

1 The sandstone entry platform is littered with dry white bones of large animals. The smooth marble walls have a green dull tint that changes in hue when struck with varying amounts of sunlight. There is a small eves trough about six inches wide above the entry, made of aged bronze that has turned a dull blue green. There are four stone posts with similar bronze rods stuck through the sides.

Inspecting the bones you will find: (Roll 1d20 Once only)

- 1-3 Cow Horn
- 4-6 Ram Horn
- 7 Unicorn Horn
- 8-9 Rothe Horn
- 10 Young Dragon Skull
- 11-14 Asian Elephant Tusk (100-600gp) 1d6
- 15-17 African Elephant Tusk (200-800gp) 2d4
- 18-19 Mastodon Tusk (100-800gp) 1d8
- 20 Mammoth Tusk (300-900gp) 2d4+1

Inspecting the Walls you will find that the different green hues are due to a licentious moss that has grown to the walls deriving its moisture from the misty air. Undoubtedly impossible to climb.

Inspecting the Posts you will discover that the oxidized bronze has shown recent and frequent ware, probably from leather or cloth polishing.

Inspecting the eves trough you will discover that it will not support very much weight and that several supporting pins are loose.

2 From the entry you can see very distant torch light and several large objects. The walls are made of large limestone blocks and are 30 feet high to a wooden raftered ceiling. The floor is made of large cobble stones six to eight feet in diameter fitted together with 12 to 18 inches of space between them about 6 inches deep. On either side of the entry is a two foot gutter running along the wall. Two doors are visible from the entryway.

Inspecting the ceiling you will discover that the rafters are 5x5 feet and 20 feet apart. There seems to be enough space to throw a grappling hook from one to the next, with enough rope that is.

Inspecting the walls you will find that the moss has covered the first ten feet inside the entrance, but it appears to be drier and more climbable.

(If attempted roll climb walls at -30%, plus 10% for spiked shoes & Claws, +5% using spikes and rope.)

Inspecting the gutters you discover that the party can easily crawl along them and remain undetected.

If attempted roll on the following chart for every ten feet (after the first ten feet)

- 1 Large Spider Nest 2d4+2 AC 8 HD 1+1 MM1 Page 90
- 2 Large Scorpion 1d3 AC 5 HD 2+2 MM2 Page 107
- 3 Poisonous Snake 1d3 AC 6 HD 2+1 MM2 Page 111
- 4 Rot Grubs 1d4 AC 9 HP 1 MM1 Page 83
- 5 Giant Rat 1d3 AC 7 HP 1d4 MM1 Page 81
- 6-7 Rotting Piece of meat
- 8-10 Green mold and yellow slime
- 11-15 Kitchen Bones
- 16 Young Dragon Skull
- 17 Ram Horn
- 18 Unicorn Horn
- 19 Misc. Magic Weapon H2 UA Page 89 roll 1-100

In the corridor's intersection are five woolly Mammoth hides sewn together as a giant rug, approximately 30x30 feet in size. Several fury lumps can be seen on the rug. At the end of the gutter a cluster of pillars have been set near the wall, and another on the opposite side. Two dark lumps are near one of the pillar clusters (roll random). A large open area lies ahead on the right where bright sunlight illuminates several pillars and statues.

Listening for noise will reveal: near by breathing, snoring, and a more distant conversation in a strange language.

Watching the fury lumps you will notice a large cat like creature yawning.

Watching the dark lumps near the pillars you notice large feathers, talons, and a beak.

Examining the pillar clusters you will discover a water basin and meat bowl half filled with raw meat.

