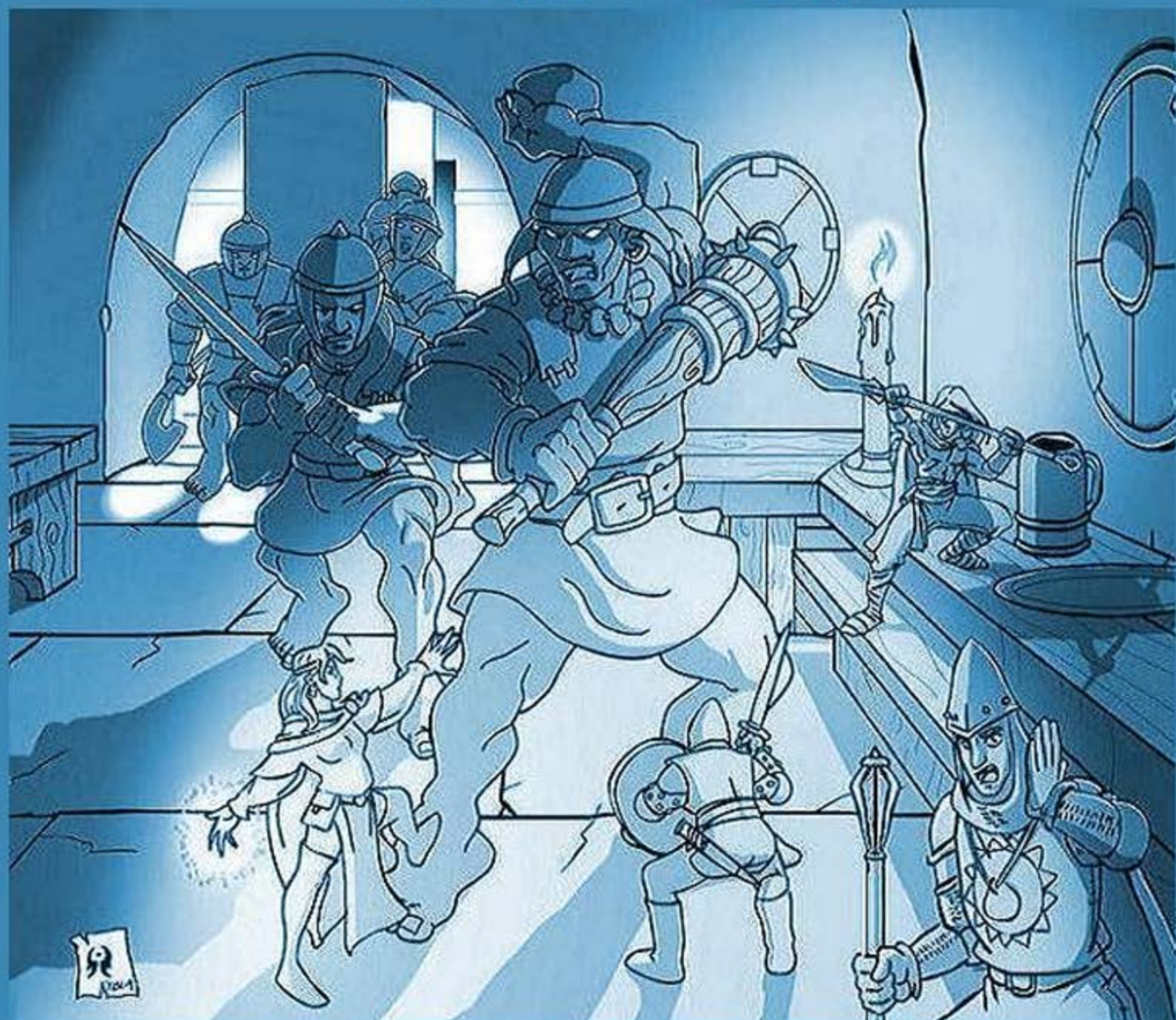


G5

ADVANCED FANTASY ADVENTURE



Module G5

Curse of the Cloud Giant Queen

by RC Pinnell

This module is not associated with any giant adventure created by any other artist or company and does not claim to be official in any way.

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This adventure is designed for 5 to 9 characters of levels 10-14. The party should include at least one cleric, magic user and thief, with the remaining members being fighter types that should include at least one, but perhaps 2 or more dwarfs. Rangers and other good aligned classes should fill out the party when possible.

While this product stands on its own, it can be incorporated to include the G4: Sanctum of the Stone Giant Lord, and the G6: The Forge of the Fomorian Smith-Lord. The former preceding this adventure, and the latter following, last. This would provide a 3-module story-arc, creating an extended adventure that could be placed in nearly any campaign setting.

DUNGEON MODULE G5

CURSE OF THE CLOUD GIANT QUEEN

by RC PINNELL

INTRODUCTION

Like the adventure before it (The Sanctum of the Stone Giant Lord) this module was designed as a supplemental scenario to be used in conjunction with the G-Series adventures written by Gary Gygax. It can be run any time after the party finishes the G-Series. It does not directly affect the information or exploration of the other giant modules and is offered as additional experience the party can acquire.

This is a difficult adventure and requires experienced players. Those who have yet to advance a character above 8th level will likely become overwhelmed by the intensity of the action that will occur. If such players are mixed in with seasoned veterans, the group will likely fare well.

The recommended levels for play in this scenario are from 10th to 14th, with at least 1/2 of the party being 11th and/or 12th levels of experience. One or two dwarf characters are suggested due to their keen racial benefits in combating giants; rangers, also, will be of great use. Multi-classed characters should only be included if their highest class is at least 9th level. The DM should not include classes found in the UA manual unless he personally sanctions their inclusion in the game system.

Warning, if you intend to play in this adventure then you must STOP READING NOW! The information that follows is intended for the DM's eyes, only. Knowing any of it could spoil your playing experience and others within the group.

ACKNOWLEDGEMENT

This adventure is compatible with any ADVANCED system of medieval dungeon exploring and role-playing. Use of any edition-system will require some adaptation. Any terms used connected to a Trademark are done without the permission of the owner/s of such, under the concept of the fair use doctrine.

Location of the Cloud Giants' castle

This scenario can be placed atop any high mountain range that separates communities of men and their allies. A long, winding caravan route should pass over this range. The mountains should be at least a dozen miles across, with altitudes of up to 10,000 feet, and of such vast length making the need to cross over them the only option. Dungeon Masters using other giant modules can easily place this setting higher in location than where lesser giants, say-- Hill, might be found.

BACKGROUND

For over a dozen decades peace has existed between the Cloud Giants atop the great mountains and the humans and their allies in the valleys below. A treaty between the big and little folk was made to ensure that each side would respect the other's privacy, yet come to the aide of each in times of great need. King Sorfel, the latest of the reigning Cloud Giant monarchs was not one to shirk his commitments. Under his leadership the giants kept safe the caravan route that traversed the mountains, passing near to their colony. For their efforts the giants were provided with the necessities to support them, allowing them more time for leisure. The peace resulting from this arrangement lasted for years.

