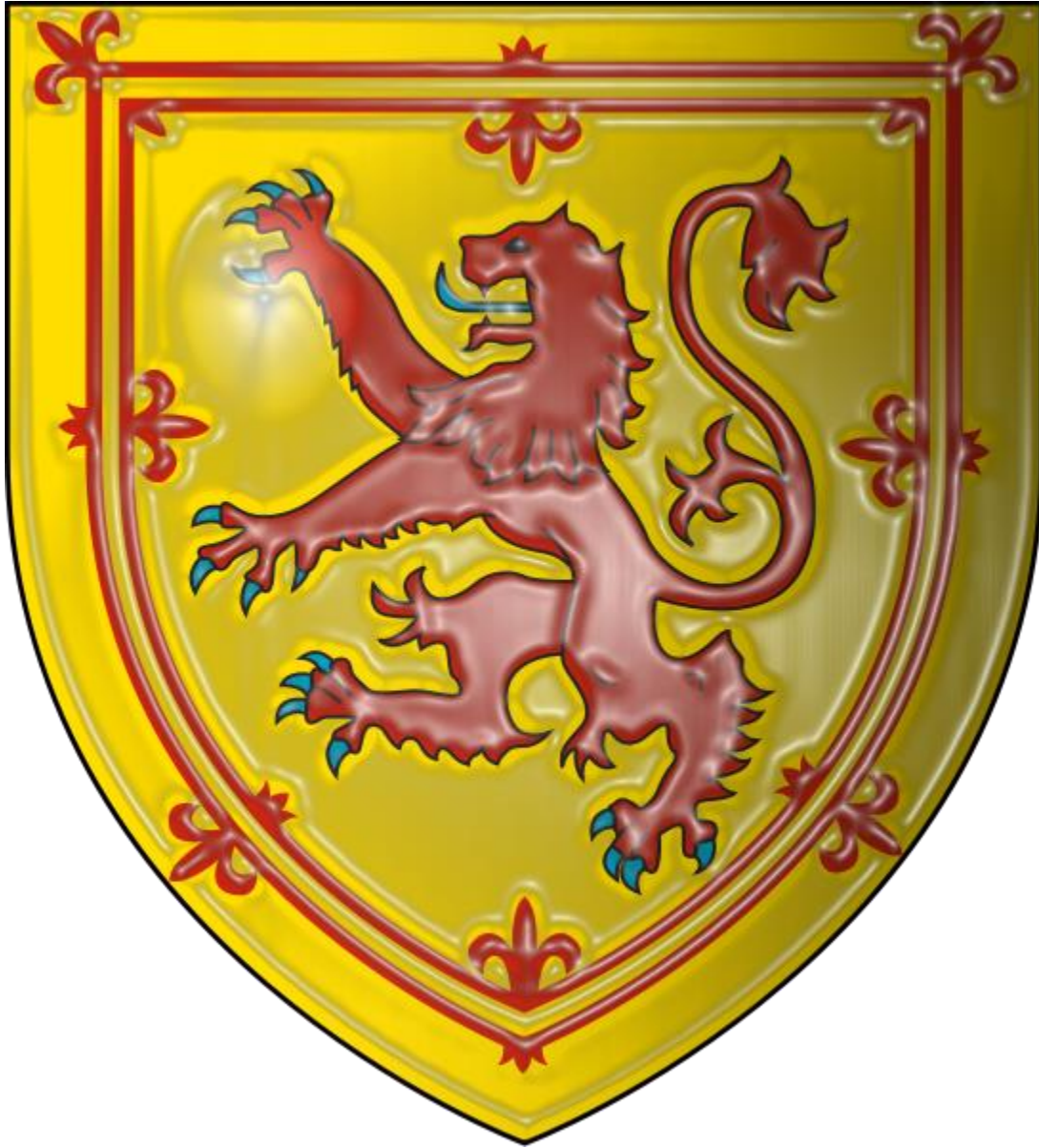


Adventure in Filbar



FC1 – Turret of the Frost Giant

Turret of the Frost Giant

Players Background:

For the past several days you have been trudging through a winter storm of epic proportions. Your mission to deliver notice to the Marquis of Grissom has proven more of a chore than you expected. As the sun begins to set you reach the Thorp of Krussex and can finally have a warm bed and a roof over your heads! As you move down into the valley you can see the small village nestled next to the frozen lake. Smoke rises from the buildings in town but a crude corral sits in the middle of town with several men circling it. Just from your experience you know with weather this bad that is not a good sign.

