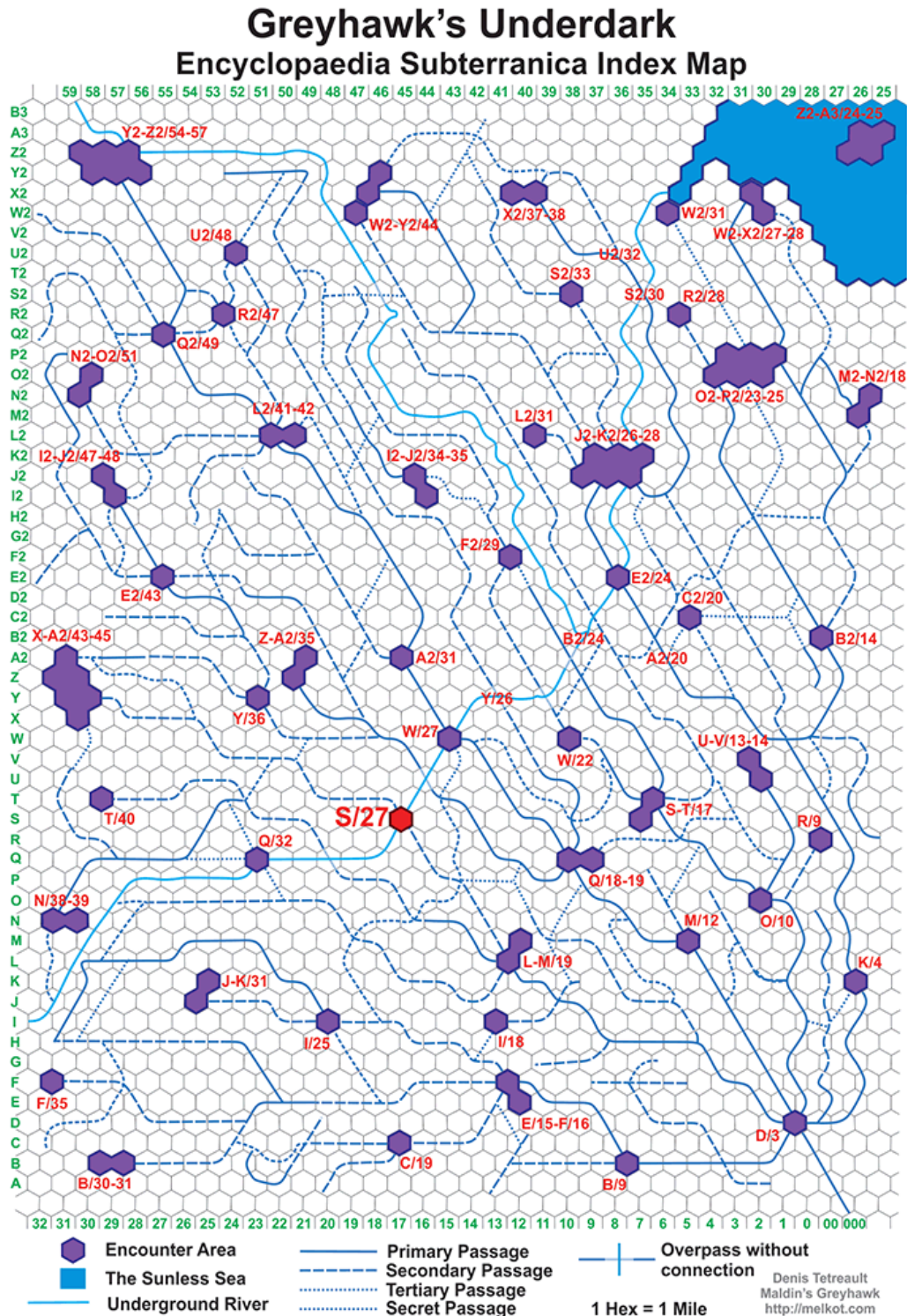


# D4: ENCYCLOPÆDIA SUBTERRANICA

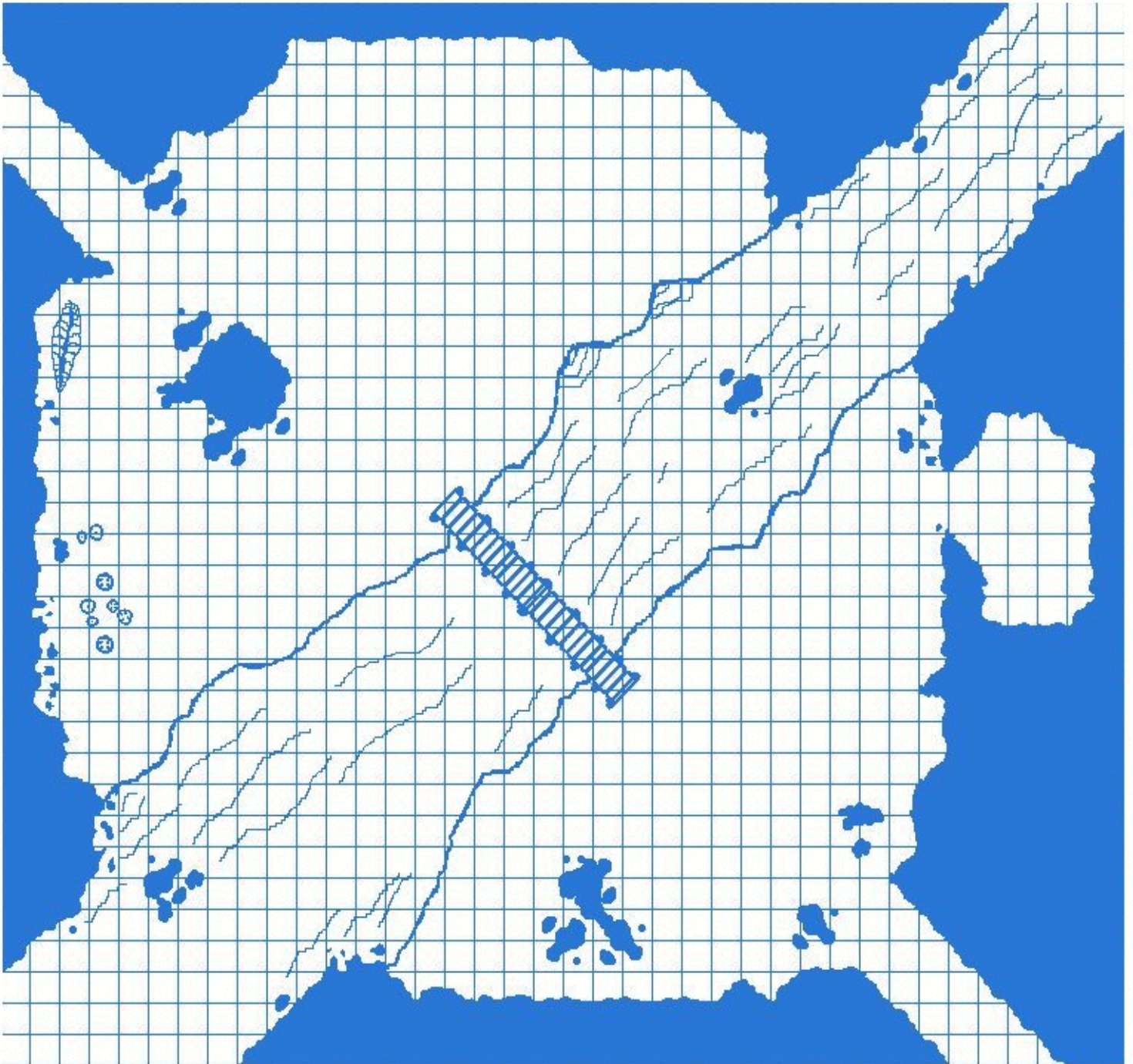
ENCOUNTER AREA S/27  
Stone Giant Mining Project

by thenraine



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 S/27

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The well-lit entranceways to this cavern are easily seen from 100' away. The cavern itself is large, some 300' in diameter, and has an 80' wide river flowing through its center. A sturdy, 20' wide wooden bridge spans the river. Gnomes and dwarves will probably note that this cavern has recently been enlarged, with much fresh excavation occurring on the northern side of the bridge.

In the cavern, 12 stone giants (AC 0; H.P.: 65, 55, 50, 49, 48 x2, 45 x3, 44, 43, 42) are hard at work. They have set up a mining operation to mine for diamonds, gems, and precious metals. Several conveyor-type, water-

powered apparatuses are set up for sifting earth and rock on the north side of the cavern. These apparatuses make quite a bit of loud noise while in operation. Several long sluice boxes for the separation of gold dust and other precious metals from soils are visible as well. Mining carts, loaded with unwanted soil and rock, are constantly being rolled over to a large crevasse to be dumped by these mighty giants.

There are 2 stone giant guards (H.P.: 50, 49) - one posted at either entranceway. If the party openly approaches the cavern, a guard will sound a loud horn, and all the stone giants will cease their mining activities. All noise from the excavating machines will cease within one round.

The stone giants will confront those that enter the cavern. Their leader,

Bigwig (H.P.: 65) will pronounce in the common tongue, "There are no other mining claims in this area! This mining operation belongs to stone giants alone! Please state your business, we have work to do!" Bigwig is reasonable, for a stone giant, and will be willing to sell common goods at three times the normal asking price. Bigwig has a well-stocked storeroom and is resupplied every two weeks when new stone giants arrive to replace weary workers completing their shift.

