and the dwarves are captured, Bodor and his family return and straighten things out. Ratri is exposed to the dwarves for the rogue that he is.

If any of the dwarves are killed, the dwarves blame the death(s) on the mountain giants. Unless the giants sacrifice their son to the dwarves' vengeance, the dwarves contact other dwarf clans and embark on a war of revenge against all mountain giants.

This war can be avoided in two ways. If the slain dwarves are all resurrected, the dwarves forgive (but do not forget) their deaths. If the PCs investigate Ratri and offer evidence of his outcast status and his alliance with Entropy, then the dwarves will realize the truth and back down. Otherwise Ratri succeeds in his goal of instigating a war.

The mountain giants keep their word regarding payment, as long as their property is undamaged.

On Mountain Giant Lore

From the Dwarvish Legends

...And after a time when Grinax, the oldest and wisest of the mountain dwarves, had spent several centuries in the steep granite mountains, happily crafting things of shining beauty, there came a new creature, Zol, later known as father of the mountain giants. Zol looked on the many worked-steel wonders of Grinax and was envious, and he said that he would take Grinax's works and crush him under his foot. But Grinax, without time to put on his armor or grab a slay-steel, tricked the stupid creature. He told Zol that greater wonders were on the peak of the mountain. So Zol left Grinax in peace and climbed to the summit, and was content. The mountain giants and dwarves have shared the mountain ever since, both nurtured by stone into being the greatest of their kinds.

From the Mountain Giant Myths

Great Zalaj, mightiest and wisest of giants, built his castle on the top of stone, unlike his foolish brothers. Then there came a time when Zalaj heard strange noises in the night. This puzzled him, and after several nights he thought to look down at the lesser things, and he saw a little creature with a long beard, a dwarf, who called itself Jiniag. Jiniag wanted to build holes in Zalaj's keep, to look for shining stones. Zalaj liked shining stones, so he took pity on the little thing, and he placed it at the bottom of the mountain. "Dig downward," he said, "and you shall find your shining stones, more than you have ever dreamt of." And so it was that Zalaj got himself a neighbor, and the

mountain dwarves, helped occasionally by the mountain giants, became great among the little creatures. If you dwell near them, however, it is best to keep a watch on your cellars.

The mountain dwarves and mountain giants have lived among or near each other for centuries. Neither race is very friendly with the other, but they aren't enemies, and there has never been a war between them. As their elders say, both peoples dwell on top of "the great forge of the mountain", and should respect each other. So it has been since they first met, long ago.

Mountain giants live in very small family groups on the tops of mountains, and keep to themselves. They rarely travel, except to find other mountain giant clans with whom they mate. Mountain giant males tend to be very confined in their youth, although they crave an outlet for their youthful aggressions. Since it would be destructive if such potential for violence were unleashed against giantkind, young male mountain giants are often forced to leave the mountain peaks and alleviate their tensions in the world of small creatures. This is why mountain giants sometimes work as mercenaries among humanoid folk.

Mountain giants do not practice magic and their cultural artifacts tend to be very simple. They are not skilled artists, or craftsmen, or toolmakers—at best, their work in these areas is marginally adequate. They are fond of pets, typically giant versions of domestic animals, and are skilled trainers of giant-sized animals.

