

G7

ADVANCED DUNGEON MODULE



Giants in the Deep

For 5-8 characters levels 6-10
by RC Pinnell

Cover art by Glenn Barnes
Back art by Russell Flowers

Maps by T. Volz

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Giants in the Deep

It is said that the sight of gold drives men wild with a hunger to covet the elusive ore. For a pair of dwarf brothers it drove them to risk their lives, and the lives of their families, friends and associates in their obsession to extract the shining flakes from within the mountain's bowels. Though at first lucrative their operation eventually ceased, and nothing was heard of the dwarf colony. The party has been hired by concerned kin and merchants anxious to restart the flow of gold from the mine to their stores, to journey into the mountain, find the dwarf colony, and get things back to normal.

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GIANTS IN THE DEEP

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FOREWARD

This adventure is designed for a party of 5 to 8 characters with levels ranging from 6 to 10. It should contain at least one cleric and magic user and several fighters; dwarf and gnome fighters being the more preferred for their subterranean skills. A party of Prerolled characters is provided in the appendices after the adventure and can be used by the DM to add NPCs to the party or to allow players lacking a character of appropriate level to venture along.

Created for 1st Edition Rules, this adventure can be played with any of the generally established RPG systems still available with minor modifications. If characters used are from a more *Basic* system the monsters' counterparts from those should be used instead to maintain an equilibrium of sorts.

The author would like to dedicate this adventure to the members of Dragonsfoot, past and present. As it would require too long a list to acknowledge each individual, let this then declare that the support and encouragement of the DF society has been, and is, appreciated.

BACKGROUND

A long time ago two dwarf brothers, Zeffon and Kraggo of the Mountains, discovered a large vein of gold beneath the ground. With their families and several others they established a colony deep within the Crystal Peaks. In a short span the trade of precious metal from the dwarf mines to the surface dwellers became lucrative for all involved parties. This went on for almost a century until, one day, shipments ceased. Human, elf and hobbit merchants and artisans that had been well supplied by the yellow ore were suddenly cut off. Expeditions were raised to visit the dwarfs to find the cause but none came back. Rather than continue to risk and lose lives over the matter, the local lords put a stop to the attempts, instructing their citizens to look elsewhere for raw materials. And in time, the colony under the mountain was all but forgotten.

STARTING THE ADVENTURE

Players begin with their characters in a large village along an established road going north and south. To the north lies a range of mountains that stretches for miles east and west. With peaks reaching 16,000 feet it is easily seen from the village, 30 miles distant. South of the village the road bends and turns through an endless blanket of hills and dales until reaching the coast and the sea ports there, 150 miles distant.

The nameless village is left entirely up to the DM to design and populate if so desired. It is not critical to the actual adventure, aside from providing rumors and incentive to encourage the party. If the DM is not able to construct it, published products should be easily obtainable with a bit of searching. The author recommends the following as potential candidates: the city of **Jonril**, published by Midkemia Press, the **Village of Hommlet** T1 module by TSR, or even the **Keep on the Borderlands** B2 module. All of these are out of print but they, and many more, are still available.

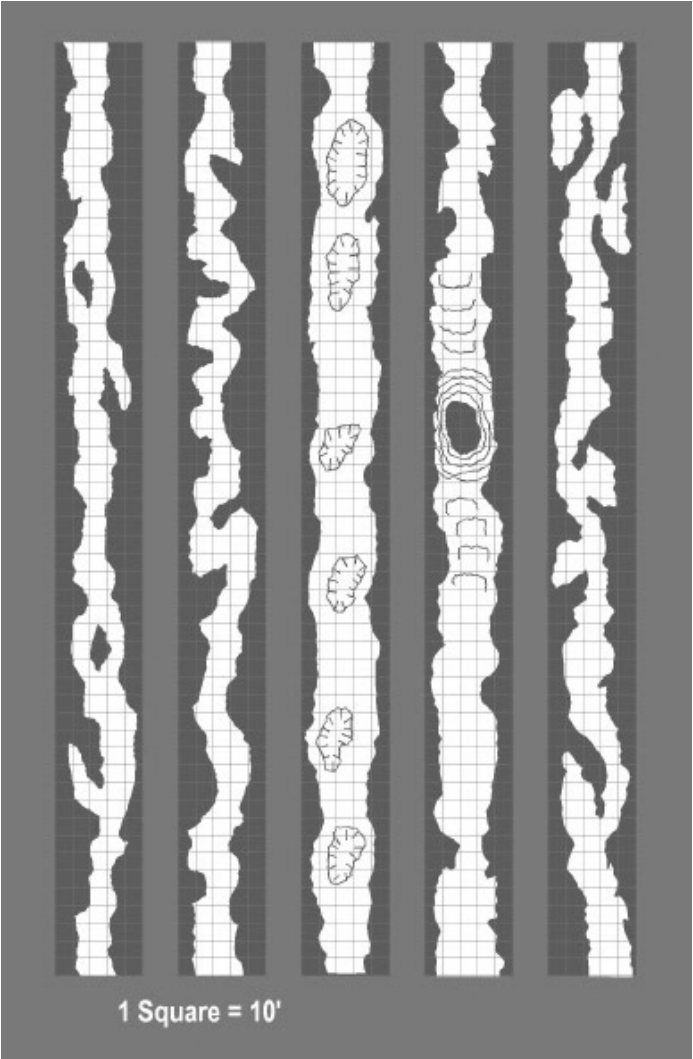
Once the party is together and has restocked itself with normal equipment they should begin hearing bits and pieces of information regarding the "long forgotten" dwarf colony, and the large deposit of gold supposedly discovered by the brothers. While a long and detailed list of suggested rumors would expedite play the author leaves the actual writing of such to the DM. (This is not to penalize the referee, but to give back to him the role of co-creator that, in this author's opinion, slowly eroded over time due to the intentions of adventure publishers to control as much of the product as possible.) Having said that, it is not unreasonable to have the party actually be contacted by a dwarf or two residing in the village, wondering what became of their long lost kin, and seeking the party's services to find out. In any event, once the DM has given the party enough information to point them north, they should arrive at the base of the mountains in short order without incident, and come across faded and ancient tracks leading into the black open mouth of a large tunnel.

