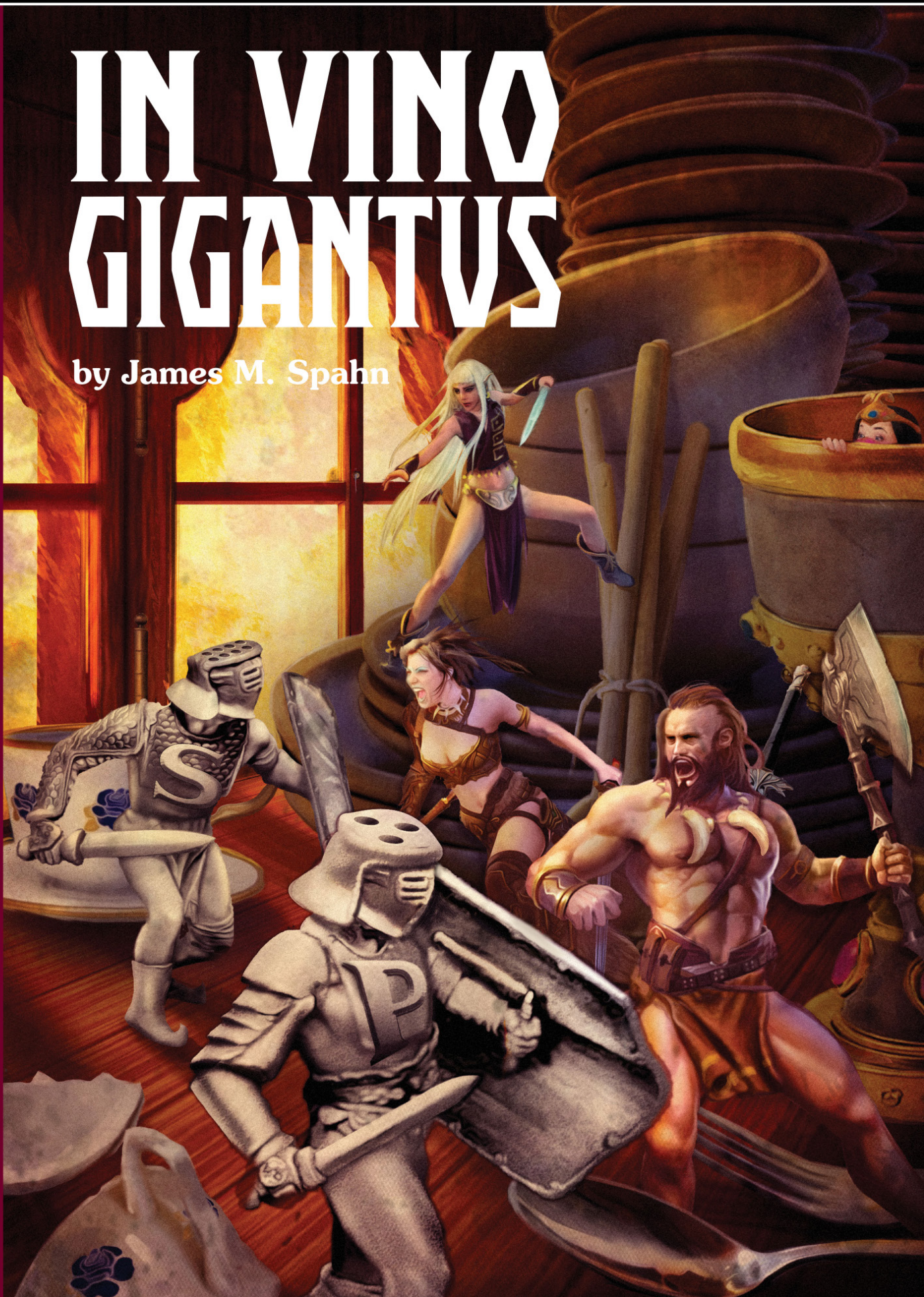




FROG GOD GAMES ADVENTURES

IN VINO GIGANTUS

by James M. Spahn



PATHFINDER
COMPATIBLE

IN VINO GIGANTVS

Author
James M. Spahn

Producer
Bill Webb

Project Manager
Zach Glazar

Editor
Jeff Harkness

Pathfinder Conversion
Michael “Mars” Russell

Fantasy Grounds Conversion
Michael Potter

Substantial Editor
G. Scott Swift

Art Director
Casey W. Christofferson

Layout and Graphic Design
Charles A. Wright

Cover Design
Jim Wampler

Front Cover Art
Joshua Stewart

Interior Art
Lloyd Metcalf, Terry Pavlet,
Artem Shukaev, Joshua Stewart

Cartography
Robert Altbauer

FROG GOD GAMES IS

CEO
Bill Webb

Creative Director
Matthew J. Finch

Production Director
Charles A. Wright

Chief of Operations
Zach Glazar

Special Projects Director
Jim Wampler

Customer Relations
Mike Badolato



ADVENTURES
WORTH
WINNING

FROG
GOD
GAMES

©2019 Frog God Games. All rights reserved. Reproduction without the written permission of the publisher is expressly forbidden. Frog God Games and the Frog God Games logo is a trademark of Frog God Games. All characters, names, places, items, art and text herein are copyrighted by Frog God Games, Inc. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