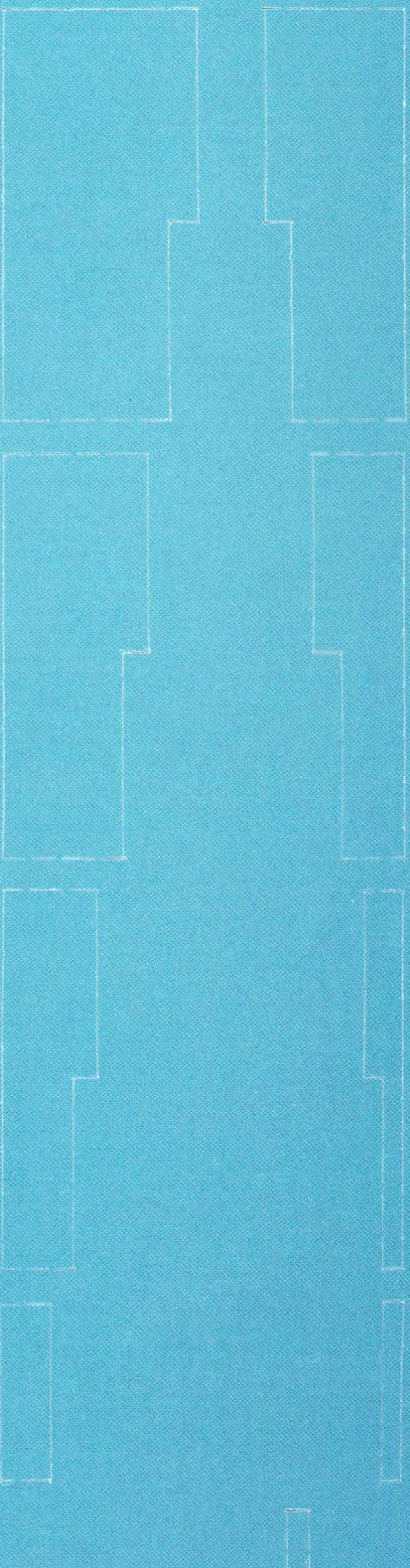
Mountain giants view the "little races" as inferior to themselves, although they say that they find the small size of lesser humanoids "cute." Mountain giants are aggressive, but, although they do not hesitate to defend themselves, they do not make war: little creatures do that, not the giant folk. A few mountain giants are known to disregard these non-violent beliefs; these renegades raze villages to take what they want, but they are not good examples of typical mountain giant behavior.

DRAGON RULERS

Pearl Roll
Opal 1d20+
Diamond 2d12-2

Great Roll
One 1d20+
2d12-2

Spell Level I Spell Level II Spell Level III Spell Level IV Spell Level V Spell Level VI Spell Level VII % Score



Dragon Rules	Pearl* Moon	Opal* Dragon	Diamond* Sun	The Great One* Star Dragon	Ruler of All
Armor Class: 24*****	-8	-4	-10	-12	
Hit Dice: 180 (60)	180 (60)	180 (60)	30*****	40*****	
Move: 180 (60)	420 (140)	420 (140)	420 (60)	240 (80)	
Riding: 420 (140)	Up to 9	Up to 9	420 (140)	480 (160)	
Attack: Up to 9	Up to 9	Up to 9	Up to 9	Up to 10	
Breath Size: Cha. dragons	Neu. dragons	Law. dragons	Actv. dragon		
(see chart)	(see chart)	(see chart)	(see chart)		
Damage: 1 (unique)	1 (unique)	1 (unique)	1 (unique)		
# Appearing: Higher: 36	Higher: 36	Higher: 36	Higher: 36		
Save As: 10	10	10	10		
Morale: H*4, J*3, N, O	H*4, J*3, N, O	H*4, J*3, N, O	H*3, J*3, N, O	H*3, J*4, N*2, O*2, + Special	
Treasure Type: Chaotic	Neutral	Lawful	Unknown		
Alignment: n/a	n/a	n/a	n/a		
XP Value: 25,250	52,000	38,720	68,000		
XP with Spells: n/a	n/a	n/a	n/a		

