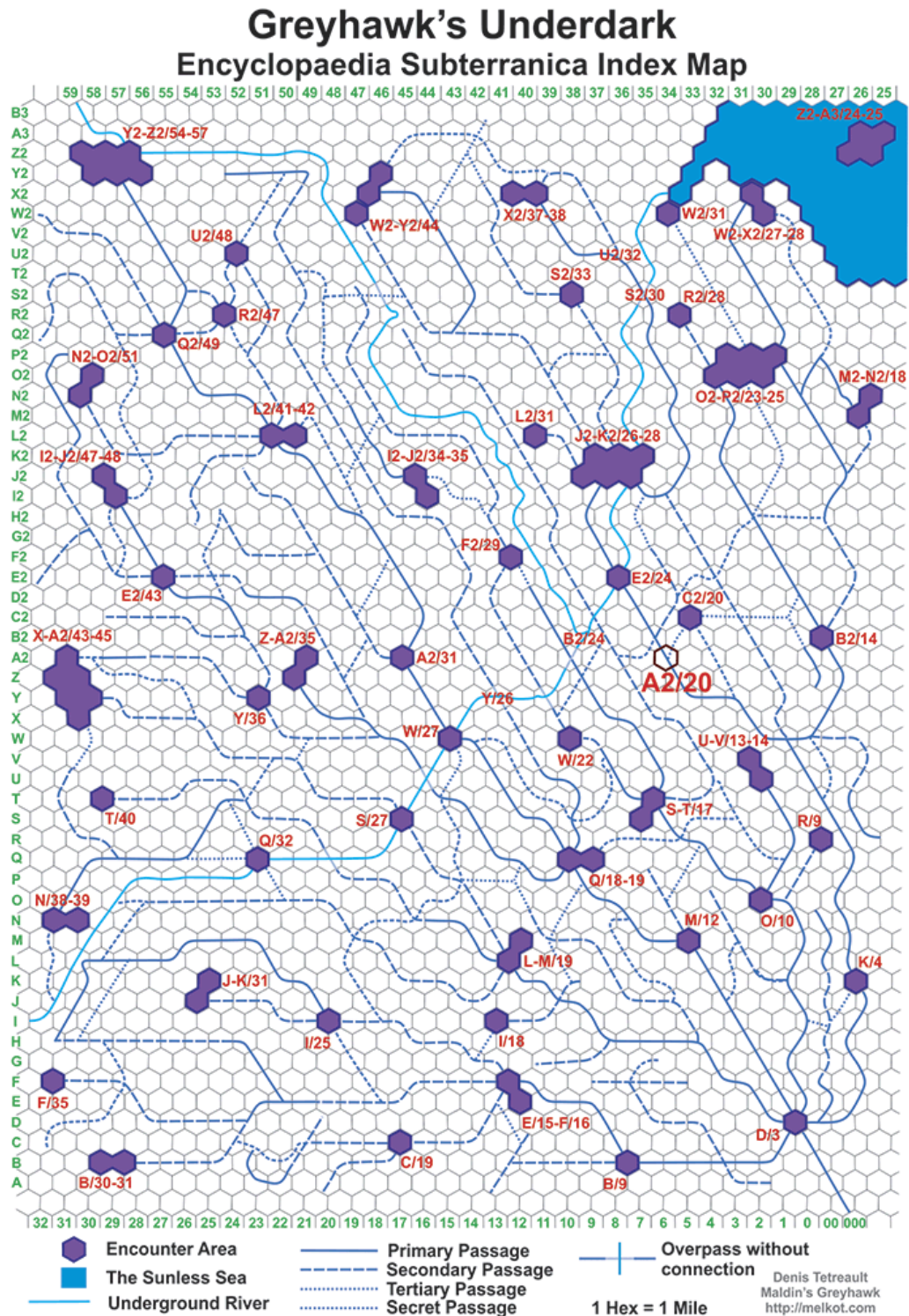


# D4: ENCYCLOPÆDIA SUBTERRANICA

## ENCOUNTER AREA A2/20

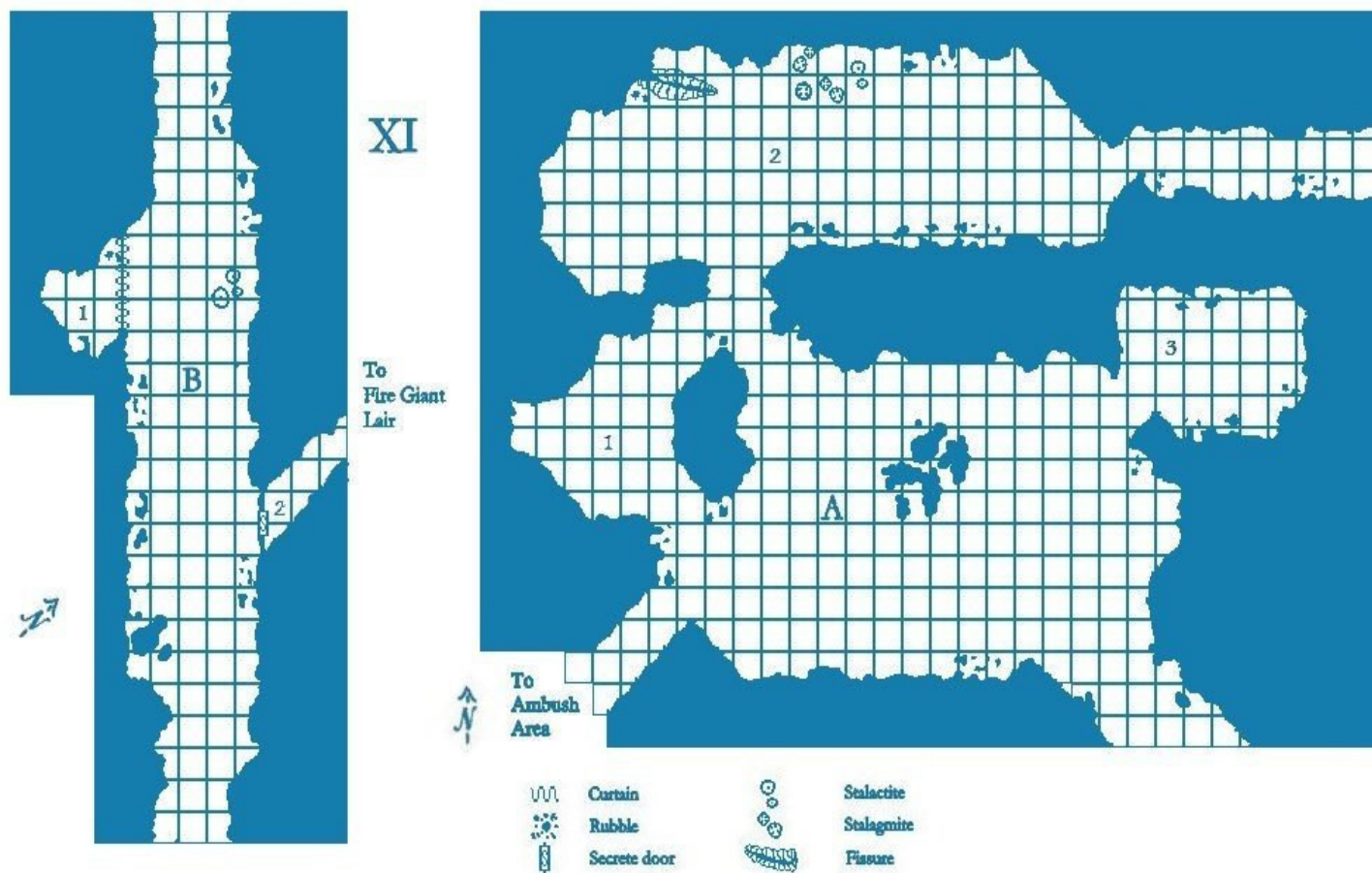
### The Fire Giant Ambush

by Istarlome



This encounter was developed as part of a collaborative exercise on the Dragonsfoot forums (<http://www.dragonsfoot.org>) to describe the rest of the "Depths of the Earth" from Dungeon Modules D1-3 by E. Gary Gygax, developing those areas illustrated on the map but not detailed in the modules themselves. For more information about D4: Encyclopædia Subterranea and the other encounter areas on the index map, visit **Maldin's Greyhawk - Greyhawk's Underdark** at <http://melkot.com/locations/underdark/underdark.html>

## ENCOUNTER AREA A2/20 AND ENCOUNTER AREA C/20: MAP A



### ENCOUNTER AREA A2/20

#### The Fire Giant Ambush by Istarlome

The following description assumes the party enters the ambush site from the southeast. The passage widens to about 45 feet. There is rubble everywhere and large rocks litter the floor. Area 1 is cleverly hidden behind a curtain that blends into the wall nearly perfectly in the dim light. This curtain and the secret door to area 2 will go unnoticed unless the characters are actively searching. In that case, roll normally for any character to detect these hidden areas.