That is, until now. Having fallen under the spell of a young cloud giant maiden, the King--following the suggestion of his trusted advisor--has abandoned his castle. Taking the maiden and his most trustworthy guards with him, he has journeyed south to the Hall of the Fire Giant King. The castle, nearly empty and unprotected, is now being swarmed by squads of evil Fog Giants from the dark forests atop the mountains. The Queen and her court have fled into secret chambers beneath the castle, while the once loyal advisor to the King coordinates the invasion as he enacts his own plans to take over the great castle for himself.

Having been alerted to the plight of the Queen, and the King's desertion, the local nobles have met to decide what should be done. Do they honor their old treaty, and attempt to rescue the Queen? Do they launch an assault against the Fog Giants that have turned against their cousins the Cloud Giants?

Issuing forth a summons across the land the nobles have assembled a company of heroes and adventurers to investigate the situation. Charged with ascertaining the cause of the King's desertion, and driving back the assaulting fog giants, the assembly is divided into small groups with separate missions. Some must enter the castle of the cloud giants to determine if the Queen is still alive, and in need of assistance. Others are charged with combing the mountains to locate the fog giant marauders and drive them from the area. And in either case, the discovery of who or what was behind the King's deserting is of paramount interest to the nobles.

Notes to the Dungeon Master

As laid out in the Background material, the purpose of the adventure is for the party to enter the castle of the cloud giants and determine as best as they can, why the King abandoned his home and his treaty with the nobles. Also, what has become of the Queen, and, if still alive, perhaps rescue her; and deliver a severe check to the invading fog giants that are threatening the peace.

Minor clues as to the causes behind all this are spread throughout the castle. The party must piece together the story in order to inform the nobles that hired them. There is no, single, source or item that will paint the picture totally for them. The gnome traitor, Norald D' Nomder, will likely tell the party much of the story in order to save his own skin, and the Queen may add more to it. But, unless it is pried from them, they will offer only bits and pieces of the information, as they know it.

JOURNEY TO THE CLOUD GIANT CASTLE

This is not a wilderness adventure. Though a small map section of the mountains is provided to give the DM a picture of where the castle rests, the journey to the location is not necessary to conduct unless the DM wishes to include it. In which case encounters should be designed that best fit the terrain involved. Certainly Fog Giants should be met, most likely in small numbers, as the party ascends the mountains, passing through the great forest that blankets the range. Likewise, wolves, bears, foxes, are a potential threat, while soaring eagles and swooping hawks should be a common occurrence. How, when, and where they might be encountered, is up to the DM to decide.

To expedite play the DM should consider the nearest human settlement at the base of the mountain range being about a six-day trip to the site and a three-day trip back down the mountain. Plenty of small trickling streams will supply the group with water, while an abundance of wild game at the lower elevations will provide them with meat for nourishment. Berries, nuts, roots and possibly bird eggs at the middle and higher elevations will augment their diet.

Start

Led by a small group of guides the party has finally reached a crest in the great mountains known to be the location of the cloud giant colony. After passing through a wide gorge between two rocky peaks, they enter a large, oval expanse of flat land dominated by a thick copse of woods (See Map 1). The northern part, about 1/3rd of the total area, is open to the sky above, and the trail continues north along the rim of the bowl to the entrance in the side of the mountain. Several small caves, much too narrow and low for giants to enter, are located not far from the bowl (See map) to which the party can retreat if necessary.

The DM should arrange to have the party ambushed at some time after reaching the bowl. This will come from a group of Fog Giants (HP: 101, 99, 97, 95, 93) stationed in the large wooded area south of the cloud giant colony. They will attack before the party can enter the castle, hoping to eliminate the group right off.

This should occur as close to dusk or dawn as possible, with the giants taking full advantage of their ability to blend with the natural mist that envelopes the area at these times. If the party makes camp out in the open they will be attacked by a group of Dire Wolves during the night (HP: 34, 33, 32, 31, 30, 29).

The copse of woods is a staging area for the fog giants and their associates to congregate before launching raids into the cloud giant castle. Currently there are only the above mentioned guards, since most of the giants already marshaled by the renegade gnome have infiltrated the castle. For every week that passes an additional 1-6 Fog Giants, 2-24 Cyclopskin, and 3-12 Dire Wolves will arrive at the wooded area. These will serve as replacements to those

lost in the taking of the castle, and/or those slain by the party. Once the traitor gnome has been captured or killed, and the Queen rescued, the evil alliance will falter, with the monsters going back to their own territories and concerns.

THE CASTLE AND ITS CONSTRUCTION

The term castle usually conjures up images of stone walls, turrets, towers and medieval laborers working for years to erect fortified structures that housed nobles and lords. But the term can also be used to refer to one's own place of residence-- "A man's castle is his home!" for example. It is more in the latter sense that the term applies here. And in the case of the Cloud Giant King and his court, this home is a series of halls and chambers designed for their unusual size.

Standard corridors are 10' wide and 22' from floor to ceiling. Wider ones can range from 22' to 28', with the ceilings in the largest ones leading from the entry (1B) to the King's Council Chamber (3) being about 30'. Large rooms meant for adult use will have ceilings at 22' to 24' above the floor, with chamber 7 being 30'. All walls are covered with a plaster coating several inches thick. Metal hooks set into them at about 18' from the floor are placed every 90' and are used to suspend lamps that burn oil. Most of these have been removed during the raids, and the DM should determine which and where the remaining ones are.

All standard doors are 6' wide and 20' high by 6" thick. A brass handle generally of a U-shape is attached to the portal at 8' to 10' off the floor. All doors push inward to allow entry to the chamber or corridor beyond.

KEY TO THE UPPER LEVEL

Wandering Monsters:

Southern Section: Areas 1-10. Encounter 1 in 8 ("1" on a d8)

1-2. 1-4 Dire wolves

3-5. 1-10 Cyclopskin

6. 1-2 Fog Giants

Western Section: Areas 17-24. Encounter 1 in 8 ("1" on a d8)

1-4. 1-6 Cyclopskin

5-6. 1-2 Fog Giants

Central Section: Areas 25-30. Encounter 1 in 6 ("1" on a d6)

1-3. 3-24 Giant Rats

4-5. 1-8 Cyclopskin

1-2 Dire wolves

Northern Section: Areas 31-34. Encounter 1 in 6 ("1" on a d6)

1-3. 1-2 Dire wolves

4-5. 1-4 Cyclopskin

6. 1-2 Fog Giants

These are creatures in addition to those found within rooms and chambers, and are not considered part of the actual population. A check should be made each hour, with the result depending upon location at the time of the check, and the outcome determined as noted above. None of the creatures encountered will be carrying any treasure.