Watching the large open area you see a statue floating through the air, and a distant voice call out in a strange language. You also notice a large humanoid walking into the brightly lit area but notice only robes and violet colored skin on its arm. (Bright light destroys vision in dimly lit areas for 4 melee rounds)

Wearing large saddles, and harnesses, and tethered to the pillars sleeping:

2 Griffins AC 3 HD 7 Hp 25, Xp 625 Hp 18, Xp 555
 3 attacks, 1d4, 1d4, 2d8 MM1 page 50

Sleeping on the woolly mammoth rug, dad and son:

2 Spotted Lions AC 5 HD 6 Hp 34, Xp 504 Hp 25, Xp 450
 3 attacks, 1d4, 1d4, 1d12 MM1 page 61

In the large sunlit courtyard, Rafego and Vokal are engaged in a chess match. Rafego has just moved playing white and Vokal must ponder the board carefully. No pieces have been exchanged yet and there are several multi piece trades coming up in the next moves. Both are silent and pondering the board. Vokal entered the courtyard to get a different perspective of the game. Rafego is in the shadows on the other side of the board. Their positions correspond to the circles with the letters 'a' and 'e'.

Should the Spotted Lions move down the hall in response to a commotion, or even engage in combat, they will be ignored. They typically catch the usual critters of the house and aren't watched carefully.

Should the Griffins become disturbed, the game will be interrupted.

- a. Rafego Mobag, Storm Giant, AC -1, HD 15, Hp 85, Xp 7550, Chaotic Good
 Equipment: +2 Elfin Chainmail worn, Potion of Invisibility,
 Potion of Polymorph Self, Short Sword Below.
 Silver Scroll Tube, (8gp), Latin Markings, 13th Level Effect, 5201 BC
 Protection from Magic 7,500gp
 +2 Nine Lives Stealer, Two Handed Sword, 16 Intelligence, 15 Ego, CN.
 Detects Invisible in ten foot radius.
 Detects gems, kind and number in five foot radius.
 Detects magic in ten foot radius.
 Charm Person on contact, three times per day.
 Read Languages and Maps of non magical nature on command.
 Languages Spoken: CN alignment tongue, Storm Giant, Cloud Giant, Common.
 Drains level of victim when hit by natural 20.
 +8 to hit, 7d6 damage plus 14 when used by a Storm Giant
 1000gp Silver with Gems Necklace, 240gp Gold Arm Band,
 1000gp Gold Bracelet MM1 Page 45

e. Vokal Nore, Storm Giant, AC 1, HD 15, Hp 78, Xp 7410 Chaotic Good
Equipment: Potion of Invisibility, Clerical Staff below:
1 attack with staff 7d6, +6 to hit, +12 damage

Teak wood staff with mythral twist inlay, 9th level effect

No Charge:

Detect Magic	Portent
Fear	Light
Silence 15 ft radius	Know Alignment
Augury	Speak With Animals

1 Charge:

Meld into Stone	Cure Serious Wounds
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360gp Platinum Clasp, 1200gp Platinum with Gems Choker,
1600gp Platinum with Gems Bracelet MM1 Page 45

3 The floor is made of large sandstone blocks littered with bones, the walls are made of limestone with a dull green moss growing on it, the sky is above you. Tethered to a post with a bronze rod driven through it are two golden winged birds with four legs and a snake like tail. Large saddles and harnesses lay in a pile between the doors.

If the birds are approached they will become hostile.

If the birds are attacked they will fight until killed.

If released they will fly away to hunt and return in 1d6 hours.

If the birds are fed raw meat they will become friendly and want more.

If mounted they will buck and attack.

(Only magical control will allow them to be mounted and rode)

If the bones are searched roll below (6 rolls maximum):

11-13	Figurine of Wondrous Power - Obsidian Steed (Only 1) DMG page 144
14-16	Ram Horn
17	Unicorn Horn
18-19	Rothe Horn
20	Young Dragon Skull

Tethered to the pillars:

2 Griffins	AC 3	HD 7	Hp 25,	Xp 625	Hp 18,	Xp 555
3 attacks,	1d4,	1d4,	2d8	MM1	page	50

4 The floor is covered with light tan colored tiles, to the left is a large bed, and a large table with two chairs. Against the opposite wall is a large chest of drawers, mounted above it on the wall is a large shining scimitar with a gold hilt. On the right is a large loom with a female giant with violet skin seated in front of it working. The walls are covered with murals painted on plaster of a castle floating on a large billowing cloud. On the left wall is a shelf. The ceiling is made of gray marble slabs.

If the door is allowed to open fully it will stop and reveal a strange animals front half.

The strange animal has two beady black eyes set close together, a small beak

below them, and instead of a mouth two long antennae curve upwards over its bumpy back. The two front legs look like feet with three toes.