DM Background:

While your group is on a simple delivery mission to the north you will come through the Thorp of Krussex which is the halfway point to the Marquis of Grissom. There, next to Lake Seppius, is a comfortable inn that will offer warm ale and food, not to mention a warm bed and roof for cover. The village is currently the front lines for a looming problem to the area in the form of a humanoid incursion.

In the past few weeks the blizzard has obscured the coming of a small band of humanoids that have moved into the area. Garr Fenright, a large Frost Giant has brought a small band of friends into the area to take over the pass and demand tribute from those traders who utilize the pass to move goods from the north to the south. Garr and the others have begun to build a stronghold near the pass and have already had to deal with a band of adventurers who were sent by the Marquis to deal with the issue. The blizzard has slowed down any progress to stop the incursion and other border disputes have kept the Marquis's military busy elsewhere.

While the Marquis of Grissom is aware of the humanoids, the citizens of Krussex are not. They are aware that they have seen an increase in Wolves encroaching to their land across the frozen lake and have already lost a substantial amount of

livestock because of them. The few farm animals that remain have been brought to the center of town and are guarded around the clock to keep them safe. The villagers are very concerned that the Wolves are starting to get used to them and the protective fires and they may decide to enter the boundaries of the thorp and kill again.

1. Thorp of Krussex

As you come down the snow covered hillside five buildings come into view each with smoke exiting their chimneys. One of the buildings is larger than the others and a corral filled with livestock is in the middle of town. Beyond the buildings is a frozen lake which spans several miles in both directions. From the information you have the ferry to cross is south of Krussex and that the village is small but has a good inn that serves fresh fish daily. With the ice on the lake you are starting to become skeptical.

DM: Krussex is hardly a village in a normal sense. This area has five buildings and everyone in the thorp works to make the Baylor's Inn a functional retreat. This travel stop is located as a mid-point between two "civilized" towns and is merely a rest stop that has delicious fish courtesy of the lake.

Baylor's Inn was established by a group of former adventurers who decided to remain in the area and open an inn as there was a definite need and the potential for growth was huge. The inn was named after one of their members that they lost on a foray with a local Goblin tribe. In his honor they named the inn after Baylor Tigus, the party cleric.

Those visiting Krussex don't think much about it as there isn't much there. A ½ mile away is the ferry across the lake at a narrow pass. The residents are the one who created the ferry which is a simple flat boat and a pull rope. The ferry is non-operational in the winter as the cold is so fierce that the lake freezes over and it is easy to cross by foot which saves nearly an hour of travel time. Each of the buildings including the inn is made of logs and is simplistic in nature. Each member of Krussex works to support everyone else and the collective works well. They are hoping to gain more citizens so that they can grow and be more successful.

In speaking with the members of the community each has a significant other and they all share equal authority for the area and the inn business. Each of

the residents is aware that the increase in wolf attacks cannot be good and there must be something behind it. None have had the opportunity to investigate the problem as it is a recent development. The collective would be happy for any assistance, especially experienced assistance. Two of their group is currently under the weather and unavailable to help with the crisis at this time.

a. Private Residence - Marta the Mysterious

This quaint cabin has the mark of a wizard on the door and it is unmistakable. This residence belongs to the magic user of the party who is the ½ Elf Marta the Mysterious. Because of her spells she tends to keep the majority of the wealth for the inn and the countryside. She is very trustworthy and none would really want to cross her and be the recipient of a few magic missiles. For this adventure there is a 50% she is present here or at the corral.

b. Private Residence - Tusdar Xavor

The best tracker in town and one of the other members of the adventuring party is Tusdar Xavor who is a very splashy character and was able to charm his wife Mellis into marrying him. The two are proud parents of triplet daughters whom Tusdar knows will give him more gray hair than the Goblins ever could.

c. Private Residence - Driz Egmardern

The door to this residence is secured by eleven locks on the door. While the party's thief, Driz Egmardern and his wife Nelena aren't concerned about security, they are concerned about their skills becoming rusty. Both of the Egmardern's have been known to bend the law on occasion but you won't find a better pair of locksmiths in the region. They have two small children. Nelena often points out that Driz's greatest theft was her heart.

d. Private Residence - Mathar the Giant

This residence has an enormous door on it and for good reason. The occupant of this house is the 2nd fighter of the band of adventurers and his name is Mathar the Giant. Mathar stands almost 7' tall and is married to the diminutive Cora Lee who is the actual boss of the household.

e. Baylor's Inn – Tuscan Wes

Baylor's Inn is so named after the party's cleric who fell in their endeavors against a Goblin tribe. His battered breastplate and broken mace hang over the hearth of the inn as a reminder of his friendship. The day to day operations of the inn are shared among the group but the bard, Tuscan Wes, does most of the primary work along with his expecting wife Melisande.