Rooms and Areas:

1. **ENTRY** An open courtyard about 60' by 60' leads to the main entrance to the castle. A set of double doors stand shut and must be forced open (requiring an Open Doors roll). At the north end of the courtyard an opening appears in the wall about 8' off the ground. It appears to be about 20' across, and 20' high. This (A) is a guard point, or was. It is not empty, though, as four (4) Dire wolves (HP: 25, 23, 21, 21) will rush forth from the opening and attack the party as it approaches either the guard post or the double doors.

THE GREAT HALL Beyond the entry doors a huge hall 30' wide and over 90' long (B) leads northward into the castle proper. Dark and foreboding, as soon as the party is 20' past the entry they will smell a stench of blood and rotted meat. But time to analyze and react to this will be cut short by two (2) Fog Giants (HP: 99, 97) rushing toward them from just around the bend in the corridor, to the north. If the giants believe

they are outmatched by the group, they will raise a cry of alarm hoping to draw reinforcements from the empty alcoves to the north of the great hallway, or from chamber 7.

The Great Hall is dissected by a cross corridor, but continues northward as a narrow, 10' tunnel with eight alcoves beginning after 20', set 10' apart. Those that are marked (C) contain statuary of cloud giants in various poses and regalia. Brief inspection suggests that these might have been past Kings of the colony. Between these, in the "empty" alcoves, are stationed 1 Cyclopskin (HP: 30 each). Past the alcoves the corridor widens again, where a set of double doors blocks the path (D).

2. **ROYAL HALL** The Great Hall continues as a flight of wide and shallow steps lead on into the next chamber.

3. **THRONE ROOM** A single, large chair dominates this chamber as the party enters; the wall behind it one long curving arc. The stone furnishing is plain and unadorned, but of great interest to the four huge beings that are snooping around it. Four (4) Fog Giants (HP: 95, 93, 91, 89) will immediately cease their activity upon sensing the party approach (80% chance as they reach the steps). Once /if the giants are dispatched, or the party can return to investigate the throne, allow each character a 1 in 6 chance of detecting something odd about the throne. If one character succeeds, then an elf, dwarf or thief may attempt to locate the triggering device that will allow the item to slide forward, revealing a set of stairs in the floor leading down. (Only one attempt per player is allowed)

4. **GUESTROOM** Upon opening the door to this chamber the party will be struck by a horrendous stench. After moving inside they will discover the remains of a storm giant in an advanced state of decay. The room and all its furnishings have been trashed. Though there is no treasure or "monster" within the room, the longer the party remains the more likely they may contract a serious lung disease. The DM should use the appropriate text and tables to determine the type. For each turn spent in the chamber there is a 5% cumulative chance per character of becoming infected.

5. **GUESTROOM** Slightly larger than the previous one, it, too, has been totally trashed. One Turn of searching will produce 1-100 CP. If more than three Turns are spent there is a 33%

chance the party will find a small needle, about 3" long, coated on one end with a black, gooey substance. This poison is weak, and not actually harmful if touched. Its presence should raise some concern.

6. **AVIARY** This chamber once housed a nest of giant eagles that served the King as messengers, spies and scouts. Twigs, fur and other materials that once formed the nests themselves are now scattered throughout the room, covering the floor, along with pieces of eggshell and small bones. Currently eight (8) Dire wolves (HP: 24, 23, 22, 21, 20, 19, 18, 17) are slumbering within the chamber and will awaken and attack any non-giant that enters. If the debris of the room is searched there is a 33% chance of finding a ring of shooting stars after one Turn of activity; becoming 55% per each Turn there after spent until found.

7. **GREAT FEAST HALL** The 2nd largest room in the palace, its purpose is still clear from the two large tables still standing. Giant sized plates; cups, knives and forks still cover the tables, along with various foodstuffs in different stages of decay. Thus, the room smells badly, and is made even more so by the nine huge Fog Giants present (HP: 92, 91, 90, 89, 88, 87, 86x3). Oddly, if they have not already been summoned to assist the two guards at 1B their keen senses will alert them of approaching non-giants with 80% likelihood. Thus, it is possible the party will hear laughing and shouting going on as they approach that will suddenly cease. A thorough search of the chamber, of at least 2-3 Turns will produce only sundry dining articles typical of the room. But if a detect magic spell is cast, 3 knives among the multitude scattered atop the tables will reveal a magic presence to them. These are considered +1 short swords in relation to the adventurers. But one, being nicer than the others, with a jeweled pommel, is actually a +1/+4 VS reptiles.

8. **GUESTROOM** These chambers are smaller than most found in the castle, with beds and furnishings appearing to be intended for smaller beings than the giants. All are presently empty, though they appear to have been ransacked quite thoroughly. The two smaller ones have three bed frames each, a couple of chairs and a small table, while the larger one contains six bed frames. All are intact, though overturned and in disarray.

9. **PRIVY ROOM** A hole 2' across at the north end of this small chamber is all that appears to be here. Lined with thick layers of excrement that missed its mark, the place reeks badly from the feces and urine saturating the floor and baseboards. Searching anything in here could result in contracting a parasite. The DM should determine if he wishes to include this possibility, and what the chances and affects would be. Anyone prodding or reaching into the dump-pit runs a chance of being attacked by six (6) Scat-worms (HP: 3 each) Similar to rot grubs these creatures dwell in slime and excrement. They will immediately burrow through leather and clothing and into the flesh of the unwary in 1-3 rounds. If a hot flame is applied to them before they can burrow into their victim they will explode, spreading their vile matter into the eyes, nose and mouth of those standing unprepared within 10 feet. Characters may attempt to avoid this by rolling a reaction check on a d20 +4 of a number less than their dexterity ability score. Any that fail will become sick and nauseated for three turns, unable to do anything except heave and retch. A cure disease spell will eliminate the effect. Those unable to stop the creatures from burrowing will die when the creatures reach the victim's heart in 1-6 rounds unless a cure disease spell is applied to them during this time.

10. **KENNEL** This natural cavern is accessible through a door at each end (east and west) of the chamber. The doors are shut tight, but loud snarling and hissing will be audible when standing at them. In addition, a very musty smell will be noticeable immediately upon opening the door. Inside are 12 Spotted lions (HP: 49, 48, 47, 46, 45, 44, 43, 42, 41, 40, 39, 38), pets of the cloud giants, that have been shut in by the invaders. These creatures are hungry, and will attack any non-giant that appears to step in either doorway. With one exception, if any member of the party is a gnome (and optionally, a dwarf) the animals will hesitate attacking that character unless he attacks them first. The cave is filled with excrement, pools of urine, and lots of bones. A search will produce nothing of value.