(Stuffed Rust Monster door stop)

Behind the door, hanging from the ceiling is a bronze bird cage about twenty feet above the floor. Its contents are not visible from near the door.

Bronze bird cage hanging from ceiling by chain containing:

ST - 18 DX - 17 Female Oriental Fighter LN
IN - 16 CN - 17 Lev : 7 Ac : -3 Hp : 64
WZ - 15 CH - 19 Equipment: Silk stockings, Leather tunic, leather boots

Large table with two chairs covered with an unfinished tapestry, and a finished one rolled up. (1200gp)

Large feather bed with sheets, pillows and blankets

Large loom

+1 Scimitar

Chest of drawers; four drawers:

1st drawer: Assorted undergarments and;

Leather pouch containing:

100gp Alexandrite 500gp Pearl 500gp Garnet
6gp Blue Quartz 50gp Smoky Quartz Total 1156gp

2nd drawer: Assorted shirts and;

Ring Mail pouch containing:

410 Gold, 20 Platinum

3rd drawer: Assorted trousers and;

Bronze urn containing:

470 Silver

4th drawer: Assorted socks and;

Burlap bag containing:

200 Copper

Glassteel Scroll Tube, (50gp), Round Table Seal,
13th Level Effect, 191 BC

Protection from Magical Blunt Weapons 5,000gp

Wooden shelf with three bottles, crown, and a small gem

160gp Green Glass Bottle, 1200gp Platinum with Gems Crown

Potions - Elixir of Youth, Elixir of Life

Magical - 200gp Aquamarine - Portent Spell, 2 Charges

This is the bedroom of Rafego and Pagta Mobag, Pagta is currently weaving a tapestry on the loom. If attacked she will use a lightning bolt first, then go for the scimitar on the wall. If her hit points fall below half she will leave for the kitchen (Room 7) to get help. The prisoner held in the bird cage has been here for several months, but knows little about the castle. They keep her as a pet, perhaps to breed with another in the future.

b. Storm Giant, Pagta Mobag AC 1, HD 15, Hp 71 Xp 7270, Chaotic Good

1 attack with scimitar at 7d6, 1 lightning bolt 8d8

+7 to hit, +13 to damage

Ring of Shocking Grasp, 1d8+6

140gp Gold Necklace, 1200gp platinum with Gems Pin MM1 Page 45

5 The door to this room is locked

Closer examination reveals that the key has been left in the lock from the inside, turned slightly to prevent its opening with another key. (-10% to pick)

The floor is made of sandstone blocks. On the right wall is a fireplace with

a warm red glow coming from it partly lighting the room. In front of it is a chest, behind it is a bed. The opposite wall has a sofa next to the bed. The left wall has a dresser with drawers against it. In the left corner is a great fourteen foot long club, a male giant with light blue skin seated next to it with a small table in front of him. On the table is an oil lamp, and an open bottle, and some papers. In the center of the room facing the fireplace is an arm chair. The walls are made of rough wood planks that have been plastered over, some of the plaster has broken off. The ceiling is made of broken limestone slabs that have been shored up with additional wooden supports.

Fireplace made of field stones and mortar, containing a ten foot diameter raging bonfire to human standards.

Sofa made of Rothe hide stitched together and stuffed with woolly mammoth hair.

Armchair made of Rothe hide stitched together and stuffed with woolly mammoth hair.

Table and chair, made of hard wood, the table is a folding table.

Oil lamp, full and burning (2d6 then 1d6 if thrown)

Bottle of ink, five used griffin quills, two blank sheets of parchment.

No Map Case, open on table, ink still drying

This is a map to a combined hoard

The treasure is hidden in a town not far away - 9 miles.

700 Gold 1000 Platinum

Ivory Map Case, (80gp)

This is a map to magical treasure.

2 of any Magic Item rolled.

The treasure is hidden in a town not far away - 22 miles.

Bed with sheets blankets and stuffed with Rothe hair.