Product Identity: The following items are hereby identified as Frog God Games LLC's Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Game Content: product and product line names, logos and identifying marks including trade dress; artifacts; creatures; characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity. Previously released Open Game Content is excluded from the above list.



ISBN: 978-1-62283-654-3

Table of Contents

In Vino Gigantus	p. 3
Part One: An Unexpected Audience	p. 4
Part Two: The Wine Cellar.....	p. 4
Part Three: Wine Before Its Time	p. 10
Appendix.....	p. 11
Player Map	p. 14
Legal Appendix	p. 15

In Vino Gigantus

By James M. Spahn

In Vino Gigantus is a short Pathfinder adventure for 4–6 characters between levels 1–3. It takes place in the magnificent floating castle of a foppish storm giant sorcerer named Lord Clovis Tempestas IV.

Adventure Background

In ages past, Stormridge Sanctum was the familial estate of the Tempestas Clan of storm giants. Floating across the sky on a massive field of clouds, it seemed that the bounty of four winds knew no bounds. That was before the arrival of the dragons. They came in the night under a blood red moon, and Lord Clovis Tempestas II, a grand sorcerer, would not lower himself to parlay with what he called “winged snakes.”

His pride would be the downfall of his bloodline, his people, and his beloved Stormridge Sanctum. Great storms of fire and lightning tore across the sky on and off for years and by the time the Tempestas Clan had defeated their foes, the only thing that survived was the Sanctum itself, Clovis II’s grandson, and a handful of servants and the beloved family dog — Donner.

This didn’t stop the spoiled young Clovis IV from believing he could live on as the pampered scion of a noble bloodline. He now lives with a handful of lingering servants in the grandiose Stormridge Sanctum in complete decadence. He forces enchanted harps to play for his pleasure, he sculpts gaudy statues, and he drinks wine — lots and lots of wine.

Clovis IV’s love of wine and the slow degeneration of his castle have driven him to finally take action. His wine cellar has become fouled and

flooded and this will not stand. Though he is not as skilled an arcanist as his ancestors, he knows a few tricks. Like any good nobleman, he has decided to hire peasants to solve his problems.

By weaving an ancient spell of summoning and binding, he draws an unwitting party of adventurers into his great sky castle to take care of his dirty work. Whether they want to or not is of little concern to the foppish Clovis. After all, who would deny the honor that comes in serving the magnificent Tempestas Clan?

Adventure Summary

Suddenly summoned into the great sky castle of Stormridge Sanctum by the magical incantations of Clovis Tempestas IV, the characters are tasked by the foppish storm giant with finding the source of the infestation plaguing his wine cellar and purging it before he loses any more of his precious libations. With them quite literally clutched in the palm of such a powerful creature, it is a deal they cannot refuse. Under the watchful eye of Clovis IV’s steward, Wamp the Ogre Magi, they are given a fine meal before being banished to the lower storage of Stormridge Sanctum. After being sent down into the flooded cellar, they must contend with environmental hazards in a domain built for a creature ten times their size. During their dangerous investigation, they discover that a second adventuring party is also struggling to survive in this monster-infested basement, though their purposes and even their presence is unknown to Clovis. The truth is that Clovis simply forgot they were even down there



after he hired them several weeks ago.

The characters' investigation eventually leads them to discover that it is Clovis' beloved Thunder Terrier Donner that is inadvertently responsible for flooding the basement. The terrier has been missing for a few days, and the dog is currently trapped in the webbing of a nest of giant spiders in the basement.

Beginning the Adventure

This adventure begins at any point when you want to spring it on the players. The characters could be idly passing the evening at an inn between adventures or they might be in the middle of pitched combat. Clovis IV casts a family summoning spell regardless of their circumstances and draws the characters from their current location to Stormridge Sanctum. In fact, the characters appear in the very palm of his hand!

Part One: An Unexpected Audience

As mentioned in the summary, the characters find themselves suddenly and unexpectedly summoned into the clutches of Clovis Tempestas IV and held prisoner in his ancestral home, Stormridge Sanctum. Read or paraphrase the text below to begin the adventure:

The distinct crackle of powerful arcane energies surrounds you and your companions, distracting you from the task at hand. Magical energy leaps between members of your party in wide, azure arcs until it is as though you are at the very heart of a lightning storm. A buzz rings through your body, and your hair stands up on end before a sudden white flash leaves you blinded and disoriented for a few seconds.