THE JOURNEY BEGINS

If the party includes a ranger he (or she) *will* be able to detect faint signs of tracks leading into the enormous maw of the tunnel. If not, there's a chance that one of the other characters might notice. Allow each player to roll the % dice, with success occurring should the roll be equal or less than their level x 3. If no one succeeds it only means they do not realize that the tracks are *not* those of dwarves. A ranger will know upon sight that large, "giant class" creatures -- like trolls or giants, made them.

SUBTERRANEAN WILDERNESS

Upon entering the tunnel the party will have to move slowly down a long, carved passage. Consulting the **Subterranean Wilderness map**, you will see **Primary** tunnels indicated by solid (though sometimes they curve) lines leading from one **Encounter Cave** to the other. These tunnels are a good 20-40' wide, with an average ceiling height of 12'. The floor within is level, and fairly even, and smoothed out. Each hex shown is equal to 1 mile distance, and the party can only move as slow as its slowest member. With humans able to travel 12 miles per day, and dwarves only 6, the math quickly indicates the rate at which the party will move. The slowness of this is dictated by various factors: light, incline, turns, etc., that do not necessarily show on the map. Using this map piece (the full sized version appears after the adventure) the DM can plot the movement of the group, and arrange locations where wandering monsters might appear.



The DM should photo-scan the full-sized map piece and cut each tunnel section into separate strips. These can then be lined up, mixed around, turned

upside down, to provide an array of lengths and variations for which to plot party movement, actions and monster placement.

Secondary tunnels, indicated by the dashed lines are half the width of the primary ones, with ceiling heights about the same.

The **secret** tunnel, represented with dots, is but 8' wide and very twisting and winding. Discovering it will require a successful *detect secret doors* by an elf or other member, or through magical means.

For each hex entered or passed through a check should be made to determine if a "wandering monster" has been encountered. The DM should use the following table to determine what kind. To keep the action moving as quickly as possible the party will only face a *wandering encounter* on a roll of 1 on a d6. How far away the party is from the creature(s) when this occurs must be determined by standard mechanics.

WANDERING MONSTER ENCOUNTER MATRIX

Die Roll	creature type(s) encountered
1	1 Giant Slug (HP 54)
2-4	4-9 Trolls (HP 40, 38, 36, 34, 2 x 32, 3 x 30)
5	1-6 Umberhulk (HP 69, 66, 63, 60, 57, 54)
6-8	1-4 Ettin (HP 45, 43, 41, 39)
9-10	1-4 Black Pudding (HP 45, 43, 41, 39)
11	1-3 Roper HD12/11/10 (HP 54, 49, 45)
12	1-2 Purple Worm (HP 82, 67)

These creatures will not be carrying any significant treasure, with the exception of trolls or Ettin, who may have sacks containing minor amounts of coins. The DM should determine this.

SET ENCOUNTERS, CAVE I

After the party has traveled deep into the mountain, they will pass through 3 **Set Encounter** areas. These are not the final destination they seek, but areas they must overcome regardless. The first will likely take a day or two to locate, but upon doing so they will enter a large, wide cavern with several features. First, they will come upon a **secret** tunnel along the east wall of the location that, if discovered, will make it easier for them to proceed. To the west (left) is a side chamber where 1 of the residents will be met upon entering. Further north a sheer drop of 100' must be negotiated to reach the chamber beyond, unless the party discovered the secret tunnel. From the ledge high above they can see 4 great rock formations, stalactites dripping down and nearly touching the stalagmites growing up from the floor of the cavern to meet them. There is also a large

crevasse in the northwest part of the lower cavern. The DM should consult the map to see the initial positions of the creatures residing here when the party first arrives. An X indicates one's location. Any prolonged descent down the cliff will likely result in one or more of the creatures sallying forth to check out the commotion. In all, 4 **Fire Lizards** (HP 65, 55, 45, 45) reside in the lower chamber; though one is in the upper chamber when the party arrives.

The secret tunnel-passage running just east of the great chamber enters and exits two smaller caves where the party can rest safely if need be.

In the western chamber where the monsters tend to spend most of their time are mounds of accumulated treasure from previous expeditions that had tried to reach the dwarf colony and failed. Their combined treasure includes 8000 CP, 6000 SP, 4000 EP, 3000 GP, 4 gems (100 GP base each), a **+2** suit of **scale mail** (sized for a dwarf), 8 metal flasks/potions as follows: *climbing* (half full), *diminution*, *extra-healing*, *giant strength*, *growth*, *levitation*, *speed*, *sweet water*. And a long, hollow bone tube containing 2 scrolls as follows: *protection vs. petrification*, *cursed!* (The DM should consult the DMG for its function)

ENCOUNTER CAVE II

This large nearly round chamber can actually be avoided by the party should they discover the secret tunnel-route noted on the Underground Wilderness map. Should they have to pass through here they will be met by a pod of 6 **Giant Spiders!** The queen of the nest is double the HD and of commensurately more hit points than the rest, attacking as an 8HD monster, and doing 2-16 damage plus poison (HP 44; 26, 25, 24, 23, 22, 21, 20, 19.) While normal spider nests are highly flammable the queen's unusually high intelligence has reasoned that keeping it coated with a thick liquid substance would help ward off fire attacks by intruders. Thus she and her subjects have taken great steps to prevent their prey from losing their bodily fluids too quickly, using them to coat the web-strands periodically. But it has been some time since the last intruder has come along, and the webs are just beginning to dry out. So the queen and her followers will quickly attack any and all intruders, hoping to subdue their victims with as little loss of blood and fluids as possible. The dried out empty husks of former victims lie upon the floor between the 3 large stalagmites, most turned nearly to dust now. Among the corpses may be found, 3000 CP, 1500 SP, 1500 EP, 500 GP, a **+2 dagger**, a **cloak & boots of elf-kind**, and a **ring of spell storing** allowing the wearer to cast the following spells as if a druid of the appropriate level: *Speak with Animals*, *Barkskin*, *Create Water*, *Hold Animal*, *Neutralize Poison*.