Currently the inn is full of farmers and their families as the wolf threat has been a substantial one. The outlying farmers have brought their flock and families to the inn for safety. There are still two open rooms available so that the inn can stay in business but, to be good neighbors, Tuscan felt it best to bring the other area residents within safe walls.

f. Corral

This large enclosure is normally used to hold a few spare horses by overnight visitors. Because of the threat, the farmers have brought what is left of their flocks to the corral for safety. The farmers as well as the former adventurers are taking turns guarding the animals until the threat can be suitably dealt with. This will occur once Tusdar and Mathar are healed, unless the party wishes to assist. Around the corral are piles of feed, hay, and small bonfires to keep the guards and animals warm.

Information gained from staying at Baylor's Inn

- The wolf attacks are unusually fierce this year and they are running in a large pack
- The blizzard conditions the past few days have emboldened the Wolves as opposed to making them hide
- The ferry is not in service as the lake is completely frozen over
- Normal travel has been non-existent but that is probably due to the blizzard
- A group of adventurers were here yesterday and promised to track the Wolves and deal with them but have not returned
- Travel time to see the Marquis of Grissom can be expected to double because of the conditions

- Sleeping will be difficult as several "wolf alarms" will go out during the night. Tracks in the morning will show them crossing the lake.
- The farmers will point out that the Wolves seem to come and go from the northeast

Day 2 – Onward and Upward

The beds were comfortable but the multiple alarms of Wolves kept most of you awake with the disturbances. The smell of a warm breakfast greets everyone and as you go down to the common room it is a flurry of activity. The people are abuzz with the news that the snow stopped falling overnight and that Mathar the Giant is feeling better and may lead an expedition to find the Wolves today.

DM: The blizzard has ended but not before dumping more snow and ice on the area. The rumors of Mathar feeling better are true however his wife will keep him under wraps for one more day. A hearty breakfast will be served and the company will be good as the families look forward to a better day without snowfall.

The party can accept the offer to assist the people of Krussex but are already on a mission which will apparently take twice as long to complete thanks to the weather. As the party leaves to complete their task they will be given a general direction to get to the pass from crossing the lake. A small mountain chain to the northeast has a gap called the Pass of Nucu. From there some road markings will be present to guide the party on their way to the Marquis of Grissom.

The snow will be quite thick and difficult to move through even if mounted. An ice cap on the top of the huge drifts form a sheet of ice that creatures of lighter weights <including Wolves> will be able to cross without breaking through. The weather is cloudy with a brisk wind out of the north and intermittent snow will fall with little extra accumulation.

2. Frozen Lake Seppius

The wind whips at your faces and is bone chillingly cold. The lake surface is not only frozen over but it is covered in wind swept snow drifts that obscure

your vision. Halfway across the lake the drifts become difficult to traverse and deepen to nearly 4' in some places. The going is slow but once you decide to let the warhorses plow the way it gets easier for the remainder of the group. Fighting back tears from the wind you can see an opening to the plains beyond the lake as the edge comes into view. A few more drifts and you will have made it to the other side. Moving forward you begin to hear the noise you were dreading....cracking under your mounts!

DM: With the winds and heavy drifts it will make sense to even the least wisdom endowed character that single file is the only way to proceed. It will create a trail and space out travel on the ice to keep it from cracking. As the party nears the shore they can be distracted by the cracking of the ice enough to be surprised by a pack of Wolves who are at the root of the problems for the farmers around Krussex. The recommended time frame to get to the other side is approximately 4 hours.

Because of their lightweight frames, the Wolves will be able to assault the party from above on the drifts and gain the height advantage. The party will further be hampered by the drifts and will have to fight mounted and lose their dexterity bonus to AC or dismount and suffer a loss of dexterity bonus to AC and suffer a -2 to hit and damage because of the icy surfaces. Anyone desiring to use missile weapons in the wind should also suffer a "to hit" penalty of -1.

While fighting a pack of Wolves shouldn't be a big issue for such experienced fighters, the climate will make the encounter a bit more difficult to say the least. It should also be pointed out that the creatures have no treasure and use of any "high-powered" magic such as fireball, lightning bolt, etc. will change the ice water shelf into freezing water and that should have its own poor consequences. The damage inflicted is left to the discretion of the DM but even if a party is able to get out of the water that means they will be soaking wet in the dead of winter.