11. **PRIVATE GUESTROOM** This small chamber is one of the few with a low ceiling (around 6') and smaller than human-sized door (5' high x 1' wide). Inside stands a single cot with thick bedding and mattress, a dressing table with a stool beneath it, and a diminutive chifarobe (wardrobe with drawers) standing in the south east corner. A woman's hand mirror, some

hairpins, a 3" cylinder with a pasty stick inside, and a brush sit atop the dressing table. The current occupant is not here. A valise sits on the bed, with some clothing still in it and other garments scattered about as well. Allow each character a 1 in 8 chance of coming to the conclusion that whoever was using the room appears to have left in a hurry.

12. **PRIVATE GUESTROOM** Similar to the one previously described, except filled with items of a masculine nature. The current occupant, also, is not here, and the place appears hastily deserted. A note on the dressing table written in the gnome language confirms this. Only a Read Languages spell or a character that can read gnome writing will reveal the message.

SIR LANEL, MUCH HAS OCCURED SINCE YOU DEPARTED. IT IS IMPERATIVE THAT YOU ESCORT THE LADY CARLEH BACK TO THE CITY AT ONCE. INFORM NORALD HE IS NOW IN CHARGE OF THE INVASION, BUT THAT HE CANNOT EXPECT TO RECEIVE ASSISTANCE FOR AT LEAST SIX OF WHAT OUR SURFACE COUSINS CALL TURNS OF THE MOON.

So quickly was this room departed that the occupant unknowingly left behind a +2 **cloak of protection** in the wardrobe.

13. **COMMON GUESTROOM** This chamber appears to function as a parlor. Several stuffed chairs and two sofas sized for persons of diminutive stature fill the area, along with a couple of small tables. Mulling about when the party enters the chamber are six Cyclopskin (HPS: 38, 37, 36, 35, 34, 33). Cramped by the low ceiling, they will attack at -2 to hit. A secret door leads to a narrow hallway that continues to the private chambers of the gnome-traitor, NORALD.

14-16. **NORALD'S PRIVATE CHAMBERS** The entry room (14) is essentially a parlor/sitting area. A large bearskin rug lies on the floor (worth 3500 GP) but the remaining furnishings are common and have no worth. A small kitchen (15) contains one small table and chair in the northeast corner. A pantry just east of this has shelves lining its east and south walls. Jars of semi to solid material and bottles of liquid fill the shelves. Hidden on the bottom shelf along the south wall behind the front row of containers is a potion of growth. Norald's sleeping chamber (16) contains a small bed, chest of drawers, dressing table, and footlocker. The drawers are filled with gnome-sized clothing of no value. Held

under the dressing table by two lines of twine tacked on each side of it is a rolled up scroll of 3 illusionist spells (Mass-morph, Shadow Door, Permanent Illusion). A lock of great complexity holds the lid of the footlocker down and in place. A thief's chance to unlock it is effectively reduced by 15%. The footlocker is also trapped, and any attempt to force the lid open will result in a poison gas cloud filling the room in 1 round. All characters within the chamber at the time must make a Save VS Poison or die. The gas will linger for 1 turn, but after the initial round it becomes weak, causing 1-12 points of damage from burning of the eyes, nose and throat for the duration of this period; 1/2 if a Save is made. Once opened, the footlocker will yield a bounty of magical goodies: six potions of extra-healing, an arrow of direction, a trio of small ivory goat statues (figurine of wondrous power), a ring of weakness, and a small bag of transmuting. A second small bag contains 12 gems of various types, each worth a base value of 500 GP. Several pieces of parchment, letters and notes are piled upon the desk. Most of these appear to be written in a variation of the gnome language. One is in the common tongue, addressed to Norald, informing him that "the troops" are ready, and they await his signal to advance. It is signed, ANASU, King of the Fog Giants. Norald is not likely to be here when the party reaches these chambers. His location is noted elsewhere, and all information regarding him is found there. (See area 29)

17. GIANTS' QUARTERS, YOUNG ADULT MALE Normally occupied by teen to young adult male giants, this large chamber is (was) capable of housing up to a dozen of them. Double-decker bunks that once lined the walls are now toppled and smashed, splintered and strewn about the place. Footlockers are caved-in, their tops removed and missing. Shreds and pieces of clothing are scattered throughout, some soaked with urine and excrement, and with brown and smelly stains smeared across every wall. The door to the chamber is closed and upon approach the sounds of laughing, shouts and scuffling can be heard. Upon opening the portal the party will discover 12 Cyclopskin (HP: 40, 40, 38, 38, 36, 36, 34, 34, 32, 32, 30, 30) in the midst of a friendly brawl.

18 & 19. GIANTS' QUARTERS, YOUNG ADULT MALE These two chambers, smaller than the previous one, appear to have served the same purpose, but for fewer giants in each. Four to six occupants once rested in these rooms, but like

the larger one described the furnishings are destroyed and strewn about.

20. DORMITORY, FEMALES' QUARTERS The third largest chamber in the complex, this once served as the quarters of the bulk of the females in the colony. As many as 25 females from young to adult slept in here. Shorter double-decker bunks were reserved for the shorter, younger females, while the adults had single cots. About 9 footlockers seem to be wedged under some of the cots, while a large wardrobe stands, its doors asunder, in the northwest section of the room. As the place is under siege, upon entering the party will encounter 6 Fog Giants (HP: 88, 87, 86, 85, 84, 83). These depraved fellows are smashing things to pieces and tearing things to shreds, thus, they are not on their normal "guard" and can be surprised.

21. NURSERY This chamber once housed the infants and toddlers of the cloud giant colony. Whatever furnishings were within have been smashed beyond identity, and the place appears to have been vacant for some time.

22. DAY ROOM This long chamber appears to have once functioned as a parlor or, sitting room, for the cloud giants. Large sized furniture is scattered about the room, most of it smashed and useless. Four Fog Giants (HP: 90, 89, 87, 86) are squatting in a circle in the southeast corner playing a game of pick-up-bones. They have an 8 in 10 (1-8 on a d10) chance of detecting the party approach when the party nears the entrance to the chamber.

23. BARRACKS, ADULT MALES Though it is the largest chamber in the complex it is so full of toppled and smashed furnishings and items as to be very cluttered. A 3' wide path of sorts leads through the maze of debris from the double doors to the single one in the north east corner. Piled on either side, and reaching back to the walls, is 3'-4' of refuse ranging from shards of glass, to splintered bed planks, to dismembered cloud giant bodies in various stages of decay. The latter is the cause of the horrendous stench in the room. Mulling about in this (see map, marked "X") mess is a giant Neo-Otyugh (HP: 65) that wandered in drawn by the smell and was trapped by the Fog Giants. A secret door in the south west corner leads to a set of stairs (K) that the DM can choose to ignore, or create other levels and rooms to be stocked and explored if desired.

24. **6 individual sleeping chambers** that were reserved for the Royal Guard ring **ROYAL GUARDS' QUARTERS** A large dayroom (24A). Several smashed chairs and a table litter this area. A single bed, footlocker and armor mannequin were the sole furnishings in each of the separate rooms but these, like nearly all other items in the complex have been searched and plundered for treasure, then smashed and piled in heaps. Currently, 6 Fog Giants (HP: 94, 93, 92, 91, 90, 89) stand arguing in the large parlor area. They will rush to attack any non-giant that appears to enter from any of the three ways possible, save for Norald himself. The largest among them wields a +2 two-handed sword.