Chest containing (loosely scattered);

1600 Copper, 200 Silver, 17 Platinum

20gp Citrine

50gp Chrysoprase

10gp Obsidian

Dresser with four drawers containing:

Assorted clothing all drawers

Bottom Drawer;

Bone Scroll Tube, (5gp), Latin Markings, 8th Level Effect, 360 AC

Protection from Normal Blunt Weapons 5,000gp

Room of Tarik and Kafi O-Gad, Cloud Giants. Tarik currently reviewing a treasure map that he has just completed.

h. Cloud Giant, Tarik O-Gad AC 2, HD 12, Hp 72, Xp 5402, Neutral Good

1 attack with Warclub 6d6, throw boulder for 2d12

+5 to Hit, + 11 damage

100gp Silver and Gold Buckle

240gp Gold Clasp

1400gp Gold with Gems Medal

MM1 page 44

6 The floor is made of large sandstone blocks littered with bones and covered with several patches of shiny green wet moss. The walls are made of limestone with a shiny green moss growing on it, the sky is above you.

Covering the walls one by each door:

2 Green Slime N AC 9 HD 02 MM1 page 49

Hp 11, Xp 632 Hp 14, Xp 638 Total Xp 1270

Covering four of the ten by ten foot blocks (at random):

4 Olive Slime N AC 9 HD 02 MM2 page 110
Hp 7, Xp 351 Hp 12, Xp 366 Hp 12, Xp 366 Hp 9, Xp 357 Total Xp 1440

If the bones are searched roll below (4 rolls maximum)

11-13 Horse Shoes of a Zephyr (Only 1) DMG page 147
14-16 Ram Horn
17 Unicorn Horn
18-19 Rothe Horn
20 Young Dragon Skull

7 The floor is made of pink granite slabs, the walls are limestone, the roof is made of wooden beams reviling the open rafters. A large table fills one end of the room, surrounded by ten chairs made of wood. In one corner is a triangular cupboard from which a young female giant with blue skin is retrieving stoneware dishes and placing them on the table. Another corner has a great bronze stove from which another female giant with blue skin is removing a small roasted elephant. The other corner has a large double sink at which another female giant with blue skin is chopping up vegetables and placing them in a large pot. A large wooden butcher block sits in the middle of the room behind the great table.

Large Bronze stove with four burners on top

Counter top with pots and pans underneath

Double Bronze sinks with counter top

Tall cabinet filled with pots and pans

Large wooden butcher block with knives on top

Triangular wooden cabinet with fine pottery dishes

Large table with ten chairs

Kitchen, with three female cloud giants preparing the evening meal, the clamoring of pots, pans, chopping knives, and gossip makes it impossible for the occupants to hear any disturbances outside the room.

- i. Cloud Giant, Kafi O-Gad AC 2, HD 11, Hp 78, Xp 3948, Neutral Good
1 attack with butcher knife 5d6, throw boulder for 2d12
+5 to Hit, + 11 damage MM1 page 44
600gp Silver with Gems Key Chain, 200gp Silver with Gems Buckle
- m. Cloud Giant, Jepu O-Nod AC 2, HD 11, Hp 56, Xp 3596, Neutral Good
1 attack with butcher knife 5d6, throw boulder for 2d12
+5 to Hit, + 11 damage MM1 page 44
200gp Silver and Gold Necklace, 320gp Platinum Belt
- k. Cloud Giant, Mocud O-Gad AC 2, HD 11, Hp 49, Xp 3484, Neutral Good
1 attack with butcher knife 5d6, throw boulder for 2d12
+5 to Hit, + 11 damage MM1 page 44
180gp Gold Necklace, 100gp Silver and Gold Earring

8 The floor of this room is made of sandstone, there is a damp patch on the floor about ten feet in diameter. The walls are covered with brilliant frescoes of billowing white clouds drifting in a sea of light blue. The ceiling is also covered with sandstone slabs. A large table is visible with a female giant with violet skin sitting in a chair next to it. A book shelf is on the wall behind

her, below it is a large wooden chest with a bronze statue on it emitting smoke. The room smells of incense. A bed occupies the opposite wall, and a large wooden cabinet stands against the far wall on the left.