Once these creatures are dispatched the party can hang them on a nearby tree or display them in some other manner so that the next hunting party will find them as proof of their destruction and save the group from a prolonged search for Wolves.

Monsters: Dire Wolves (3) AC 6 HD 3+3 HP 22 each #AT 1 D 2-8

Monsters: Leader Wolf AC 6 HD 4+4 HP 33 each #AT 1 D 2-8 +1

3. Pass of Nucu

While the wind has been ripping across the plains it has made the landscape a bright white portrait of curving mounds of snow. After two hours of traversing the plains the mountain pass known as Nucu comes into view. Grass and other vegetation can be seen closer to the pass as it acts as a natural wind break. Snow drifts cake the walls of the pass but have left the trail open. Something is in the middle of the pass but as clouds obscure your view you cannot tell what it is. The pass appears to be the only opening in a hilly and mountainous region going up both sides.

DM: The Pass of Nucu is the southern border of the Marquis of Grissom's land holdings. It makes for a natural transition between the lands and is easily fortified if war was to ever occur. Because peace has been in existence for so long there is no permanent garrison stationed here.

Lying on the ground in the middle of the pass, half covered in snow are the bodies of the adventurers that were in Krussex a few days ago. While they were unable to locate the Wolves in the blizzard they did reach the pass where they were set upon by the Ogre search party which eventually killed them. Unfortunately for the Ogres they were set upon by a pair of Cave Bears which wanted the adventurers for their own meal. The Ogres managed to kill one of the Cave Bears before retreating without their prize. They have subsequently returned to recover the dead bear for its meat while the remaining Cave Bear has dragged off one of the adventurers to its cave. The remaining four adventurers are half covered in snow in the pass.

If the bodies are examined it will be fairly obvious that there are two fighters, a cleric, and possibly a thief all in various states of damage. The armor worn by each is quite battered and useless. None of the corpses have belt pouches and their weapons are strewn about but also damaged beyond repair. The body of the thief still has lock picks around his neck and tucked away in one boot is a +1 dagger and the other boot contains a large garnet valued at 50 gp. The cleric's silver holy symbol is still present and is worth at least 25 gp. Other miscellaneous equipment is scattered about but none of which has any determinable value or use to the current party. After investigating the scene of the deaths read the following to the players:

From the final resting place of the dead adventures, two divergent sets of tracks leave the area. One set of tracks leads in a northerly direction and appears to be a rectangle with two bubbles extruding from the sides. The tracks leading to the east and south are more of a jumbled mess as if something large was dragged away and up towards the mountain area. Whatever it was will be preying on other travelers unless it gets resolved.

DM: After the battle ended between the adventurers, Ogres, and Cave Bears ended everyone, except the adventurers left the field of battle with their respective trophies. The Ogres went to the southeast with the large dead Cave Bear while the remaining bear took the party magic user back to its lair at area #6

4. Ogre Search party

Climbing through the foothills along a well-trodden path you see movement through the trees ahead. While the trail is wide there is a steep drop off to your left and you suddenly find yourself on a trail with nowhere to go. Ahead on the path a quartet of Ogres comes crashing down the way. You see them and it is readily apparent that they see you. One of them points and they charge towards you.

DM: This group of Ogres was responsible for the demise of the adventurers in the pass. They dragged off the Cave Bear that they had killed and moved it to the tower. They are now returning to grab whatever is left of the adventurers they took down. They have armed themselves with large clubs to also deal with the other Cave Bear. Each member of the raiding party was previously injured in the combat with the adventurers and with the bear. They will attack the party with vigor and not retreat. They have a few gold each which is contained in the belt pouches of the previous adventurers.

These creatures have been brought to the area by the Frost Giant with the intent to establish a foothold in area and procure wealth for themselves. They are eager to fight humans as they have been docile too long, in their opinion. They quickly dispatched the previous group of lesser adventurers and were also able to handle the Cave Bears quickly.

Monsters: Ogres (4) AC 5 MV 90" HD 4+1 HP 28 each #AT 1 D 1-10 T 50 gp

5. Turret of the Frost Giant

After successfully dispatching the Ogre contingent you follow their tracks through the winding hills looking for evidence of a camp and possibly additional treasure. Rounding the bend through the hills you look up towards the mountain chain and observe the makings of a tower being constructed over a rough outcropping in the mountains. A flicker of light off something shiny can be seen quickly but disappears just as fast. The tower appears to be very tall but incomplete. A winding trail goes up through the trees which have protected the pathway from the winds.