A sudden sense of what can be described only as otherness comes over you as your senses gradually return. The ground beneath your feet is firm, but soft, and as your vision clears you discover that you and your allies are standing, quite literally, in the palm of a fifty-foot-tall giant! As grandiose as only a giant can be, the man clutching you and your companions has well-kept teal hair streaming down his back, blazing sapphire eyes, and flawless azure skin. His fingers, wrists, neck, and head are adorned with perfectly polished gold jewelry sized to his stature — each piece worth a king's ransom. A long flowing white toga hangs to his ankles.

A booming, jovial laugh very nearly blows you from your precipice as his entire body shakes with mirth, and the wind of his wine-soaked breath reminds you of the strongest summer storms you've ever seen. "Hahahaha! Not what I expected, but I am glad to see my incantation worked from such a distance! Greetings, little masters! I am Lord Clovis Tempestas IV and welcome to my humble home, Stormridge Sanctum! The noble house Tempestas has summoned you here for a purpose most befitting your stature and skill. Pray tell, won't you sup with me while I recount my plight to you?"

Without waiting for a response, Clovis kneels and releases you from his grasp, setting you gingerly upon the massive stone floor of his seemingly endless hall. He claps his hands and it is as if thunder itself rings from within the hall. A moment later, a cadre of ogres enters the room from a door far to the east, bearing a long wooden table, matching chairs, and the trappings of a feast like you have heard of only in songs and story.

to accept his servants' justice. He motions to the ogres and the massive swords at their belts. The instant the characters partake of the meal, his demeanor returns to that of an exuberant host.

Clovis informs the characters that something foul has taken hold of his beloved wine cellar in the bowels of his estate. If they root out this trouble and save what remains of his beloved wine collection, he promises to reward them handsomely. While he could handle this task himself, he believes members of the Tempestas Household are beneath such menial tasks. At this point, roll a few twenty-sided dice behind a screen and ignore the results. Clovis informs the characters that since they have eaten at his table, they are now magically bound to his service. This is, of course, a complete fabrication, but don't tell the players that. Let them assume the worst. A successful DC 20 Sense Motive check clues the characters in to Clovis' deception.

If the characters continue to refuse Clovis' service, he tells them that they are not worthy of death at the hands of even his servants and has them escorted from Stormridge Sanctum. How they are to return to the ground hundreds of miles below is beyond his concern as it is beyond the borders of his domain.

Once the characters accept Clovis' "offer" to assist him, he informs them that he will pay them each 500 gold pieces for their service as well as provide them with three *potions of cure light wounds* to aid them in their task. After the meal, he pays them each 100 gold pieces as a down payment as proof of good faith, and merrily orders the ogres to lead the party to the cellar door.

Read the following:

As you are escorted out of the dining hall, Clovis catches your attention one final time. He says, "Oh, mind the dog. Donner can be a bit feisty ..."

Fighting Clovis and his Servants

If the characters are foolish enough to fight Clovis, it's a suicidal endeavor. Clovis first orders his ogre guards to kill the characters and engages in combat only if attacked directly. If at any point during the battle the players withdraw, Clovis repeats his offer, though this time he provides no rewards or potions. Clovis has the statistics of a **storm giant** and is accompanied by 6 **ogres** armed with two-handed swords, along with Wamp, his chief servant and an ogre mage (an **oni**).

CLOVIS **CR 13**
XP 25,600
hp 199 (Pathfinder Roleplaying Game Bestiary, "Giant, Storm")

OGRES (6) **CR 3**
XP 800
hp 30 (Pathfinder Roleplaying Game Bestiary, "Ogre")

WAMP **CR 8**
XP 4,800
hp 92 (Pathfinder Roleplaying Game Bestiary, "Oni, Ogre Mage")

The storm giant nobleman is eager for the characters to eat at his table and remains jovial unless they refuse his hospitality. If they adamantly refuse, he tells them that those who refuse his generosity will be forced



Part Two: The Wine Cellar

After enjoying Clovis' hospitality, his six ogre servants lead the characters to the lower levels of Stormridge Sanctum. Once the characters are inside, the ogres lock and magically seal the door to the wine cellar. They are left to explore the depths of Stormridge Sanctum and find out just what has been destroying the precious wine of Lord Tempestas. The door cannot be opened or destroyed via mundane means from within the wine cellar.