When the party reaches area B, two male Fire Giants (any two from ENCOUNTER AREA C2/20) will step out of area 12. They are armed with huge swords and each carries a large rock. One female Fire Giant will step out from behind cover in area 2 and will not be noticed unless a character turns to look in that direction. She is also armed with a huge sword and a large rock. She will take aim on any character who appears to be a spell caster.

One of the males will greet the party. What happens next depends on the party's reactions. If the party tries to parley with these huge beings, the giants will explain that a toll is required from anyone wanting to pass through this area. The Fire Giants are quite clever and will ask for 10 to 50 gold pieces from each party member wishing to pass. The amount goes down as a group's apparent strength goes up, so that strong parties pay less. This tactic ensures the best chance of extorting some coins from the

party and preventing any clashes. If the party pays the toll, they are allowed to pass without incident. If the party refuses to pay, the Fire Giants attack by throwing rocks at any spell casters and then moving in.

In the event that the party enters the area from the northwest, the events will occur in a similar fashion, except that the Fire Giants at area 1 will allow the party to pass them before appearing. One will then call out from behind the party.

The party will not find any treasure on the Fire Giants but a search of area 1 will reveal the following: 2,000 silver pieces, 2,000 gold pieces, a **figurine of wondrous power (serpentine owl)** and a **long sword +1, +3 vs. regenerating creatures**.

### ENCOUNTER AREA C2/20

#### The Fire Giant Lair by Istarlome

The area is the lair for a band of Fire Giants who attempt to extract treasure from anyone traveling through the passage at ENCOUNTER AREA A2/20 (described later). The party might enter the lair from the east, southeast, or southwest. If they enter from the southwest it means that they have encountered Fire giants at the "ambush site" (A2/20). If they enter from the east or southeast, there is a 25% chance that all of the giants are in their lair. Otherwise, there will be two male and one female

at the "ambush site".

The lair consists of a total of seven Fire Giants: four males (H.P.: 45, 49, 57, 61), two females (H.P.: 46, 49) and one infant. The Fire Giants keep two Hell Hounds (H.P.: 22, 26) as watch dogs.

As the adventurers approach the lair from the southwest, a faint growling will be heard from within the dimly lit cave. This will alert the Fire Giants and they will be ready for anyone who enters. When the party enters, one male Fire Giant will be in area A. He will confront the party and give them a chance to leave without confrontation. The rest of the males and one female will step out from areas 1, 2, and 3 in the next round. If the party leaves the giants will not follow. The Fire Giants will fight to the death if pressed. The strategy will be to throw rocks at any character who appears to be using magic and then moving in to attack with huge swords. The Hell Hounds will attack characters indiscriminately.

If the party enters the lair from the southeast, it will mean they have encountered Fire Giants at the "ambush site". Of course the remaining Fire Giants will know this and assume their companions have been killed. They will attack anyone entering their lair immediately.

- A: A community area with several large rocks used as chairs. Nothing of value is found here.
- 1: This area contains the bedding for two but is obviously a male's and female's quarters. Hidden are 3,000 electrum pieces, 7 gems (10 g.p., 50 g.p. and five 500 g.p.), a **potion of climbing**, and a **scroll** (Cleric: **cure critical wounds**).
- 2: This area also contains the bedding for two. In the northwest corner is a large fissure which is the source of intense heat and some of the wondering monsters in the area surrounding this lair. Hidden are 2,000 gold pieces, and a **scroll of protection from possession**.
- 3: This area is the nursery. One female Fire Giant with an infant will be found huddled against the wall. She will fight fiercely if anyone closes with her, but will leave if allowed. Bedding for two is found here. Hidden are 9,000 silver pieces, a **+1 mace**, **+1 studded leather armor** and 2 **scrolls** (Cleric: **speak with plants**, **exorcise**, MU: **detect invisibility**).