ENCOUNTER CAVE III

The last of the "set encounters" before the party reaches its true destination, it is as potentially deadly as the others, yet deceptively appears not to be. If the party enters from the south they will find they are on the west side of a wide deep crevasse that runs south to north in the chamber. An opening in the west wall leads to a secondary, smaller cave where the resident normally dwells, and keeps its treasure. At the north end of the chamber a steep incline of 20 feet must be climbed to reach a large open area that looks down upon the crevasse. Should the party have entered from the southeast they will have to find a way to ford the pit dissecting the chamber. As the party enters from either direction, they will see a distant shape standing upon the ledge to the north. A **Lamia** (HP 49) resides here, and she will use all her abilities to ensnare as many intruders as she can without risk to herself; those she cannot physically control she will attempt to drive into the crevasse by whatever means. Besides her natural abilities and skills, she wears a ring on each hand. On her left is a **ring of regeneration**, and on the right is a **ring of free action**. The treasure within her private chamber to the west includes 8,000 CP, 12,000 SP, 10 gems (2 x 50 GP base, 3 x 100 GP base, 3 x 500 GP base, 2 x 1,000 GP base). She will of course use all her powers of illusion to entrap as many as she can, for she is very hungry and would like a warm snack.

Once the party has negotiated all the Set Encounter Caves they will eventually reach the Great Cavern, where the adventure truly begins.

THE GREAT CAVERN & FORGOTTEN DWARF COLONY

There is no way to describe the vastness of the main chamber and do it justice. For those fortunate enough to have experienced the Carlsbad Caverns or any similar to it, they will have a fairly good picture of what it is like inside. Sharp and jagged walls and ceiling glisten under torch light from trickling moisture and countless flakes of precious ores embedded in them. The floor is rough and uneven generally, except where paths have been worn from constant use over the decades of being inhabited. But within the smaller caves ringing the great chamber there has been a skilled working of the stone to form walls with doorways and roofs, creating chambers in which the dwarves resided long ago. These are noted as areas **d** on the large map. They and the shrine at area **3-B** are finely chiseled and carved as opposed to the natural surroundings.

In addition to the monsters indicated in the text that follows, it is possible for the party to encounter some *wandering* creatures. Where these will be located, or going to or coming from, and at what distance they

and the party will see and recognize one another are variables left to the DM to determine. For every 3 turns spent in chamber **3** a check must be made, with a result of 1-2 on a d6 indicating an encounter of some sort. That being the case the DM should use the following table to determine the type.

RANDOM ENCOUNTER IN GREAT CAVERN

Die Roll	Encounter or Event
1	Loose stalactites break free of ceiling and plummet onto the party. 1 to 3 large pieces among the little pieces and cause 3-24 points of damage to whomever they strike.
2.	1-6 trolls (HP 33, 32, 31, 30, 29, 28)
3.	1-4 giant trolls (HP 36, 34, 32, 30)
4.	1-2 2-headed trolls (HP 45, 43)
5.	1-2 ettin (HP 55, 53)
6.	Rain shower of guano falls upon party from creatures up above. Unless their faces and mouths are well covered there is a 5% chance of ingesting bits of feces, resulting in contracting some kind of disease. (Consult the DMG for types that would apply)

DUNGEON CAVERN MATRIX

1. ENTRY CAVE. A 20' wide tunnel enters this chamber from the south. A secret door in the west wall allows access to a hidden chamber (**A**) in which 2 **shambling mounds** reside (HP 36 ea.) If not discovered they will sally forth into the open chamber upon hearing any commotion occurring there. The foyer to the great chamber beyond is dissected by an underground river flowing from the southwest to the northeast. A large wooden bridge spans the river supported by guide wires and ropes from one side to the other, connected to it. A large **giant troll** (HP 39) is on the southeast side of the river (**X**) doing some repair work with its back to the party as they approach. If he is attacked he will call for help from his companions on the other side of the river. He has no treasure.

2. NORTH SIDE/ENTRY CAVE. Two ledges rise up 8' on this side of the river where a giant troll (HP 39 ea.) is working at each to secure the anchor post that helps support the bridge (**X**). Should they hear their comrade call for assistance they will slide down the banks of the ledges and stride to his defense. Packed down into the ground (**B**) is a circular object barely noticeable unless actively checking (allow a 5% chance per character who casually passes over the object). If spotted, only the rim of the object will be seen, appearing as merely as a metallic circle on the ground. If dug out the discoverer will have found a **ring of swimming**.

It is possible during a melee or otherwise for a person to be thrown or fall into the rushing river. If such is the case the DM should determine what steps are to be taken to rescue the victim. The river will sweep the hapless victim downstream to the docks (see map)

where it is possible to latch on and rescue oneself. If that should fail, anyone caught in the river will be dragged down into the earth and never seen again.