DM: From this vantage point the party should be able to see the makings of the tower that is under construction by the Frost Giant Garrr Fenright. This tower sits on an easily defensible outcropping of rock and overlooks the pass the trail curls around close to that section of the mountain.

Two obvious items will become immediately apparent. The first is that the tower itself is huge and as general rule Ogres aren't smart enough to perform designs of that nature. The second thought will be that whatever is making it will be able to control the pass quite easily. If this tower is not under the control of the Marquis of Grissom, he will have his hands full.

From this location the party should be able to make these determinations and realize that something will need to be done quickly. Once the fortification is complete it will be twice as difficult to remove it and its owner/occupants. If they do not understand this gentle prodding may be in order.

6. Cave Bear Domicile

As you follow the strange path from the pass up, you notice that it ascends a narrow, rocky ledge where the tracks just disappear. Looking around the only thing you realize is that it's a steep drop if you fall. A rabbit shoots out of the underbrush and goes past you falling off the ledge striking a rock on the way down and blood splashes across the rocks. At least it wasn't me is your first thought. As you back around you hear a low growl and a large brown pile of fur comes up from under the ledge its claws outstretched towards you!

DM: This rocky ledge is the home of the Cave Bears, one of which the Ogres dispatched. Their cave is actually in the side of the cliff and they are able to ascend and descend this entrance rather quickly from living here so long. The creature will surprise 80% of the time and get first attack on the surprised party. Any round in which a player is successfully hit by the Cave Bear they will need to roll a saving throw against their dexterity <match their ability score or lower> or face falling off the rise and suffering 2D6 worth of damage as they tumble down the embankment. Any PC suffering a fall will require 3-6 rounds to return to the scene of the battle unless they use missile weapons. If missile weapons are chosen they will be going through the party to hit the Cave Bear which means that any misses may have unintended consequences.

If the Cave Bear can be dispatched and general care can be taken then the lair of the bears can be investigated further. Within the cave the bear has recently dragged the dead mage of the adventuring party in and is in the process of consuming the unfortunate. Most of the items the mage had on his person are still present and scattered about the cave. A leather bound spell book belonging to "Tigus Fallow" is present as well as a +1 ring of protection on the severed hand of the mage. In a dark corner is his belt pouch which contains 75 gp in various gemstones and a separate pouch containing spell components. Tigus was a 4th level mage and the contents of his spell book can be decided at random. Tigus is surrounded by old bones from previous meals that the bears enjoyed.

Monster: Brown Cave Bear AC 6 HD 6+6 HP 50 #AT 3 D 1-8/1-8/1-12

7. Hillside Trap

The trail leading up through the woods is fairly packed down and wide. Whatever was removed from the pass has made a sizable clearing of the trail. To the left is the Cliffside which is at a drop of approximately 100' and a thick layer of woods protects the right side of the path. A large canopy of pine boughs keeps the path clear of most snow so the depth is not very bad at all. Around the corner is a decent incline leading up to where you observed the tower construction. Here the trail goes straight up.

DM: The trail up to the tower is guarded and trapped. An Ettin has been watching the party's progress up the trail and is awaiting their efforts to climb up the straightaway. Once the party has gone 25' up the Ettin will unleash a log set on the path which will rumble down the trail. Anyone in the path of the log will have to roll a save vs. dexterity or be struck by the log for 2D6 of damage. A successful save will indicate that the party members have either jumped the log or thrown themselves into the forest thicket. Any who choose to jump to the left will be going off the Cliffside. This "trap" will occur two times. The second such operation will reveal the two headed Ettin doing the log rolling.

The Ettin is a stupid creature but knows enough to perform the log trap successfully. Once it has unleashed the two logs it will close for melee and attack the party. Any roll of a 20 by the Ettin will indicate that a party member has been knocked to the Cliffside and over. A failure to roll a successful save vs. dexterity at this point will indicate that a party member has gone over the side. At this point another save will be rolled against dexterity. If a PC fails the second roll as well they will have gone over the cliff and suffer 10D6 from the fall. If they make the second save they will suffer 3D6 and be hanging on to the side of the cliff by a loose tree. They will require assistance to get back on the trail or hang there until they fall. If the party is able to hit the creature with a roll of a natural 20 it will have to make a save vs. breath weapon or it will go over the side and be impaled on a tree below.