The damp patch on the floor is oil from an over filled lamp

(will do 2d6 on 1st melee round lit then 1d6 if in its area)

A five foot tall bronze oriental dragon incense burner, currently in use.

(Valued at 800gp)

A large open wardrobe armoire, filed with assorted robes, dresses, and scarves.

(ten silk scarves of different patterns, 200-800gp each)

A large table covered with various fabrics, patterns, and sewing materials and tools.

(Pair of Scissors, four spools of thread, one bolt of silk 12000gp)

A book shelf 20 feet above the floor, with three books and two bronze book ends resembling guardian lions.

(one book of poetry, one of music, one diary half filled)

A Large feather bed, with blankets, pillows, and sheets.

(Stuffed with griffin feathers, 3,000 @ 1 silver each,
blue silk sheets 4000gp)

4 Cerebral Parasites N AC 10 HD 00 MM1 page 14

Hp 1, Xp 25 Hp 1, Xp 25 Hp 1, Xp 25 Hp 1, Xp 25 Total Xp 100

A large open chest filled with toy dolls.

(15 human sized dolls made of stuffed cloth and ivory heads 200gp each
also 320 Gold, 60 Platinum sewn on to dolls as buttons and eyes)

This is the bedroom of Suzad Nore, Vokal's daughter, and only child. She is slightly spoiled, and snobby.

g. Storm Giant, Suzad Nore AC 1, HD 15, Hp 74, Xp 7330, Chaotic Good

1 attack with scissors at 7d6, 1 lightning bolt 8d8

+6 to hit, +12 damage MM1 page 45

9 The floor of this room is made of stone blocks, near the door are several wooden statues, some of them have been knocked over. Strewn on the floor near the door are several spheres of clay. Against the opposite wall is a couch upon which a female giant with violet skin is sitting. Next to her is a large wooden box, on the other side of which is a male giant with violet skin. On the opposite wall left of the male giant is a bunk bed and a cabinet. Between the giants in front of the box is a metal urn. The right wall has a Shelf with an embroidered curtain hanging from it. A similar curtain hangs near the bunk bed. The Ceiling is made of wood and has runes carved in some places, hanging from the center is a large chandelier.

Wooden chandelier supported by chains, with eight burning oil lamps

Cabinet filled with assorted clothing

Burlap couch stuffed with woolly mammoth hair

Bronze urn filled with baked clay marbles

Empty wooden Shelf

Empty wooden Toy box

Bunk bed with straw filled mattresses and burlap blankets

Cloth embroidered curtains are of woodland scene and mountains
(50gp each)

This is the bedroom of Dokoz and Lomi Mobag, son and daughter of Rafego

Mobag, they are playing on the floor with two dozen toy soldiers. They have an urn of marbles, about 100 three foot diameter baked clay stones, which they take turn throwing at the wooden man sized statues. Four of the statues have been knocked over and 15 marbles lie scattered against the wall near the door.

c. Storm Giant, Dokoz Mobag AC 1, HD 08, Hp 37, Xp 6590, Chaotic Good
1 attack with marble at 4d6, 1 lightning bolt 4d8
+3 to hit, +6 damage MM1 page 45

d. Storm Giant, Lomi Mobag AC 1, HD 08, Hp 33, Xp 6510, Chaotic Good
1 attack with marble at 4d6+12, 1 lightning bolt 4d8
+3 to hit, +6 damage MM1 page 45

10 The floor is made of limestone blocks, the slate slab walls are partially covered by two fine Persian rugs. (5000gp each) The ceiling is made of large stones. On the left is a bed, in a corner is a wooden table with two chairs, behind it is a large dresser with drawers. In front of the rug on the right is a female giant with violet skin. She is trying to repair some minor damage to the rug.

Bed, stuffed with straw, it has sheets, pillows, and blankets.