3. THE GREAT CAVERN. This colossal cavern stretches from the southwest to northeast parallel to the river. The walls of its perimeter average 6' to 9' before they begin to curve upwards, connecting to the ceiling high above; in places this canopy of jagged rock is as little as 50' to as much as 150' above the cavern floor. Naturally stalactites large and small cover the ceiling and cling to it. In the middle of the chamber is a huge pit (**A**) running in the same general directions, with widths of about 40' at its southwestern edge to over 100' in its midsection. A winding trail 8' across is carved out of its side that descends to the bottom over 150' below. North of the pit are iron rails laid to convey ore cars that were filled with the pyrite and guided to the eastern chamber beyond this one and put into river boats at the docks there. Along the tracks are the remnants of busted and collapsed buildings and sifting machines the dwarves used to process the raw ore into more precious metal. Several rickety and rotted crane devices still stand about the pit. A shrine to the dwarf god of the earth stands just southwest of the pit (**B**). Atop a terrace rising 6' from the cavern floor are 3 stone figures that appear to have been attacked and disfigured. Who or what they represented is not clear, now. Over 2 dozen 8' tall round stone columns fill the southwest section of the cavern around the shrine. Their purpose, too, is unclear. Looking down upon this great chamber from a ledge high above (**C**) are the **pit-watchers**! 4 **cloakers** (HP 31, 29, 27, 25) dwell upon the ledge (50' above) and act as sentinels for the monsters posted throughout the chambers. They are 30% likely to notice a band of non-trolls or giants moving about in the cavern, but will not swoop down to attack. Instead they will use their sonic screeching to alert the other creatures of intruders. A small bit of treasure has accumulated on their ledge as follows: 10,000 CP, 12,000 SP, 1,500 EP, 500 GP, and a **wand of fireballs** (having 4 charges left).

Eleven smaller chambers surround the Great Cavern. For most, these were the homes of the dwarf brothers, their families and associates long ago. As previously described, walls with doorways, and floors and ceilings were meticulously carved out of the rock to form buildings with chambers in which they resided (**d**). Designed for small beings of no more than 5' in height, it is not clear what could have made it inside these and attacked the residents, but when searched they will be found long abandoned and filled with rubble, debris and in ruin. Nothing of value remains within the ruins. Regardless, at present the caves containing the ruins now house a large population of creatures the party must confront. At each location marked **T** will be found the following:

- T1:** 6 2-headed trolls (HP 55, 2x45, 3x35)
- T2:** 10 trolls (HP 45, 43, 41, 39, 37, 35, 2x33, 2x31)
- T3:** 12 giant trolls (HP 52, 50, 4x48, 4x46, 4x42)
- T4:** 12 giant trolls (HP 51, 4x49, 4x47, 3x45)
- T5:** 10 trolls (HP 44, 42, 40, 38, 36, 34, 2x32, 2x30)
- T6:** 8 ettin (HP 65, 64, 63, 62, 61, 60, 59, 58)

These creatures will have no personal treasure to themselves. Everything they have collected from the parties that have explored in search of the lost dwarf colony belongs to their master in chamber **4!** If they are all destroyed replacements will begin to appear after one week, with 1-6 trolls, 1-4 giant trolls, and 1-2 ettin or 2-headed trolls showing up then, and again every 4 days thereafter until their ranks are full.

THE PIT. Beyond the previous description the following should be noted--the bottom of this great hole is filled with the dead. Scattered about are dozens of mounds and piles at least 4' deep of bones and rotted corpses. Some of these are dwarf, but many are of other races. None are wearing any armor, or packs or pouches, and will thus not have treasure or thing of value amongst them. While some former colonists' remains are among the dead, most are those of explorers come in search of the colony. In all, there are roughly 300 corpses or partial remains, in various states of decay all the way to mere skeletons.

THE FATE OF THE DWARF COLONY. While the obvious conclusion is that the colony was attacked by the creatures now roaming the caverns and tossed into the pit that would be incorrect. At least, for some of them. While many are in fact dead, and have been eaten or tossed into the pit, a small number have actually been taken prisoner and are at another location. For what the brothers did not know when they discovered the hole of gold, was that it is basically in the cellars of a clan of mountain giants that dwell above. When finally discovered, the brothers and their families were taken prisoner, while the remaining dwarves were eaten or killed and tossed into the pit as a kind of ironic justice. But not wanting their cellars to be again "discovered" and homesteaded, the giants have assigned many of their servants to reside in the cellars and drive away any newcomers that might show up. A tunnel in the northeast part of the cavern (i) ascends to the mountain giants' abode. Knowing their troll servants would need strict overseeing, the giants put one of their cruelest warriors in charge. He resides in the large cave to the southeast.

4. THE OVERSEER'S CAVE. Several large solid sections of rock fill the entry to this cave, standing like guard curtains from floor to roof and creating passage ways in between. Going southeast will eventually deliver the party into the larger, open chamber itself. To get

there they must get past the Overseer's watch dog, an unusually large and strong **worg** (HP 48) that attacks as a 6 HD creature, doing 2-12 per bite; he lies against one of the rocky walls (see small **X** on map). From here it can see, hear and smell anything entering the chamber. It will immediately go to investigate, but not attack unless surprised. Instead, it will rush back to its master and sound the alarm, then takes its position behind the last rock wall to surprise those that rush its master. In the southwest corner of the cavern is the abode of the Overseer. A large and cruel **mountain giant** (HP 84), he wields a +3 giant club for 4-40 points of damage, + the weapon's bonus and his own strength of 19, for +7. He can hurl stones for 2-16 damage each if he is alerted and has enough time. Otherwise, any non-troll or giant that enters will immediately be attacked as he instructs his dog to assist him. If combat is going against him he will try to evade his attackers and flee up the tunnel in the northeast part of the Great Cavern. If captured and/or subdued he will not reveal to his inquisitors any information of value unless magic is used against him to force him to. Most of all valuables collected from search and rescue parties that have come looking for the dwarf colony have been sent "up" to the mountain giant abode. But the Overseer has been allowed to hold back a few pieces for himself. He keeps all his treasure in a huge wooden chest 7'x3'x4' in the alcove area at the far northeast corner of the cavern. This is buried and will require 3 turns of vigorous excavation to retrieve, but littered with bones and wolf excrement, one would simply deduce the area to be the dog's place of interest. Inside the chest is 5,000 CP, 15,000 SP, 1,000 EP, 500 GP, 50 PP, 9 gems (base value 50 GP ea.), 7 pieces of jewelry (base value 750 GP ea.), a suit of finely made elfin chain mail, a **cloak of elven-kind**, **boots of elven-kind**, a **+1 cloak of protection**, a **+2 dagger** and a **+3 hammer**, dwarven thrower.