25. **ARMORY** This long and narrow chamber once contained all the weapons and armor the cloud giants would implement in the defense of the complex. Nearly everything that once was here is now but shards and splinters, pieces and bits of their former shapes. With the exception of one overlooked item, a +3 spear still lies intact beneath a pile of refuse. Finding it will require the party to make an extensive search of at least 3 Turns. If less than 3 full turns are not spent, they will not find it.

26. **LADIES IN WAITING QUARTERS** Similar to the rooms set aside for the Royal Guard, these 6 sleeping chambers were meant for the elite females of the Queen's inner court. A large dayroom (26A) once contained several large stuffed chairs and a divan. The smaller room (26B) held only a single sofa that stood against the west wall. All these items have since been searched and smashed to bits. Each sleeping chamber contained a bed, nightstand, chair and wardrobe. These, as well, have been toppled and smashed, as piles of shredded clothing lay atop it all. Female items such as brushes, pins, hairnets, hand mirrors, etc., are but shards and fragments that litter the floor.

27. **KITCHEN** This room has remained undisturbed for the most part. A two-way brick oven is built into the western section of the chamber (E) where 2 to 3 large iron pots hang within, suspended on metal bar-hooks that swing the items in and out of the oven. It is possible for a small human (including an elf, dwarf, gnome or halfling) to pass through the oven and into chamber 29 if not for the roaring blaze and heat currently maintained. A narrow chimney about 1' wide (H) climbs up through the mountain and allows smoke to rise up and out of the complex high above. A set of stairs (M)

going south and down can lead to a cellar or secondary storage chamber stocked with whatever the DM wishes. Otherwise, they can be ignored. Two large preparing tables stand in the center of the chamber, as shelves from floor to ceiling line the north wall, stocked with jars and bottles of various commodities essential for preparing food. Along the south wall stands a large cabinet that contains bowls, plates, cups, knives, forks and spoons. As the party nears the area they will hear lots of shouting and squealing in conjunction with slapping sounds. Once they enter they will find 3 Fog giant females (HP: 66, 64, 62) bustling about the place. They are barking commands at 8 Cyclopskin (HP: 30, 28, 26, 24, 22, 20, 18, 16) trying their best to obey the orders of the mistresses and stay out of their reach.

28. **PANTRY** This small chamber is filled with barrels of meats, crackers, pickles and vegetables; the former packed in salt, and the latter in oil. A hole behind one of the barrels in the northeast wall (G) leads to a narrow tunnel 2' wide that descends into darkness below. This can lead to further adventures if the DM wishes, or be ignored, treated simply as a giant rat hole.

29. **SMITHY** This chamber is hot and permeated by the smell of smoke coming from the large oven at the north end of the room. A giant anvil stands on the floor just 10' south of the oven, as a huge hammer 6' long and pair of grips lay resting upon it. If used as a weapon the hammer will do 1-10/1-8 in the hands of a non-giant, but must be wielded with both hands, requiring a minimum of 18 strength. Along the east and south walls lean scores of spears 8' to 12' long with metal heads, as well as a few (d6+3) enormous swords. These are to be considered two-handed weapons for non-giants.

Currently engaged in conversation here are NORALD and a large female giantess. The party cannot surprise them unless specific measures, perhaps including magic assistance, are taken. The DM should become familiar with the gnome's abilities to be able to run this encounter with the maximum potential it presents. NORALD: Illusionist-Thief, 10th-15th, NE. S10 I20 W14 D16 C12 CH12. HP 40, AC -3, M 24", ATK 1 + spells, DAM 1-4 +7 from girdle of giant strength, +3 from magic dagger, SA "Backstab" X5. Spells: 5-4-3-2-1 illusionist spells. (L1 Wall of Fog, Color Spray x2, Change self x 2; L2 Misdirection, Invisibility, Fog Cloud, Blindness; L3 Paralyzation, Non-detection, Continual Darkness; L4 Phantasmal Killer--"demon",

Improved Invisibility; L5 Shadow Magic--lightning bolt). His other magical items include Bracers AC5, Boots of Speed, a +2 Cloak of Protection, and a +2 Magic Ring.

The variety of strategies NORALD might use when confronted by the party is too large to attempt to list here. The DM should ensure that the gnome casts spells that will keep him from being seen, first. After that, he might concentrate on specific characters with his most lethal attacks, or try to generally inhibit and confuse the group with area spells in an attempt to escape. At no time will he consider the group to be anything but a threat. The fact that a party of non-giants has appeared indicates to him that something is amiss. He will fight savagely until things turn against him, at which point he will endeavor to escape as best he can.

NORALD is no fool. If he is captured he will certainly try to negotiate his release. Offering information may do the trick. He will not divulge the truth behind his coup de tat, but will gladly reveal to the party that a local merchant is "behind it all", paying the gnome a large fee to disrupt and scatter the cloud giant colony. If pressed, he will fake ignorance as to why the merchant wanted this, explaining only that he is a mercenary. He will try to buy his freedom as well if he feels the group might consider the offer.

The female Fog Giantess (HP: 90) is actually a cousin to the Cloud Giant Queen. She has been in league with the gnome from the beginning, hoping to get rid of her kin and take the throne and King for herself. With the use of Norlad's spell ability, she has been able to maintain an illusion of a cloud giantess, and member of the Queen's Ladies In Waiting, after assassinating one of the women and taking her place. She is not aware of the gnome's true reasons for his involvement or help, and is merely a pawn in the scheme of things. She will follow the gnome's lead when the party approaches, fighting if necessary, but will not divulge any of her own agenda in the matter.

30A-B. **PANTRY** This area serves as a passageway to the dining hall to the south (7) and storage room. Shelves from floor to ceiling line the west wall of A and the east wall of B. These are filled with standard items for dining, such as plates, knives, forks, bowls, cups, etc. All are, of course, meant for giants.

31. **ROYAL PARLOR** This chamber, and the long wide hall just to the south, once served as a sitting area for the King, Queen and their quests. It was a place to relax and converse casually. Several long divans lined the walls while two large stuffed chairs stood against the north wall of this chamber. All, now, are a mass of ruin having been searched, smashed and defecated on by the invaders. When the party enters the area they will find three (3) Fog Giants (HPS: 100, 98, 96) in the process of destroying things even further.

32. **ROYAL CRAPPER** This chamber is the official toilet of the King and Queen. A large clay bowl 3' across is built into the floor rising up about 6'. Still intact, if looked into a large hole in the bottom of the device is clogged with filth and debris. Obviously this room smells badly, which might be the reason it has remained, for the most part, unmolested. There is nothing of value here for the party, but, if the toilet is prodded or abused, a Giant Carrion Crawler (HP: 55) will rush out of the commode covered in filth and attack. If the room is searched a secret door large enough to accommodate a giant will be located in the southwest corner.