DAMAGES: Types & Sizes of Dragons	Bite or Crush	Claws Kicks, Wings and Tail	Breath	Type of Dragon	Usual Habitat where found	Breath Weapon and Shape	Chance Talking	Chance Asleep
White & Crystal	Small 2d8	Small 2d4 each	Up to 48 hp	Dragon	Usual Habitat where found	Cone of cold & crys- tal breath	100%	50%
Black & Onyx	Large 2d8 + 4	Large 1d6 + 1 each	Up to 63 hp	Dragon	where found	Lure of acid & dark- ness	100%	40%
Green & Jade	Small 2d8 + 8	Small 1d8 + 2 each	Up to 96 hp	Dragon	Cold Region	Chlorine cloud & poison or disease	100%	30%
Blue & Sapphire	Large 2d10	Large 1d4 + 1 each	Up to 56 hp	Dragon	Swamp, marsh	Lightning (line) & vaporization	100%	20%
Red & Ruby	Large 2d10 + 4	Large 1d6 + 2 each	Up to 83 hp	Dragon	Swamp, marsh	Cone of fire & melt- ing cone	100%	10%
Gold & Brown	Small 2d10 + 8	Small 1d8 + 3 each	Up to 112 hp	Dragon	Jungle, forest	As red, ruby, green, & jade	100%	5%
	Large 3d8	Large 1d8 + 1 each	Up to 64 hp	Dragon	Jungle, forest	As chaotic dra.	100%	1%
	Small 3d8 + 4	Small 1d10 + 2 each	Up to 96 hp	Dragon	Swamp, marsh	As neutral dra.	100%	1%
	Large 3d8 + 8	Large 1d6 + 1 each	Up to 128 hp	Dragon	Swamp, marsh	As lawful drag.	100%	1%
	Small 3d10	Small 1d8 + 2 each	Up to 72 hp	Dragon	Swamp, marsh	As any dragon	100%	1%
	Large 3d10 + 4	Large 1d8 + 2 each	Up to 107 hp	Dragon	Swamp, marsh			
	Small 3d10 + 8	Small 1d10 + 3 each	Up to 144 hp	Dragon	Swamp, marsh			
	Large 4d8	Large 1d8 each	Up to 80 hp	Dragon	Swamp, marsh			
	Small 4d8 + 4	Small 1d10 + 2 each	Up to 120 hp	Dragon	Swamp, marsh			
	Large 4d8 + 8	Large 1d12 + 2 each	Up to 160 hp	Dragon	Swamp, marsh			
	Small 6d6	Small 2d4 each	Up to 88 hp	Pearl	Anywhere			
	Large 6d6 + 4	Large 4d3 each	Up to 131 hp	Opal	Outer Planes			
	Small 6d6 + 8	Small 4d4 each	Up to 176 hp	Diamond	Outer Planes			
	Large 6d8	Large 2d8 each	Up to 192 hp	Diamond	Outer Planes			
	Small 6d8 + 4	Small 2d8 + 2 each	Up to 216 hp	Great One	Outer Planes			
	Large 6d8 + 8	Large 2d8 + 4 each	Up to 240 hp					
	Small 6d10	Small 3d10 each	Up to 320 hp					