Round wooden table with two wooden chairs

Dresser with five drawers, filled with clothing
In the top drawer;

Ivory Scroll Tube, (100gp), Colossus Seal, 10th Level Effect, 2584 BC
Protection from Electricity (Cursed)

In a velvet pouch on top of the dresser is;

500gp Tourmaline	7gp Lapis Lazuli	500gp Peridot
80gp Topaz	1000gp Black Sapphire	350gp Topaz
50gp Chalcedony	100gp Garnet	50gp Chrysoprase
100gp Jade	10gp Malachite	50gp Zircon
750gp Star Ruby	Total 3547 gp	

Two potions: Philter of Beauty, Elixir of Life

f. Storm Giant, Powig Nore AC 1, HD 15, Hp 74, Xp 7330, Chaotic Good
1 attack with fist at 7d6, 1 lightning bolt 8d8
+6 to hit, +12 damage MM1 page 45
Magical - 1000gp Black Opal - Cone of Cold Spell 12d4+1, Charges: 6

11 The floor is made of fine polished hard woods, the wall opposite the door is covered with metal sheets and also polished to a mirror like shine. The other walls are of white marble. The ceiling reveals the wooden rafters and shingled roof above, a hole in the roof is letting a five foot diameter patch of light into the room. Its strikes the mirrored wall and radiates the floor. To the left of the door is an open wooden chest with clothing hanging out of it. Farther down the wall is a bunk bed. To the right of the bunk bed are two young female giants with pale blue skin, dressing up two female Spotted Lions into dresses and bonnets. Both seem to be making a fuss about it. Behind the giants is a smaller chest of drawers.

Open chest with clothing contains four dolls and assorted children's clothes.

Bunk Bed, made of wood, pillows, blankets, sheets, stuffed with flax.

Chest of drawers, contains clothing and bottom drawer has a Small Coffin containing 10 Silver

Mythral sheets 60x30 by 1/10th of an inch.

(If all are removed a 3.8x3.8 foot square 1 foot thick) value 25000gp

2 Spotted Lions AC 5 HD 6 Hp 32, Xp 492 Hp 25, Xp 450
3 attacks, 1d4, 1d4, 1d12 MM1 page 61

n. Cloud Giant, Pisa O-Nod AC 2, HD 11, Hp 46, Xp 3436, Neutral Good
1 attack with fist 5d6, throw boulder for 2d12
+5 to Hit, + 11 damage MM1 page 44

o. Cloud Giant, Pidú O-Nod AC 2, HD 11, Hp 48, Xp 3468, Neutral Good
1 attack with fist 5d6, throw boulder for 2d12
+5 to Hit, + 11 damage MM1 page 44

12 (Note that if the door from room 16 is opened instead of the one from the hallway then Kefu will be removing arrows from the target instead of shooting.)

The floor of this room is made of limestone blocks, to the left is a large bed, to the right are several bails of straw stacked against the wall. The walls are made of brick. On the left wall past the bed is a chest of drawers, all of them open and overstuffed with clothing. Beyond it is an open chest with the hilt of a sword sticking out of it. On the right wall close to the opposite wall is a table with a bundle of sticks on it. Behind the table is a male giant with blue skin firing an arrow from a bow. The ceiling reveals the wooden rafters with several gaping holes letting in a little sunlight. There are two piles of snow and ice towards the center of the room.

Bails of straw have a bulls eye target pinned to it by a dozen large arrows.

Bed is stuffed with straw, pillows, sheets and a woolly mammoth hide blanket.

Chest of four drawers, all contain clothing.

Open chest with long sword hilt protruding from it:
140 Copper, 70 Silver, 780 Electrum, 440 Gold
Oil of acid resistance, +3 Shield, +1 Longsword

Two patches of snow and ice are actually:

2 White Puddings N AC 8 HD 9
Hp 41, Xp 1692 Hp 47, Xp 1764 Total Xp 3456
1 attack at 7d4, immune to lightning MM2 page 102

Wooden table with a stack of Arrows, empty vial of poison, 9 poison arrows below drying, and a giant's warclub.