33. **ROYAL DRESSING ROOM** Locked double doors have thus far prevented entry into this chamber. Barred from the inside, one can only conclude that another way in and out of this area exists (see #32). If the locks can be picked, trying to force the bars/doors from the south requires a combined strength of 55, with % strengths considered 18 if below 50, or 19 if above 50. Thus far untouched or entered, the room contains a variety of unusual and exotic items, some possibly of great value. Tacked to the east wall just north of the doors is the entire skin of a large blue dragon. Opposite of this on the shorter west wall is the skin of a cave bear. Along the wall just south of the door to 32 stands a huge dressing table and chair. Atop this is a score of items including bottles of fine smelling liquid, boxes of powders, jars of ointments and salves, hair pins, combs, brushes, hand mirrors, etc. Clearly indicating to be the possessions of the Queen. Along with these are three (3) 6' strands of pearls (each worth a base value of 3000 GP). A wardrobe stands against the north wall (between 32 and 34) and is filled with over a dozen pieces of giant female clothing. None are of use to a non-giant but might fetch a hefty sum on the open market for curious collectors (the DM should play this as desired). A chest in the bottom of the

wardrobe is locked, but contains 5,000 CP, 12,000 SP and 1,500 EP.

34. ROYAL SLEEPING CHAMBER A single bed stands in the north half of this chamber, and a chest of drawers against the south wall. The bed, 10' across and 22' long is pushed up against the north and east walls. Covered with furs and pelts, about a dozen separate items can be retrieved and returned to civilization, fetching a good 1,000 GP x d6 per item. The three drawers of the chest are pulled fully out and appear to have been rummaged through, with but a few mundane pieces of male clothing in each. As they approach it the party will get the strong scent of tobacco coming from one of the drawers. If searched they will find the bottom of the drawer filled with 9 tobacco leaves. This is the King's personal stock that he did not take when he rushed out of the castle. Created especially for him, it contains magical properties that, when smoked, will bestow immunity from fear upon the inhaler. Each leaf must be rolled and smoked, taking up to one Turn, for the effect to apply. Each leaf is worth about 500 GP. There is a trapdoor in the southeast corner of the floor.

F THE SECRET ROOM This small chamber is located within a secret passageway (see map). It has never been used by adult giant folk, since the doorways are so small as to prevent their entry. Its presence suggests that the original builders may have conscripted dwarf or gnome workers that constructed it. But for what purpose is not clear.

I THE SECRET STAIRS This flight of steps winds its way up through the mountain to an observation point atop the crest. A huge bonfire stands unlit there ready to be ignited to alert the small folk in the valleys below should the cloud giants need their assistance. The DM can, if desired, design other chambers and corridors attached to this, stocking them with encounters or not.

J THE SHRINE OF CHELAR A large statue of a female giant stands at this location. She holds in her hands a large, empty bowl. If certain Potions are poured into it and she answers the petitioner's prayer, additional benefits will be placed within the potions as follows.

Potion placed in bowl: Additional benefit gained:

- | | |
|-------------------|----------------------------|
| 1. Extra-healing | Cure disease |
| 2. Healing | Remove curse |
| 3. Giant strength | Growth |
| 4. Sweet water | Restoration (as the spell) |

Additional benefits last for as long as the original benefit and cause no ill effects in the combination of the two. The chance of CHELAR granting one's prayer is 5% per cleric level for non-evil/non-giants, a flat 5% for non-cleric types. Obviously, players will have to fiddle about with this to discover the shrine's benefits.

L THE SECRET PASSAGEWAY Never entered by the giants that dwell in the castle, this narrow corridor was created to lure sneaky non-giants into the false safety of its design. Appearing to be a "secret" passage from one side of the complex to another, those that use it will find themselves in trouble if they do not avoid the two pit traps laid waiting for them (see L). The traps fall inward dropping those standing or crossing over them a bone shattering 40' into a locked cell below. Surviving the 10d6 falling damage (the DM can apply a simple 35- point average if desired) is only the half of it. Once the character regains consciousness, he must first check to see if his items survived the drop as well. Only after that will he want to examine the cell he is in (located at #42 on lower level map). Any means of detecting for traps may result in the characters avoiding them. Should none be used, any character over the trap at the time it is released may be given a 1 in 6 chance to dodge to the side and avoid falling in. This can be adjusted to account for a character's dexterity if desired.

KEY TO THE LOWER LEVEL

Rooms and Areas:

The chambers and rooms that follow are not likely to be areas the party will face much threat. The Queen and her surviving court are in hiding and eager to be rescued. Should the party appear to be other than friendly the Guards will do all they can to protect the Queen, hopeless, as the effort might seem. Thus, the following information is merely for the DM to get a clear picture of where the Queen and her fellow survivors are holed-up, and in what condition they are.

35. ROYAL CELLAR This chamber is accessible by three ways. The first, and known only to the King and Queen, is sliding the throne in the chamber above forward to reveal the flight of stairs leading here. The second is through a trap door (36) that leads into the sleeping chamber of the King and Queen above. The last is through the prison cells (43-44), should a prisoner succeed in freeing himself from those locations. The chamber itself is rather bare, since the King took with him much of his loot when he left. All that remains are a dozen barrels filled with salted fish and meats, crackers, cheese, water, pickled roots and eggs. It is all the Queen and the others have had to survive on since they sought refuge here. Currently, six (6) Cloud Giant Females (HP: 68, 67, 65, 64, 62, 61) are congregated in the west section of the chamber, huddled in a group on the floor. Frightened and starving, how they react to an approaching party will depend, since they are not evil. Fortunately for them, one of the two surviving male guards that are loyal to the Queen is standing watch nearby (42). This Cloud Giant Guard (HP: 70) will rush to the aide of the females, or to answer the call of his partner at (38) should the need arise.

37. STORAGE/BARRACKS, ADULT MALES Though normally used for extra storage space, the room now serves as a place for the remaining three (3) Cloud Giant Males (HP: 33, 31, 30) to rest and wait. These are young adult males, however, as the older ones perished under the attack of the Fog Giants days ago. They have no personal treasure or wealth to claim, and are weak and disoriented still. If provoked they will fight as Hill giants, doing 2-16 points damage per hit they land.

38. GUARD POST One (1) Cloud Giant Guard (HP: 63) stands watch here. He will not let anyone pass without making sure they are friends of the Queen. He will call for help (to his partner at 42) if necessary.

39-40. ROYAL EMERGENCY QUARTERS These chambers are reserved for the King and Queen in times of an emergency. The first is a small sitting room with several chairs, while the latter contains a large bunk, a chest of drawers, a dressing table and a wardrobe.