COMMON DRAGONS

SPELL LEVEL I

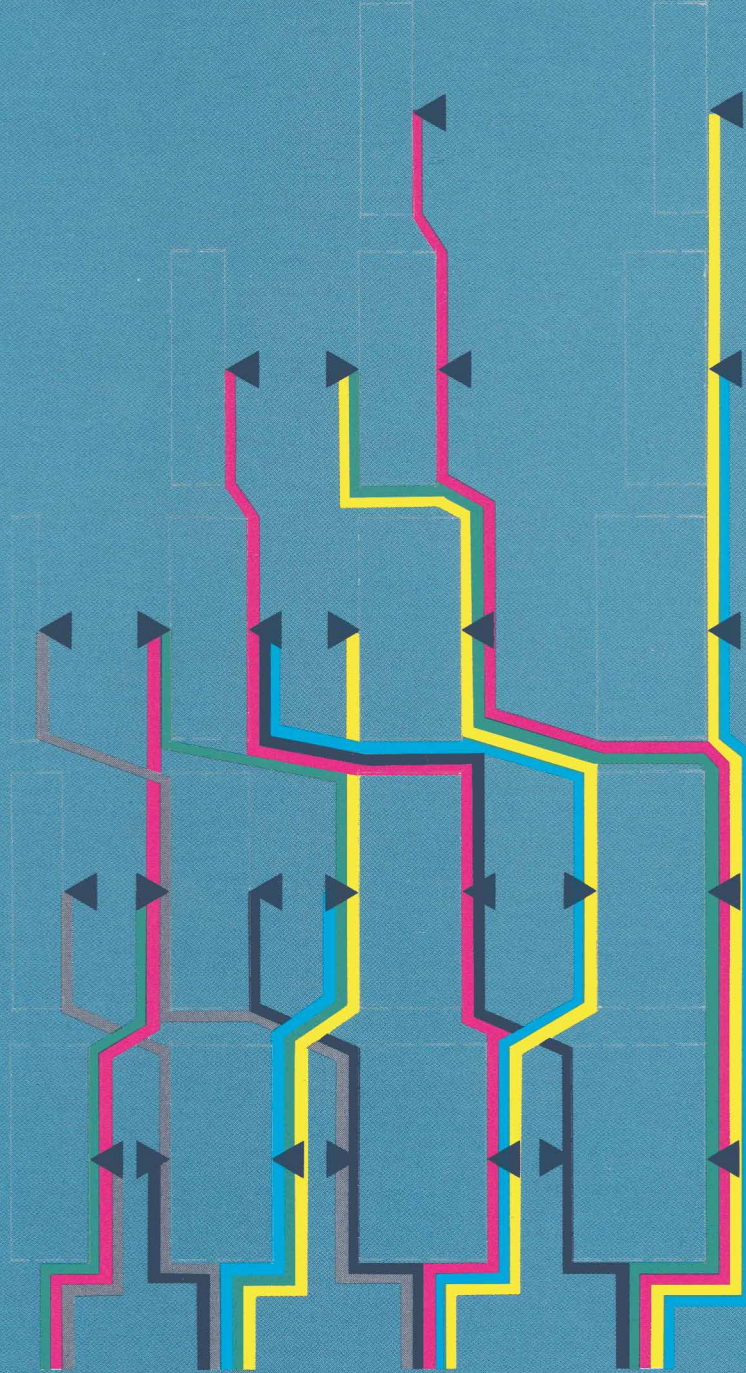
SPELL LEVEL II

SPELL LEVEL III

SPELL LEVEL IV

SPELL LEVEL V

% SCORE



Small White
Small Green
Small Red

Small Black
Small Blue
Small Gold
Large White
Large Green

Large Black
Large Blue
Large Red
Large Gold
Huge White

All Other
Huge
Dragons

Using The Spell Generator

Find the appropriate entry for the desired dragon color and size on the left column. Roll the indicated dice for the chosen entry. Pull the spell sheet up or down in the cardboard sleeve, until the dice score appears in the small window, on the far right column of the spell generator. Follow the line corresponding to the dragon's color. Each time an arrow symbol intersects with the colored line, note the spells appearing in the indicated boxes.

White & Crystal	Green & Jade	Red & Ruby	Blue & Sapphire	Black & Onyx
Armor Class: 3 Hit Dice: 6** Move: 90(30) Flying: 240(80) Attacks: 3 Breath Size: 80' x 30' Damage: 1-4(1-4) # Appearing: 1-3(1-3) Save As: 8 Morale: 8 Treasure Type: N(&L) Alignment: 725 XP Value: 930 XP with Spells:	Armor Class: 1 Hit Dice: 8** Move: 90(30) Flying: 240(80) Attacks: 3 Breath Size: 50' x 40' x 20' Damage: 1-6(1-6)/3-24 # Appearing: 1-4(1-4) Save As: 9 Morale: 9 Treasure Type: C(&N) Alignment: 1,750 XP Value: 2,300 XP with Spells:	Armor Class: -1 Hit Dice: 10** Move: 240(80) Attacks: 3 Breath Size: 80' x 30' Damage: 1-8(1-8)/4-32 # Appearing: 1-4(1-4) Save As: 10 Morale: 10 Treasure Type: C(&L) Alignment: 2,300 XP Value: 3,250 XP with