This is the messy room of Kefu O-Gad, son of Tarik O-Gad. He is currently practicing his archery skills shooting from near the entrance to room 16 towards the opposite door. There are several bails of straw stacked against the wall and a target full of arrows.

j. Cloud Giant, Kefu O-Gad AC 2, HD 12, Hp 58, Xp 5178, Neutral Good
1 attack with Warclub 6d6, throw boulder for 2d12
+5 to Hit, + 11 damage MM1 page 44
Bracers of Archery, Large Bow,
9 +2 Arrows with Type A Poison (+4 save, 0 or 15 hp 2-5 melee rounds)
2 attacks at 2d6+0 (+9 to hit, +13 damage)

13 The floor of this room is made of slate slabs, the walls are of limestone blocks. In the right front corner is a large wooden table, in a chair next to it is a male giant with pale blue skin. On the table is a large porcelain decanter,

next to it is a Gold Chalice. A white stone tube is also on the table and the giant is looking at a piece of parchment. On the right wall behind him is an oriental sword. Against the back wall in the left corner is a bed. On the left wall next to it is a large dresser with drawers. A glass vial is visible on top of it along with metal objects. Several chains hang from the top of the dresser. One of Gold, the others of silver.

Wooden table with a large ceramic decanter filled with wine and a 160gp Gold Chalice next to it half empty. Open on the table is a scroll tube, and a piece of parchment un raveled:

Alabaster Scroll Tube, (300gp), Oriental Script, 19th Level Effect, 355 AC

Magic User Spells:

1. Mount	500 gp
2. Fireball	1500 gp
3. Hold Person	1500 gp
Total	3500 gp

Dresser with five drawers;

on top of the dresser laid carefully out to wear:

1000gp Gold with Gems Necklace	1000gp Gold with Gems Locket
1200gp Silver with Gems Medallion	200gp Rare Musk Perfume
1600gp Platinum with Gems Medallion	1000gp Gold with Gems Brooch

Top drawer contains undergarments and;

180gp Gold Scepter 300gp Gold Ingot

2nd drawer contains male giant clothing

3rd drawer contains female giant clothing

4th drawer contains undergarments

Bottom drawer contains leather sacks containing carefully sorted coins;

80 Copper, 20 Silver, 2850 Electrum, 40 Gold

Mounted on the wall is an oriental sword (+1 Katana)

This is the bedroom of Worob and Jepu O-Nod, the Cloud Giants. Worob is reviewing a magical scroll that he found last week. If attacked he will reach for the sword on the wall behind him.

1. Cloud Giant, Worob O-Nod AC 2, HD 12, Hp 71, Xp 5386, Neutral Good

1 attack with Katana 6d6, throw boulder for 2d12

+6 to Hit, + 12 damage MM1 page 44

120gp Silver and Gold Medallion 60gp Silver Clasp

200gp Gold Arm Band 180gp Gold Necklace

14 The floor of this room is made of rough wood, the walls are limestone blocks, the ceiling is made of large stones. Against the outside wall is a large forge with a bellows, next to it near the door against the wall are numerous baked clay and carved stone molds. A pile of copper bars lie length wise near the court yard pillars, four barrels of tin shot sit on one end of the copper bars. There are four golden birds with four taloned feet and snake like tails tethered to the pillars of the court yard. Near the door is a shelf twenty feet above the floor. On the shelf is a glass bottle, a short stick, several shiny metal balls and a dagger.

(Wand of Enemy Detection, Potion of Avian Control, +1 Dagger +2 vs small, 15 +2 Sling Bullets.)

Hiding in the shadows behind the bottle is:

ST - 12 DX - 12 Male Black in Lair Assassin CG

IN - 13 CN - 15 Lev : 5 Ac : 4 Hp : 25

WZ - 12 CH - 13 300 Electrum, +2 Dagger, +2 Studded Leather

Alabaster Map Case, (375gp), Toad Hill Seal.

This is a map to monetary treasure.

The treasure is guarded in a lair far away in another country -

1050 miles. 800 Gold 32 Jewelry
The guardian is a Brown Dragon

Tethered to the pillars:

4 Griffins AC 3 HD 7 Hp 25, Xp 625 Hp 23, Xp 605 Hp 26, Xp 635 Hp 39, Xp 765
3 attacks, 1d4, 1d4, 2d8 MM1 page 50

If the birds are approached they will become hostile.

If the birds are attacked they will fight until killed.

If released they will fly away to hunt and return in 1d6 hours.

If the birds are fed raw meat they will become friendly and want more.

If mounted they will buck and attack.