If the party mentions being at odds with the drow, it will make the stone giants favorable to them. The stone giants consider the drow as untrustworthy usurpers! Peaceful discussion will result in an invitation by Bigwig to retire to a small cave at the back of the cavern.

In this little cave, animal furs are piled everywhere to form crude sofas and chairs. In the center of the room is a fire pit with a rothe roasting over it on a spit. Several large filets of smoked fish hang from strings around the pit. A large crock of tasty, spicy mushroom soup and a large barrel of ale are available to round out a meal! Bigwig, if on friendly terms, will discuss their journey while relaxing and sharing a good meal. At the back of the cave, barrels and crates of provisions are piled high. Three of the nondescript barrels are filled with gold dust (value 10,000 g.p. each). Two of the chests are locked. One has a poison needle trap (save vs poison or die) and contains 500 gems worth a total of 75,000 g.p.. The other #2 contains 12,500 g.p..

Bigwig may ask the party for help if they seem sufficiently trustworthy! A drow patrol is in the area and has been heavily taxing the giants. Bigwig would be free of them! As a reward for the party's help, he will offer the party 50% of all treasure seized from the drow in addition to a djinni bottle containing a noble djinni named Valoo! (will grant 1-3 wishes at DM's discretion!) Bigwig has enjoyed holding him captive for the past 2 years, but is far too superstitious to trust a creature that doesn't keep his feet on the ground like a good stone giant! Therefore, Bigwig has never opened the bottle and will not be too sorry to see it go!

Bigwig has a small dwarf named Ozark (6th level fighter, AC 5 due to chain mail; H.P.: 54; S:14 I:17 W:14 D:12 C:18 CH:14; AL:NG) in his employ who is the resident gemcutter for the operation and is also the mechanic/engineer for the equipment. He will assist the party in restocking their goods at Bigwig's request. Ozark is not bound to his employer and is free to take up with the party if the opportunity arises!

- DROW PATROL:**
- 2 2nd level male fighters (AC 1; H.P.:9; SA: **dancing lights, darkness, faerie fire**) **drow +1 chain mail, drow+1 buckler, drow+1 dagger, drow+1 short sword** and hand crossbow(6" max range), 10 poisoned bolts(1-3 H.P.: damage + save vs. poison or sleep 3-12 turns)
  - 8 3rd level female fighters (AC 0; H.P.:15; SA: **clairvoyance, dancing lights, darkness, detect lie, dispel magic, faerie fire, suggestion**) **drow+1 chain mail, drow+1 buckler, drow+2 short sword**
  - 1 4th level male fighter (AC -2; H.P.:18; SA: **dancing lights, darkness, faerie fire**) **drow+2 chain mail, drow+2 buckler, drow +1 dagger, drow +1 short sword**, atlatl, 3 poisoned javelins ( 2-7 H.P. damage + sleep poison)
  - 1 5th level female fighter(AC -2; H.P.: 25; SA: as 3rd level + **detect magic, know alignment, levitate**) **drow+2 chain mail, drow +2 buckler, drow +2 dagger, drow+2 short sword**, atlatl, 3 javelins(D: 2-7 H.P. + sleep poison)
  - 1 5th/5th level male fighter/magic-user (AC-3; H.P.:23; SA: **dancing lights, darkness, faerie fire, spells**) **drow +2 chain mail, drow +2 buckler, drow +2 dagger, drow +2 short sword.**

**First Level:** **comprehend languages, detect magic, magic missile (X2), sleep**

**Second Level:** **know alignment, levitate, mirror image, web**

**Third Level:** **fireball**

- 1 7th level female cleric (AC -5; H.P.: 35; SA: as 5th level female + spells) **drow +3 chain mail, drow +3 buckler, drow +3 mace**

**First Level:** **cause light wounds, cure light wounds(X2), fear**

**Second Level:** **hold person(X2), silence 15' radius**

**Third Level:** **cause blindness, prayer**

**Fourth Level:** **tongues**

Mercenaries:

- 2 fire giants (AC 3; H.P.: 62, 60; D: 5-30) armed with swords and 2 small boulders each
- 4 giant trolls (AC 4; H.P.:45, 43, 40, 38; SD: regenerate)
- 1 two headed giant troll (AC 4; H.P.:60; SD: regenerate)
- 1 bugbear leader (AC 3; H.P.:24) armed as below with +3 damage bonus.
- 15 bugbears (AC 3; H.P.:15 each) armed with heavy morning stars (+2 damage) 2 spears each, ring mail and shield

Treasure to be determined randomly by type, except for the drow cleric who has a flawless pearl necklace valued at 11,000 g.p., 1 diamond ring worth 5,000 g.p., and a pouch containing 4 rubies(1 x 5,000 g.p., 2 x 2,000 g.p., 2 x 1,000 g.p.).

FINAL NOTE: In the unfortunate event the party attacks the stone giants, the giants will fight to the death. Due to the mining activities surrounding them, they have unlimited throwing rocks at their disposal.