Spells:	Armor Class: 0 Hit Dice: 9** Move: 90(30) Flying: 240(80) Attacks: 3 Breath Size: 300' x 5' Damage: 2-7(2-7)/3-50 # Appearing: 1-4(1-4) Save As: 9 Morale: 9 Treasure Type: N(&L) Alignment: 2,300 XP Value: 3,000 XP with Spells:	Armor Class: 2** Hit Dice: 9(30) Move: 540(80) Flying: 60' x 5' Attacks: 1-4(1-4) Breath Size: 2-5(2-5)/2-20 # Appearing: 1-4(1-4) Save As: 8 Morale: 8 Treasure Type: C(&N) Alignment: 1,250 XP Value: 1,650 XP with Spells:
Huge	Large	Small	Large	Huge
12**** 150(50) 360(120) Up to 6 90' x 40' (see chart) 2-2(1-2) Fighter: 18 Hx 3, 1x 2 N(&L) 4,750 5,625	1 12**** 120(40) Up to 6 50' x 40' x 20' (see chart) 1-6(1-6) Fighter: 8 Hx 2, 1 C(&N) 3,875 4,750	-3 16**** 150(50) 360(120) Up to 6 180' x 30' (see chart) 1-2(1-2) Fighter: 24 Hx 3, 1x 2 C(&N) 6,250 7,350	-2 13+3*** 120(40) Up to 6 200' x 5' (see chart) 2-7(2-7) Fighter: 9 Hx 2, 1 N(&L) 4,300 5,300	-2 14**** 150(50) 360(120) Up to 6 120' x 5' (see chart) 1-5(1-5) Fighter: 16 Hx 3, 1x 2 C(&N) 5,500 6,500
Small	Large	Small	Large	Huge
9** 120(40) 300(100) Up to 6 120' x 5' (see chart) 1-4(1-4) Fighter: 27 Hx 2, 1 N(&L) 4,300 5,300	1 16**** 150(50) 360(120) Up to 6 180' x 30' (see chart) 1-2(1-2) Fighter: 36 Hx 3, 1x 2 C(&L) 10,050 12,050	-1 10** 240(80) Up to 6 30' x 30' (see chart) 1-3(1-3) Fighter: 10 Hx 2, 1 C(&L) 2,300 3,250	-4 16+3*** 120(40) Up to 6 200' x 5' (see chart) 2-7(2-7) Fighter: 36 Hx 3, 1x 2 N(&L) 4,300 5,300	-6 22**** 150(50) 360(120) Up to 6 180' x 30' (see chart) 1-2(1-2) Fighter: 36 Hx 3, 1x 2 L(&C) n/a 14,000