(Only magical control will allow them to be mounted and rode)

15 The floor of this room is made of limestone blocks, the walls are made of slate slabs covered with fine polished wood. The ceiling is made of large stones. To the left in the front corner is a large wooden table with a chair. Against the left wall is a dresser with drawers, in the left far corner is a large bed. On the left wall twenty feet above the floor is a shelf with a dark metal tube and a gold box. In the right corner is a large slug feeding off of the floor.

1 Giant Slug N AC 8 HD 12 Hp 56, Xp 2896

1 attack 1d12, spit acid 6d8, not affected by blunt weapons. MM1 Page 88

800gp Gold with Gems Box containing:

10gp Eye Agate	5gp Banded Agate	50gp Blood Stone
100gp Tourmaline	160gp Amethyst	1000gp Fire Opal
65gp Topaz	100gp Chrysoberyl	1300gp Oriental Amethyst
50gp Smoky Quartz	100gp Garnet	15gp Jasper
50gp Zircon	50gp Chalcedony	1000gp Ruby
5gp Lapis Lazuli	60gp Jade	500gp Jet
7gp Obsidian	160gp Spinel	10gp Moss Agate
120gp Topaz	1000gp Sapphire	10gp Malachite
50gp Zircon	200gp Jet	1000gp Oriental Topaz
65gp Spinel	100gp Jet	Total 7342gp

Lead Scroll Tube, Mayan Seal, 17th Level Effect, 117 BC

Illusionist Spells:

1. Minor Creation 1600 gp
Total 1600 gp

This is the bed room of Mocud O-Gad, she is in the kitchen helping with dinner.

16 The floor is made of large sandstone blocks littered with bones. A nest contains three eggs. The walls are made of limestone with a dull green moss growing on it, the sky is above you. Tethered to a post with a bronze rod driven through it are two golden winged birds with four legs and a snake like tail. Large saddles and harnesses lay in a pile between the doors.

If the birds are approached they will become hostile.

If the birds are attacked they will fight until killed.

If the nest is approached the birds will attack.

If the bones are searched roll below (6 rolls maximum)

11-13 Stone Horse - Destrier (Only 1) UA page 103
14-16 Ram Horn
17 Unicorn Horn
18-19 Rothe Horn
20 Young Dragon Skull

Tethered to the pillars:

2 Griffins AC 3 HD 7 Hp 25, Xp 625 Hp 18, Xp 555
3 attacks, 1d4, 1d4, 2d8 MM1 page 50

The nest:

3 Griffin eggs, 10% chance of hatching per day if kept warm.
Egg value 2000gp, Fledgling value 5000gp

The eggs rest in a five foot circular dish, a quarter inch in thickness, if removed from the nest its true nature will be revealed (Large +1 Shield, +4 vs missiles).

Mixed in the rest of the nest are:

Two flasks of oil: (Disenchantment & Sharpness +4)
A potion: (Super Heroism)
Bone Scroll Tube with no markings with oak stoppers,
a small stone rattles around inside of it:
A small obsidian scarab with Egyptian markings
(Scarab of Death DMG page 153)

17 The floor is made of large sandstone blocks littered with large bones, the walls are made of limestone with a dull green moss growing on it, the sky is above you. Three posts larger than those encountered previously are connected by a single thirty foot large bronze rod driven through each of them. Perched atop the rod are two enormous eagle like birds.

If approached they will attack (70%) or fly off for 1d20 minutes.

If the bones are searched roll below (8 rolls maximum at +2 on die)

1-3 Cow Horn
4-6 Ram Horn
7 Unicorn Horn
8-9 Rothe Horn
10 Young Dragon Skull
11-14 Asian Elephant Tusk (100-600gp) 1d6
15-17 African Elephant Tusk (200-800gp) 2d4
18-19 Mastodon Tusk (100-800gp) 1d8
20+ Mammoth Tusk (300-900gp) 2d4+1

2 Roc's AC 4, HD 18, Hp 108, Xp 7700, Hp 97, Xp 7425
2 attacks at 3d6 each or 1 at 4d6, MM1 page 82

The stomach of the largest contains:

Figurine of Wondrous Power - Marble Elephant DMG page 144