5. THE SECRET CAVE. Discovery of this chamber depends upon the party locating the secret portal that allows entry to it. An injured and weak beast managed to reach this spot long ago, and remained hidden since. It is very hungry and in need of some nourishment. Anyone exploring the cave will see a shiny or unusual formation in the center of the floor and should they go to examine it the creature will fold up its great form like a blanket, attempting to capture its prey. The beast is a **trapper** (HP40), and has no treasure, having not been detected in all the time it has been here.

6. THE STABLE CAVERN. The only side chamber to have an entry/exit tunnel that leads northwest of the Great Cavern, this fairly large cave contains 8 stalls along its west wall, and a pen taking up the northeast part of the chamber. Oddly, there are 4 creatures within the stalls that look very much like

mules. These must have been captured when the last search party explored the area, with the Overseer taking them for possible food snacks later. In any event the stables were often used by the dwarves to port in materials from the surface world. All the tack and gear for the animals is stored in the building in the chamber. The pen area offers nothing unusual or of value to the party. The tunnel leading out of this chamber goes deeper into the mountains and should not be accessible to the players unless the DM has planned something connected to it.

7. PRISONERS' CAVE. Iron-bar gates are set into the walls and locked fast with chains and padlocks, preventing those inside from escape. Inside are two dozen beings, some taken in raids by the mountain giants and sent down here, and a few surviving fighters from failed expeditions. The former are all 0-level beings, humans, from surrounding villages and hamlets. Most are typical farm folk and have nothing of importance to tell the party. All will be thankful if rescued, but none can afford a reward. But 4 others are fighter types, former henchmen of one or two of the fighter lords in the last expedition to enter the caves and fall prey to the trolls. Three are male, being a human, half-elf and hobbit, all 2nd level (HP 19, 15, 14) while the fourth is a half-orc female of 1st level (HP 10); she is also a multi-classed thief. The DM should roll up their abilities and determine their names and alignments and other information that might be required should they be offered up as NPC henchmen to the players. The fighters have heard talk of giants above, and have battled the Overseer personally and if found before the party reaches area 4 they will warn the group of him. The half-orc fighter-thief is actually a spy, a servant of the mountain giant chief, planted among the prisoners to gain information. If questioned with magic and forced to be truthful she will reveal that her name is *Faluna Fruklep*, and that she was captured by the mountain giants 4 years ago and kept alive as a sex-slave and play toy.

8. RIVER CAVE & DOCKS. Back when the colony was in full swing boats from other underworld beings would come by and dock, exchanging with the dwarfs exotic items crafted by underworld denizens for dwarven made armor and weapons. Much of that trade stopped long ago, as the dwarves became more and more involved with extracting the gold from the deep pit. Humans and other surface beings attempting to navigate the underworld water ways will get lost and maroon themselves within a week. The miles of river tunnels are endless, and filled with swift currents, eddies, and whirlpools that will force the untrained down blind ways, and into even deeper levels from which they will never return. When the party reaches this area they will find 2 boats secured to the docks. Each is capable of carrying up

to 3 large humans, half-elves, dwarves or half-orcs, or 2 of either and 2 elves, gnomes or hobbits. They cannot be used to go upstream! However, if the mules are alive when the party finishes clearing out the area, the boats could be ported via the animals through the tunnels. The cart rails end here, where the unloading and loading of goods would take place. All that is left now is a single cart, with its bottom inches deep in soil. Oddly, if the cart is thoroughly search, requiring at least 6 turns, a pearly white **ioun stone** will be found along with a **stone of good luck**. Why these are here and have not been discovered by now is an enigma.

THIS ENDS THE FIRST PART OF THE EXPEDITION OF
GIANTS IN THE DEEP!

Written & Designed by RC Pinnell
Cover Art by Glenn Barnes
Back cover Art by Russell Flowers
Maps by T. Volz

The author wishes to extend a deep gratitude to the artists and cartographer mentioned above. Without their contributions this product would not be the same.

AFTERWORD

Being the 4th installment of a series of supplemental giant adventures, many might question its inclusion in a set of adventures primarily dealing with giants, when so few are actually within it (8 ettin and 1 mountain giant). My main response would be that the trolls do fall under the category of "giant class" opponents (See PHB) and 2-headed and giant-trolls are actually crossbreeds with giants. These, of course, do not qualify as the pure races of the 6 major ones, but mountain giants are clearly defined as one of at least 2 sub-races.

More importantly this adventure can serve as a springboard for characters wishing to go on to more challenging Giant modules. Whether this means using the second part of this adventure or going to the G1-2-3 by Gary Gygax, or this author's G4-5-6 is a matter for the DM and his players.