COMMON DRAGONS

Light*	Invisibility	Haste*	Hallucin. Terr.	Dissolve*	1:
Shield	Phantasmal Force	Prot/Evil 10' R.	Remove Curse*	Telekinesis	2:
Floating Disc	Detect Invisible	Fire Ball	Dimension Door	Conjure Elem.	3:
Read Languages	Locate Object	Invis. 10' Rad.	Polymorph Other	Magic Jar	4:
Charm Person	Continual Light*	Clairvoyance	Charm Monster	Animate Dead	5:
Magic Missile	Knock	Hold Person*	Ice Storm/Wall	Feeblemind	6:
Sleep	Web	P./Normal Miss.	Wall of Fire	Teleport	7:
Hold Portal	ESP*	Lightning Bolt	Plant Growth*	Contact O/Plane	8:
Read Magic	Mirror Image	Dispel Magic	Polymorph Self	Pass-Wall	9:
Detect Magic	Detect Evil	Water Breathing	Confusion	Cloudkill	10:
Protection/Evil	Levitate	Haste*	Massmorph	Hold Monster*	11:
Ventriloquism	Wizard Lock	Fire Ball	Wizard Eye	Wall of Stone	12:
Charm Person	Web	Fire Ball	Hallucin. Terr.	Dissolve*	13:
Charm Person	Web	Fire Ball	Remove Curse*	Telekinesis	14:
Light*	Phantasmal Force	Lightning Bolt	Dimension Door	Conjure Elem.	15:
Light*	Phantasmal Force	Lightning Bolt	Polymorph Other	Magic Jar	16:
Magic Missile	Mirror Image	Hold Person*	Charm Monster	Animate Dead	17:
Magic Missile	Mirror Image	Hold Person*	Ice Storm/Wall	Feeblemind	18:
Sleep	ESP*	Dispel Magic	Wall of Fire	Teleport	19:
Sleep	ESP*	Dispel Magic	Plant Growth*	Contact O/Plane	20:
Shield	Invisibility	Invis. 10' Rad.	Polymorph Self	Pass-Wall	21:
Shield	Invisibility	P./Normal Miss.	Confusion	Cloudkill	22:
Protection/Evil	Detect Invisible	Prot/Evil 10' R.	Massmorph	Hold Monster*	23:
Protection/Evil	Detect Evil	Clairvoyance	Wizard Eye	Wall of Stone	24:
Ventriloquism	Locate Object	Water Breathing	Hallucin. Terr.	Magic Jar	25:
Detect Magic	ESP*	Hold Person*	Hallucin. Terr.	Magic Jar	26:
Hold Portal	Continual Light*	Hold Person*	Ice Storm/Wall	Magic Jar	27:
Sleep	Continual Light*	Hold Person*	Ice Storm/Wall	Teleport	28:
Shield	Knock	Lightning Bolt	Wall of Fire	Teleport	29:
Read Magic	Knock	Lightning Bolt	Wall of Fire	Teleport	30:
Read Languages	Phantasmal Force	Lightning Bolt	Polymorph Other	Telekinesis	31:
Protection/Evil	Phantasmal Force	Haste*	Polymorph Other	Telekinesis	32:
Magic Missile	Phantasmal Force	Haste*	Polymorph Other	Cloudkill	33:
Magic Missile	Web	Haste*	Confusion	Cloudkill	34:
Magic Missile	Web	Haste*	Confusion	Cloudkill	35:
Hold Portal	Continual Light*	Fire Ball	Charm Monster	Feeblemind	36:
Floating Disc	Invisibility	Fire Ball	Charm Monster	Feeblemind	37:
Light*	Mirror Image	Dispel Magic	Plant Growth*	Conjure Elem.	38:
Light*	Phantasmal Force	Dispel Magic	Polymorph Self	Animate Dead	39:
Detect Magic	ESP*	Hold Person*	Polymorph Self	Dissolve*	40:
Ventriloquism	Levitate	Water Breathing	Polymorph Self	Hold Monster*	41:
Charm Person	Locate Object	P./Normal Miss.	Dimension Door	Pass-Wall	42:
Charm Person	Detect Invisible	Prot/Evil 10' R.	Dimension Door	Wall of Stone	43:
Hold Portal	Invisibility	Invis. 10' Rad.	Dimension Door	Wall of Stone	44:
Shield	Knock	Clairvoyance	Remove Curse*	Contact O/Plane	45:
Protection/Evil	Wizard Lock	Clairvoyance	Remove Curse*	Conjure Elem.	46:
Sleep	Web	Fire Ball	Wizard Eye	Magic Jar	47:
Sleep	Detect Evil	Lightning Bolt	Massmorph	Teleport	48:
Magic Missile	Mirror Image	Haste	Hallucin. Terr.	Cloudkill	49:
Detect Magic	Mirror Image	Dispel Magic	Wall of Fire	Cloudkill	50:
Detect Magic	Continual Light*	Hold Person*	Dimension Door	Telekinesis	
Hold Portal	Phantasmal Force	Invis. 10' Rad.	Polymorph Other	Animate Dead	
Light*	Invisibility	Prot/Evil 10' R.	Polymorph Other	Dissolve*	
Light*	Web	P./Normal Miss.	Ice Storm/Wall	Feeblemind	
Light*	ESP*	Water Breathing	Confusion	Hold Monster*	
				Wall of Stone	



Official Game Accessory

Bestiary of Dragons and Giants

Red dragons. Storm giants. Dragon rulers. Frost giants. They're all here, in this book, in complete, ready-to-play mini-adventures. No matter what level your characters are, there is something here for you (and them).

Need a diversion? Want to spice up a long-running campaign? Want to play, but don't have more than an hour or so? This is the book for your gaming group. As DM, you have everything you'll need to play right at your fingertips. As players, you'll have challenges worthy of your characters.

This book has something for everyone.

This product includes a random spell generator for dragons, complete with instructions.

This accessory is for use with the D&D® Basic, Expert, Companion, Masters, and Immortals Rules sets produced by TSR Inc. The adventures contained herein cannot be used without these rules sets.

©1987 TSR Inc. All Rights Reserved. Printed in U.S.A.

TSR Inc.
POB 756
Lake Geneva,
WI 53147

TSR UK Ltd.
The Mill, Rathmore Road
Cambridge CB14AD
United Kingdom

ISBN 0-88038-488-3



9211XXX1401

\$8.95