Monster: Ettin AC 3 HD 10 HP 60 #AT 2 D 2-16/3-18 + log trap

8. Boulder Target Range

Rounding the final curve you can just catch glimpses of the tower over the tops of the trees. Forty feet ahead of you is a very large tower that appears to be nearly complete. While most of the fortification appears to be complete, the front battlements are still under construction leaving the top with an open gap. A huge wooden door sits at the base of the tower and a stone walkway comes up the right side of the complex. To your right on the path in the trees is a wooden "x" for no apparent reason. Possibly it was used to support timbers to cut them more effectively. A whooshing noise can be heard.

DM: The end of the trail is close as it is only a few more feet to the structure than bare investigation. If any of the party is paying attention they will realize that the wooden "x" is a target marker and the noise is that of a boulder flying through the air. The missile comes from the top of the tower where the Frost Giant is located and is taking aim at the party. From this point on the giant will attempt to hurl three boulders at the party until the tower itself can be reached and the giant meets them at the stairs for combat. For purposes of the encounter here the first and third boulders are attack rolls. The second boulder will strike in the middle of the party sending them to their knees and spraying them with snow. This will not cause damage but will indicate that the Frost Giant has range on them. If the party retreats nothing further will happen until they reach the "x" again. If they retreat back down the hill, Garr Fenright will chase and continue to throw boulders but will not engage in melee until they come to the tower. Damage from the boulders from a hit will be 2-20 hit points.

9. Tower of the Frost Giant

The nearly complete tower stands an impressive 60+ feet in the air and appears to be nearly complete. There is a door at the base which appears to extend down, a door off the base stair area, and a third door at the top of the stairs. There are window slots but no covering over them. Yelling from the angry giant can be heard from inside but not calculated exactly where.

DM: The exterior of the tower is nearly complete while the interior has not yet been started. There are four; unfinished levels to the tower and Garr Fenright the Frost Giant will exit one of the doors with the following result:

Base door 1-2: Initiative and melee proceeds as normal

Stair Base 3-4: Initiative +1 to the Giant and +1 to hit the first victim

Top of Stairs 5-6: Initiative +1/-1 to hit/+1 to damage on first victim

The differences account for how the Frost Giant will come at the party. He will most likely surprise coming out of the upper doors and leap into the party to attack them. From the higher level his aim will not be as true but if he hits the additional force will cause additional damage.

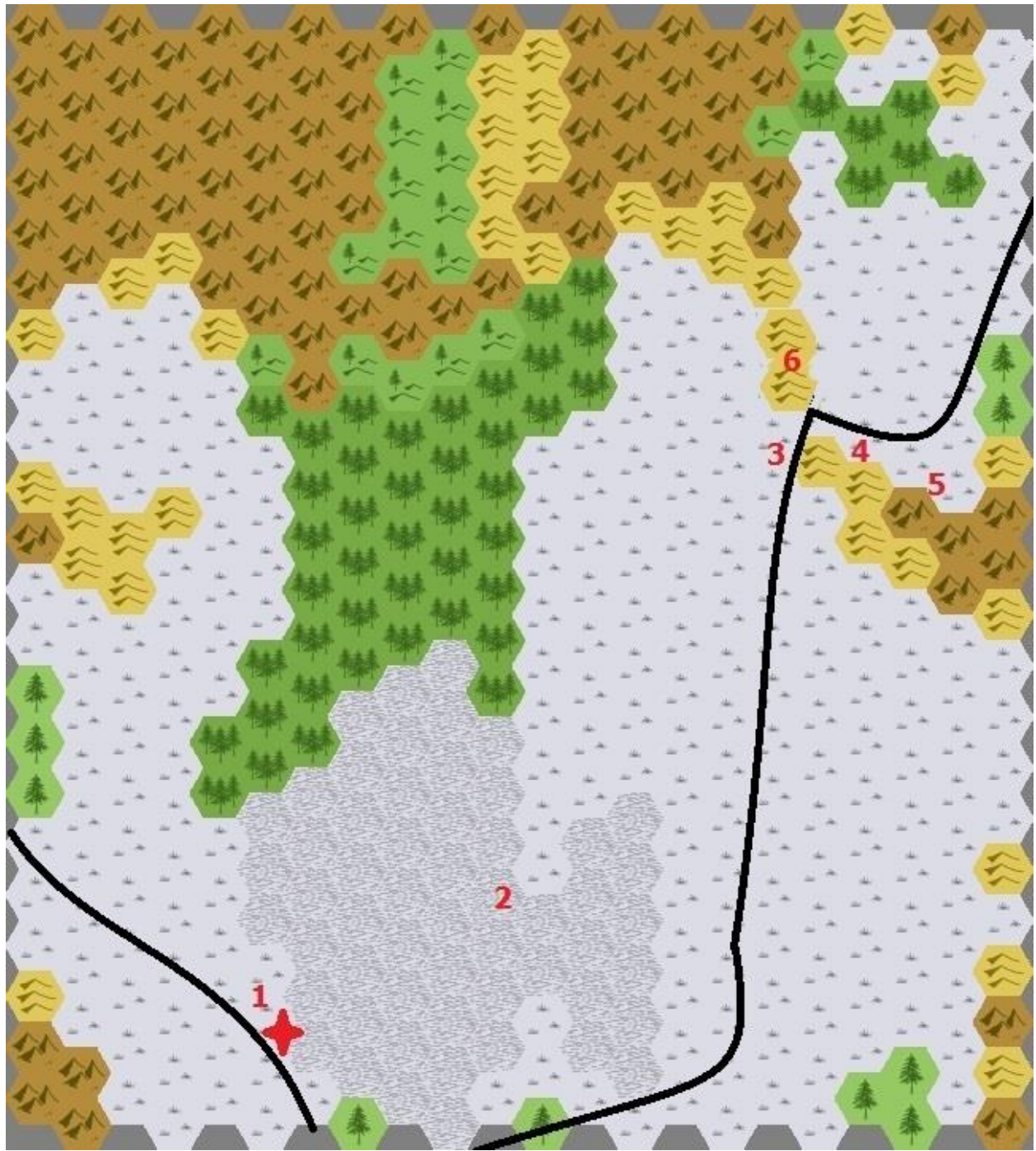
Monster: Frost Giant – Garr Fenright AC 4 HD 10+ HP 80 #AT 1 D 4-24 (axe)