The Queen, ALTIA FEGAN, will be in either location when the party first reaches this level of the complex (50/50 chance of either). She is anxiously awaiting her rescue, secure in the assumption that it will arrive. Why? Not long

after her husband the King left did she script a note to the human nobles in the village that she suspected some foul conspiracy to be the cause, and that an attack would soon follow upon the colony. She gave the note to one of her most trusted ladies-in-waiting, and had her guardsmen see the woman safely through the secret stairs at I. Little does the Queen know, the giantess did not make it.

Unknown to the Queen her scheming cousin, MOLITA, who was present when the plea was written, sneaked out and caught the messenger before she could ignite the warning fire, but failed to stop the guard from delivering the parchment to the little folk. Now, with the King gone, MOLITA has become trapped. Seeking the help of the king's former advisor, she is struggling to keep her secret hidden.

Queen FEGAN is not aware of MOLITA'S involvement, or that of NORALD. She only knows that her beloved King of over 40 years fell victim to the charm of a young giantess and suddenly seemed to change. Thinking the gnome advisor was kind to her as well she often confided in him the goings-on in the personal affairs of her and the King. That was but one of her mistakes.

The Queen will be expecting a friendly attitude from her rescuers, assuming they have arrived according to her requests. Should the party behave otherwise, she will try to bargain the safety of herself and those with her using what's left of her wealth. (Located in #45) Though not likely an issue, should it become so the Queen has 60 Hit Points, fights as an adult Cloud Giant male, and is AC2. At 16' tall, the Queen is a beautiful woman and very charming (18 CH). She wears a winged tiara made of solid platinum (worth 2000 GP), a 6' long pearl necklace (worth 2500 GP), two rings on each finger (worth a base value of 1500 each), a set of gold bracelets (worth 750 GP each), and a gossamer gown. Beside the treasure kept in area 45 the Queen has a footlocker in her sleeping chamber that contains the following: 7 potions of healing, a scroll of protection against Undead, a bag of holding, a rod of cancellation, and a horn of Valhalla (the DM should determine type).

41. EXTRA STORAGE & EMERGENCY-DORMITORY This long narrow chamber is usually filled from wall to wall with provisions to last the colony for a year. It is nearly empty now, since the King took every last thing of importance with him. All that remain are barrels

and crates, some intact, most not, and a few large animal pelts clearly in poor condition and of a lesser quality on the open market (about 100 GP per each). Currently, a dozen young female Cloud Giants (HP: 30 x 2, 29 x 3, 28 x 3, 27 x 4) are sequestered here. They are non-combatants, but if forced will try to defend themselves, attacking as Ogres, and doing 1-8 points of damage per blow landed.

42. CORNER ROOM/GUARD STATION As described earlier, a single Cloud Giant male stands on alert here. If the room is searched a secret door will be discovered in the southwest wall. The corridor beyond this leads to the two locked cells (43-44) and the treasury (45). There is nothing of value in the room.

43-44. DUNGEON CELLS These large square rooms serve as traps to any that fall in from above. The doors are locked from the outside and swollen snug by the dampness. Forcing the doors from the inside will require the combined strength total of 70! Thieves attempting to pick the locks will suffer a -75% penalty, as the metal mechanisms are rusted, and likely to crumble upon such attempts. But that's also the good news, for, should the locks crumble it is possible for those trapped within to pull the doors inward by attaching something to the portals and heaving-ho. This reverse-force requires a combined strength of only 36. Of course, magical means and spells may circumvent the need for forcing the doors at all. These cells have not been used for so long that the keys have been lost. Forcing the doors from the outside, though, has the same chance of success as the reverse. A 10' wide by 10' long tunnel connects the two cells. A set of iron bars built into the walls and floor prevent those captured from passing between the two areas. The bars are so thick as to reduce one's attempt to bend them by -25%. Passing between the bars is possible for a gnome or smaller being.

45. ROYAL TREASURY Once filled with wealth this long chamber is now nearly empty. Most of the "good stuff" went with the King. Everything he left he felt would be of little use to him. What remain is the Queen's major bargaining tool if need be. Several chests and boxes remain in fair condition and contain the following: 10,000 CP, 3,000 SP, 150 EP, 50 GP, 25 PP. Along with this is a human-sized suit of +4 splint mail, a +1 longbow, and 20 +1 arrows.

This ends the adventure, Curse of the Cloud Giant Queen.

ORIGINAL AFTERWORD

There is a lot of information spread across the previous pages. In some cases it was less detailed than others. For example, much was explained in the Background concerning the cloud giants and the reason for the initial dilemma, including the gnome traitor, while some rooms and encounters presented a minimal amount of data. It is the author's opinion that any DM can describe to his players the furnishings of a room, whether those items are in pristine or plundered condition. It is also easy for a DM to gather the technical data pertaining to a particular creature and have it ready when play begins. Including repetitive lines for each being or monster in the text simply increases it, but offers nothing that cannot be found elsewhere, or that the DM should not already be familiar with. Where some will find such to be the absence of clutter, others will find it merely absent of what they prefer. Where some find having every piece of information provided in writing essential others find it over-produced. And in this regard I will not (ever) please everyone who obtains a copy of this work.

It is not my intention that this adventure be considered a "sequel" to any of the giant modules previously published. This work is an independent scenario that does not require those in order to play it. All that is needed are the core manuals, a lot of time and a DM with lots of patience.

Being the 2nd in my "Giant" series, this module was a challenge to design. If some find pleasure in it then I will feel it worth the effort. If some don't, finding it too flawed, I apologize that I am not as creative a writer as some of the great designers that have inspired me.

RC Pinnell

Menifee California, 2009

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PRE-ROLLED PARTY

| CLASS | LEVEL | HPS | RACE | (SEX) | HGT | WGT | AL | STR | I | W | D | C | CH | Spells |
|---------|-------|-----|-------|----------|------|-----|----|-------|----|----|----|----|----|-------------|
| Cleric | 11 | 66 | H | (Male) | 6'0" | 187 | LG | 16 | 8 | 17 | 12 | 16 | 12 | 7-6-5-4-2-1 |
| Cleric | 12 | 48 | H | (Female) | 5'9" | 135 | NG | 11 | 9 | 17 | 13 | 15 | 11 | 8-7-6-4-2-2 |
| C/F | 4-9 | 60 | 1/2 O | (Female) | 6'0" | 210 | LN | 18/59 | 9 | 11 | 15 | 18 | 10 | 3-2 |
| Fighter | 12 | 81 | H | (Female) | 5'8" | 160 | CG | 15 | 11 | 14 | 15 | 16 | 8 | |
| Ranger | 10 | 89 | H | (Male) | 6'3" | 200 | NG | 18/21 | 15 | 15 | 16 | 17 | 11 | 2/1 |
| F-T | 8-9 | 66 | D | (Male) | 4'0" | 170 | LN | 17 | 15 | 15 | 16 | 18 | 11 | |
| MU | 10 | 26 | E | (Male) | 5'3" | 110 | CG | 9 | 16 | 12 | 15 | 14 | 9 | 4-4-3-2-2 |
| MU-T | 7-9 | 42 | 1/2E | (Male) | 5'7" | 145 | CN | 16 | 17 | 15 | 16 | 16 | 15 | 4-3-2-1 |
| Thief | 12 | 64 | D | (Male) | 4'0" | 150 | NG | 17 | 13 | 16 | 17 | 17 | 10 | |

MAGICAL POSSESSIONS

Players may roll dice to determine order of choosing from the lists below or divide the items as they best see fit for the group. Players should not choose a second similar item (2nd weapon, shield or suit of armor for example) until each player has had a chance to obtain one. Potions are listed in lots but are separated for choosing purposes. Regardless of number of characters used no more than 4 items per character should be allowed, excluding potions.