PREROLLED PARTY

	Class	LVL	Race (Sex)	STR	I	W	D	C	CH	HPS
1	CLERIC	9	Human	12	9	16	15	16	10	62
2	CLR/RGR	5/6	Half-elf	17	15	15	15	17	8	51
3	FIGHTER	7	Dwarf	18/91	11	14	16	17	9	64
4	RANGER	8	Human (F)	16	13	14	13	17	7	74
5	FTR/THF	4/8	Hobbit	15	14	9	19	17	13	54
6	MU	8	Human	11	18	10	16	15	13	21
7	MU/THF	5/6	Elf	15	18	7	16	15	13	31
8	THIEF	9	Human (F)	17	14	11	17	16	8	52

MAGIC ITEMS

- +1 mace, +1 shield, ring of warmth, potion of gaseous form
- +1 chain mail, 10 +1 arrows, boots of elf kind
- +2 axe, +1 shield, +1 chain mail, 3 +2 bolts
- +1 long sword, +1 banded mail, +1 short bow, potion of extra-healing
- +1 leather, 10 +1 sling bullets, potion of strength, potion of swimming
- +1 ring of protection, staff of striking
- Wand of magic missiles (1/2 full), bracers of defense AC5
- +1 short sword/flaming, +1 cloak, ring of feather falling

The DM and players must *flesh-out* the characters, providing height, weight, age, back-ground, equipment, etc. Each should have standard backpacks filled with necessary items (allow 4 weeks iron rations for these levels). Mules can be rented or purchased to take into the tunnels. Assume characters have a wealth of 1000 GP times 1/2 their level.