If the party can defeat the Frost Giant they can then explore the interior of the tower. Inside they will notice crude scaffolding throughout the interior that was used to help build the exterior walls. Except for the scaffolding there will be no interior décor to speak of.

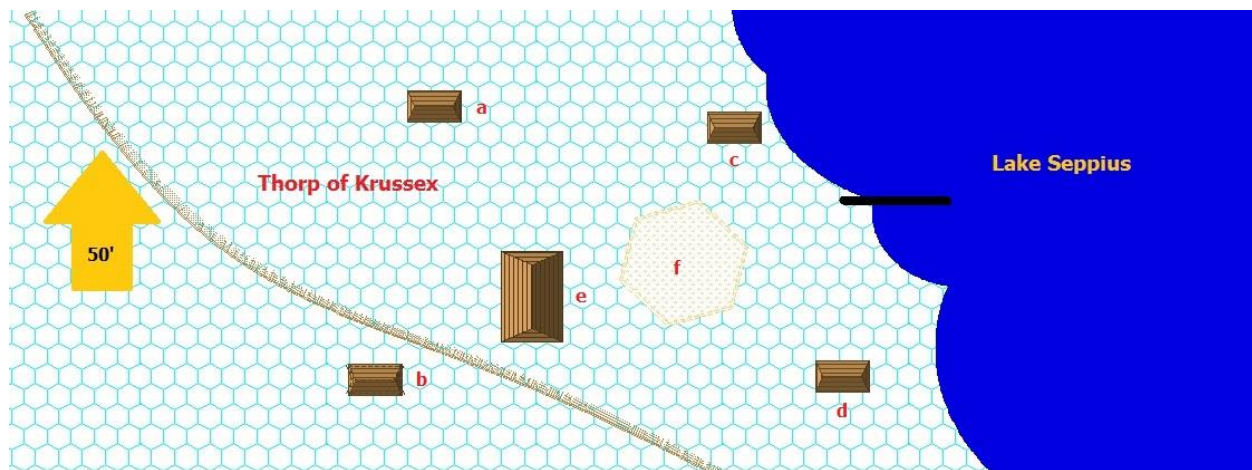
The base of the tower has a small fire and the body of the dead Cave Bear which was apparently on the menu for this evening. The scaffolding at the top of the tower has stones that were to be used to finish the front wall and were also utilized as 'boulders' thrown at area #8. The scaffolding at the stair base level has a crude bed and a very large chest which contains the riches of Garrr Fenright and his band of humanoids. The chest is locked and trapped with a sleep gas trap that will require a save vs. poison at -2 or fall asleep for 2-8 turns. The key to this chest is located in a recessed area at the top of the tower. From the top of the tower the PCs can see the city of Grissom in the distance as the cloudy conditions have lifted and the lights twinkle in the distance.