Shield +3; Sword +2, Dragon-slayer; Bag of Holding

Shield +2; Sword +2, Giant-slayer; Boots of Levitation

Shield +1/+4 Sword +3 (short); Gauntlets of Ogre Power

Plate mail +2; Hammer +2; Ring of Feather Falling

Splint mail +3; Mace +3; Rope of Climbing

Splint mail +2; Flail +2; Boots of Elf kind

Chain mail +3; Battleaxe +3; Ring of Warmth

Leather +2; Axe of Throwing +2; Cloak of Elf kind

Bracers AC5; +1 Longbow; Wand of Magic Missiles

Cloak of Protection +3; +1 Short bow; Staff of Curing

+3 Ring of Protection; Dagger +2; Cleric scroll of Healing

+2 Ring of Protection; Dagger +1; Staff of Striking

Additionally each character can possess 2 potions of Extra-healing, or 4 of Healing.

MAGIC USERS' SPELL BOOKS

#5 L1: Comprehend languages, Find Familiar, Read Magic, Sleep

#7 L1: Burning Hands, Comprehend Languages, Detect Magic, Feather Fall, Hold Portal, Magic Missile, Read Magic, Shield, Shocking Grasp, Sleep.

L2: Continual light, Darkness 15' Radius, Detect Invisibility, ESP, Levitate, Mirror Image, Stinking Cloud, Web.

L3: Dispel Magic, Fireball, Flame Arrow, Hold Person, Infravision, Protection from Evil 10' Radius, Slow, Suggestion.

L4: Confusion, Dimension Door, Fire Shield, Fumble, Mass-morph, Remove Curse, Wall of Ice, Wizard Eye.

L5: Animate Dead, Cone of Cold, Hold Monster, Pass Wall.

#8 L1: Charm Person, Enlarge, Friends, Identify, Read Magic.

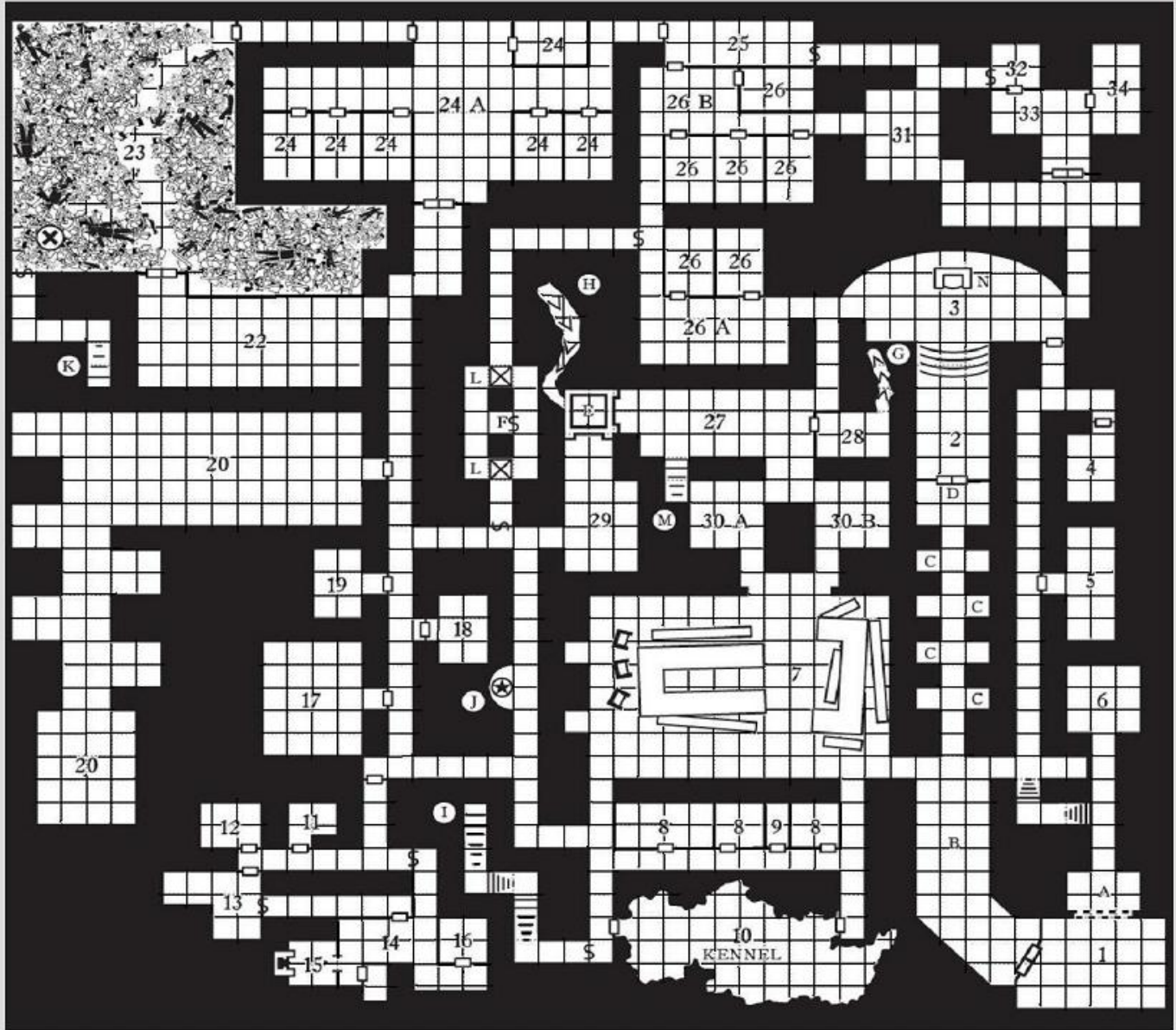
L2: Continual Light, Knock, Locate Object, Scare, Strength.

L3: Clair-audience, Haste, Lightning Bolt, Monster Summoning 1.

L4: Charm Monster, Dig, Ice Storm.

Dungeon Level 1

one square = 10'



door



statue



double
door

up



down



S

secret
door

Dungeon Level 2

square = 10'