Giants in the Deep

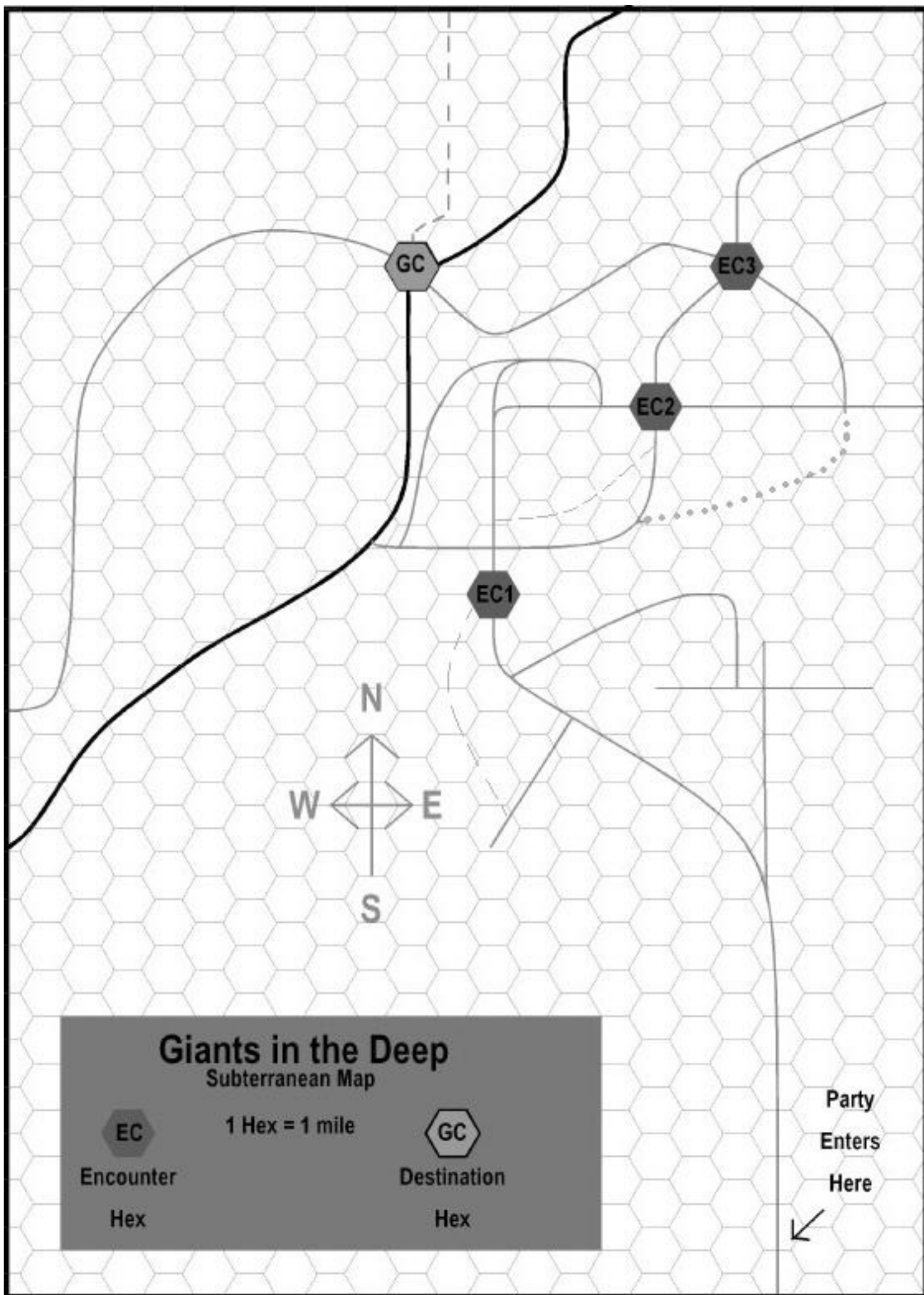
Subterranean Map

EC
Encounter
Hex

1 Hex = 1 mile

GC
Destination
Hex

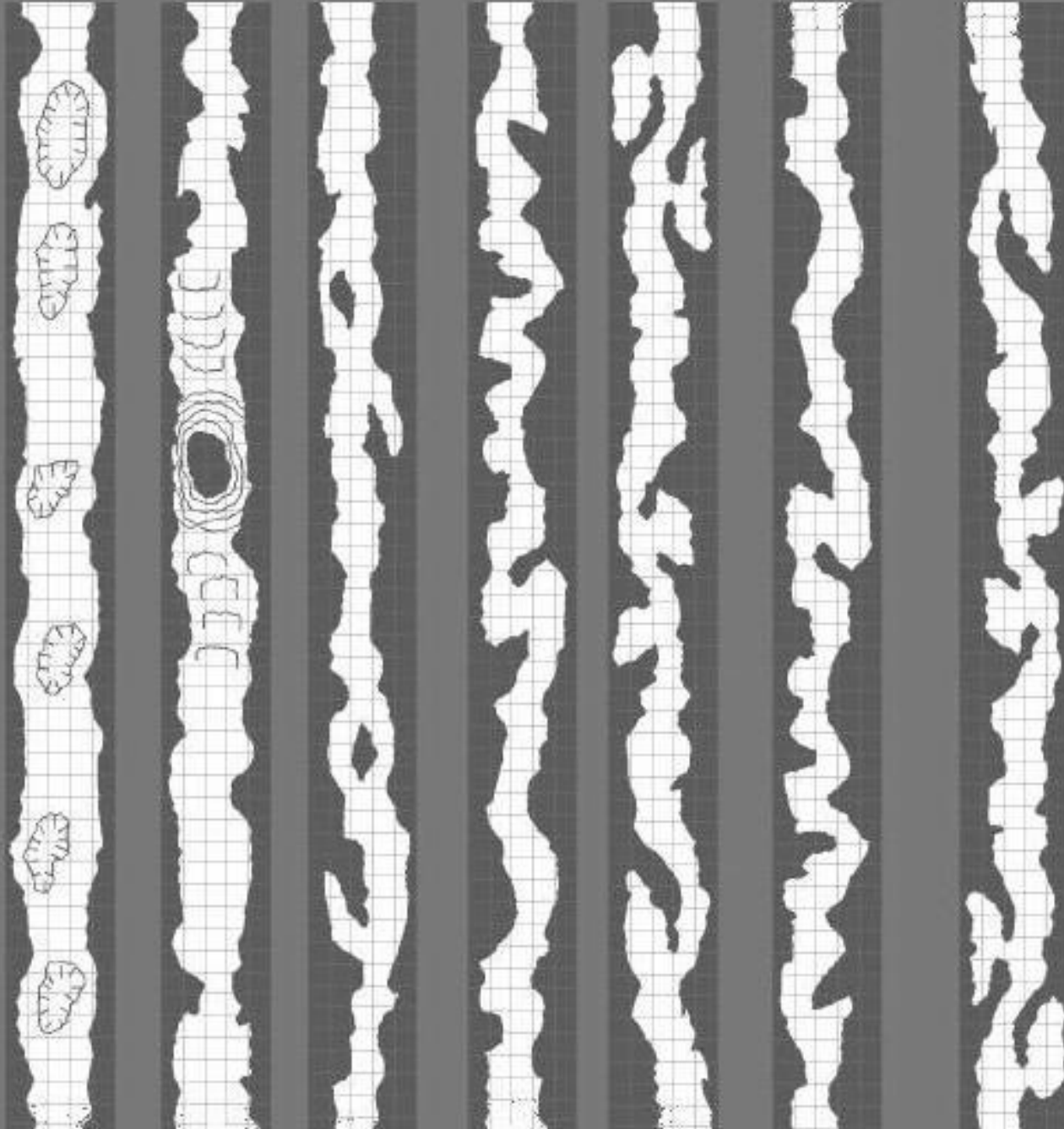
Party