The chest itself contains 1000 ingots of gold worth 5 gp a piece, a silver necklace with a blue topaz set in the middle worth 850 gp, a bag of semi-precious stones worth 300 gp and +2/+4 against giants short sword <at the bottom>. A carved wooden box contains three potions: healing, extra healing, gaseous form <light blue, blue, and green respectively> and a cleric scroll of 2 - 3rd level cleric spells to be chosen at random.

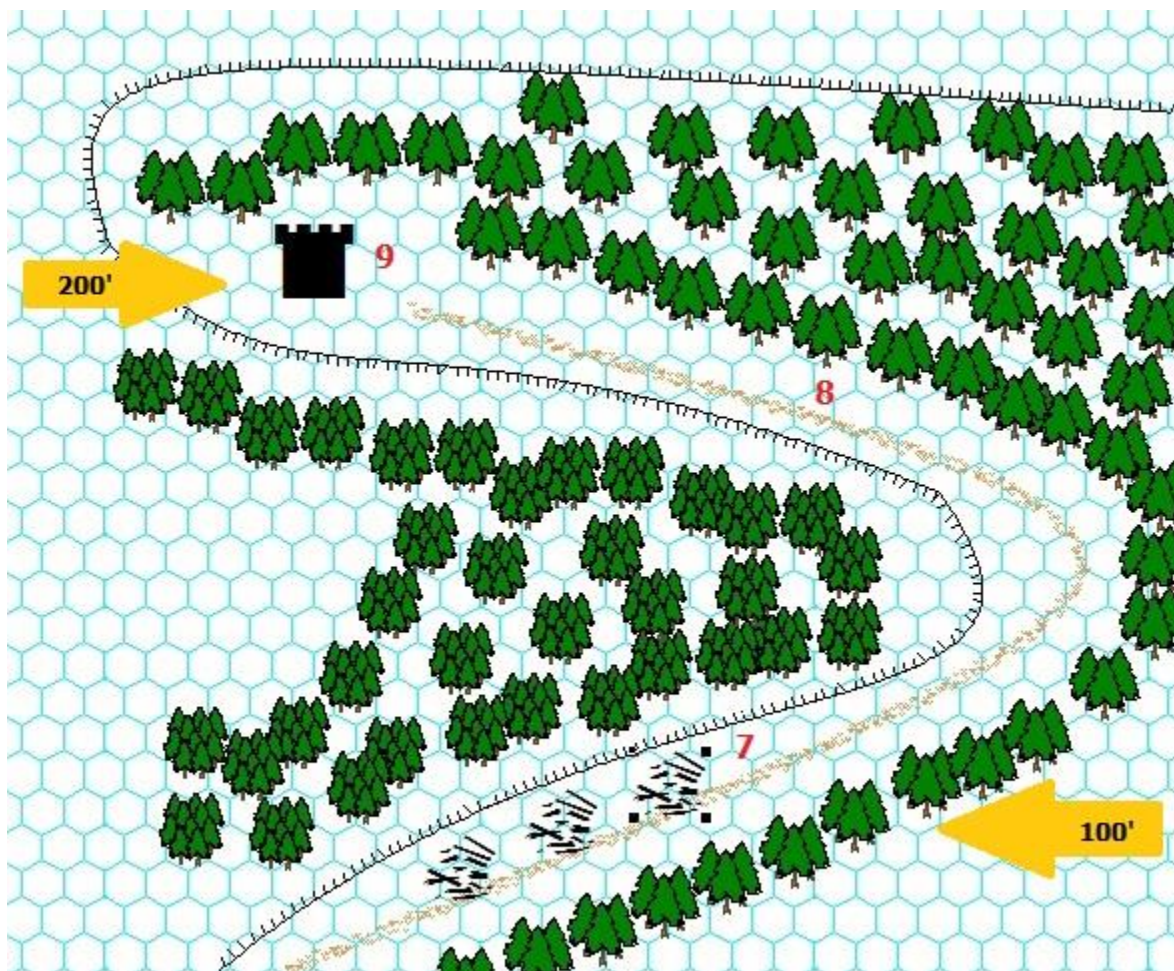
There can also be an alternate reward from the Marquis of Grissom for handling this potential deadly threat to his haven. The reward can be monetary, land for use, or livestock. If the party travels through the Thorp of Krussex again they will be hailed as heroes and be well fed and put up free of charge at the inn. Anytime they utilize the ferry, when it is operational, it will be free of charge for the party as well. Tuscan Wes may even pen a song about them.



Area map for adventure



Thorp of Krussex <above> Trail to the Turret <below>





Turret of the Frost Giant