Enters
Here



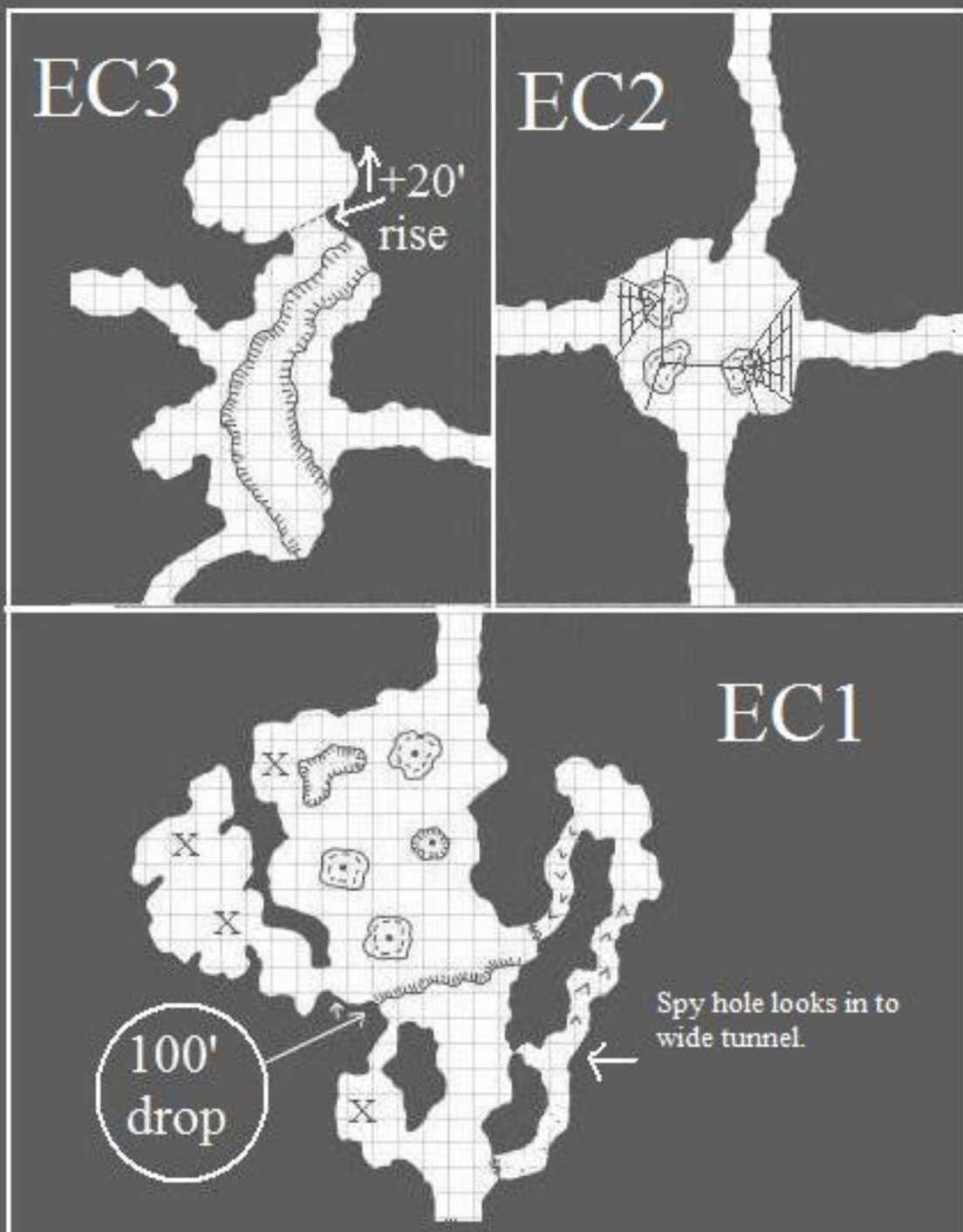
1 square = 10⁶

Primary

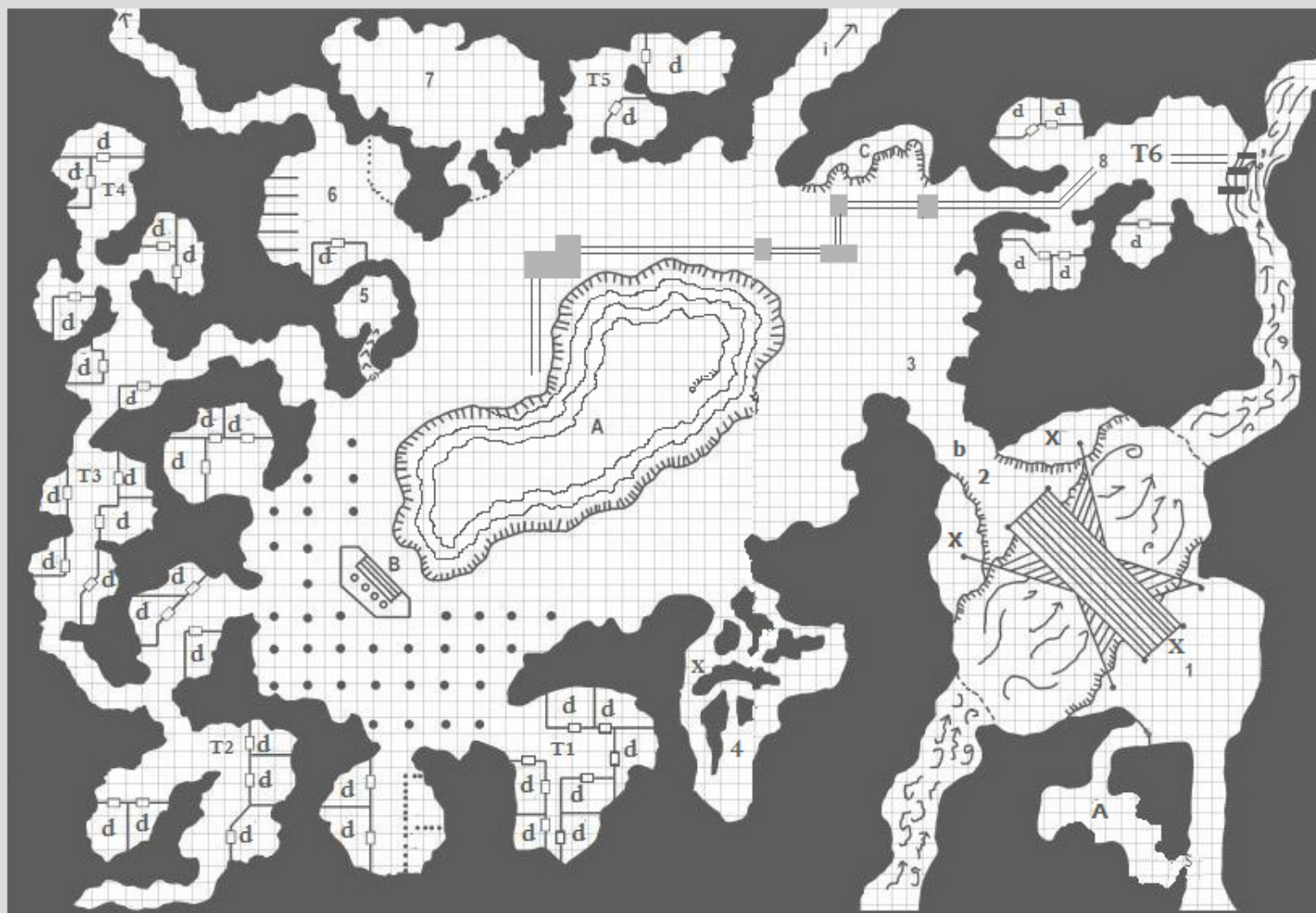
Others



Tunnel Samples



1 square = 10'



GIANTS IN THE DEEP