The walls of the wine cellar are 10 feet thick and made of carved stone. The ceiling rises to a height of 60 feet, clearly sized to gigantic proportions. Doors are made of solid wood, 8 feet thick, and are of remarkable craftsmanship. They open easily for a being with a giant's strength. Characters might have a more difficult time and must succeed on a DC 17 Strength check to push them open. Oddly enough, if the door is locked, a character succeeding on a DC 12 Disable Device check has an easy time picking the massive mechanisms, provided they can climb 20 feet up (requires a successful DC 12 Climb check) to the keyhole and find a way to secure themselves (using a climber's kit) while attempting to do so. Alternatively, small characters such as gnomes or halflings can squeeze through these massive keyholes with a successful DC 10 Escape Artist check, though they still need to find a way down once they've reached the other side.

Unless otherwise stated in a location's description, there is no illumination. The characters need to rely on torches, lanterns, or magical sources of light in most cases.

Random Encounters

Clovis' basement is filled with all manner of nasty creatures that have taken up residence since he all but abandoned the wine cellar. For every hour that the characters spend investigating the dungeon, roll d8. On a

roll of 1, pick from the chart below or roll randomly to determine what creature is encountered.

If an 8 is rolled, then no monster is encountered. Instead, the characters hear the shrill, yet booming and thunderous bark of a dog echo through the wine cellar as if coming from some distant location.

1d10	Monster
1	2d6 Giant Centipedes
2	2d4 Dire Rats
3	2d4 Giant Frogs
4	1d10 Giant Leeches
5	Yellow Mold
6	1 Ogre
7	1d3+1 Krenshars
8	Noise: Strange Thundering Bark

GIANT CENTIPEDES (2D6) CR 1/2
XP 200
hp 5 (Pathfinder Roleplaying Game Bestiary, "Centipede, Giant")

DIRE RATS (2D4) CR 1/3
XP 135
hp 5 (Pathfinder Roleplaying Game Bestiary, "Rat, Dire")

GIANT FROGS (2D4) CR 1
XP 400
hp 15 (Pathfinder Roleplaying Game Bestiary, "Frog, Giant")

GIANT LEECHES (1D10) CR 2
XP 600
hp 19 (Pathfinder Roleplaying Game Bestiary, "Leech, Giant")

FROG GOD GAMES

YELLOW MOLD

XP 2,400 (Pathfinder Roleplaying Game Core Rulebook, "Yellow Mold")

CR 6

OGRE

XP 800

hp 30 (Pathfinder Roleplaying Game Bestiary, "Ogre")

CR 3

KRENSHARS (1D3+1)

XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary 2, "Krenshar")

CR 1

Area 1-1: The Stairwell

With a heavy thud, the door to the wine cellar slams closed behind you. The massive lock turns behind you and suddenly the only exit from Lord Clovis' wine cellar thrums with a pulse of magical energy and glows with a faint blue light. In the thin illumination, you see the giant-sized stone stairwell descending into the depths of the cellar. The path down is massive, dropping five feet per massive stone step. The faint trickle of water can be heard below, as if a stream or tiny waterfall was spilling into a basin somewhere in the dark.

The door back into Clovis' castle is warded and cannot be opened unless the characters have a *knock* spell available, in which case they find Wamp and 6 ogres waiting for them. Alternate means back to the ground floor could be attempted if characters in the stove pipe area of the dungeon (**Areas 2-1, 2-2, 2-3**) somehow dig upward through 10 feet of solid rock. Attempts to climb up to the keyhole and pick the lock result in the offending thief suffering a nasty jolt, suffering 1d6 lightning damage, that throws them 20 feet to the hard stone below unless they make a successful DC 14 Reflex saving throw. This fall inflicts an additional 2d6 bludgeoning damage.

Descending the steps is easy enough, though their size can present minor problems for smaller characters who may need to hang from the edge of each step and drop down. The circular staircase winds a full 90 degrees before emptying into **Area 1-3**. Halfway down, a large chamber can be seen off to one side, its door hanging open. This leads to the sideboard (**Area 1-2**).

Area 1-2: The Sideboard

The door to this chamber hangs open, revealing a large sideboard. The surface of a massive wooden table towers thirty feet above you along the far wall, with a pair of stools half as high set against it. From your low vantage point you can see a few beer barrels and cupboards sitting atop the table, though smaller items sitting on the table's surface can't be viewed from your current vantage point. The pungent odor of cheese fills the room, mixing with the scent of stagnant water rising from below.

Nothing of interest is on the floor, but characters who succeed on a DC 10 Climb check can climb up onto the table and reach the table's surface. Against the back wall are two corked barrels and a small pantry whose door hangs slightly ajar. If the characters fail their DC 10 Stealth check and are not quiet in their exploration of this room, they alert 3 **dire rats** nibbling on some very old and very moldy cheese rotting in the cupboard. Unless the characters are particularly alert and succeed on a Perception check versus the dire rats' Stealth check, these rats surprise the party.

DIRE RATS (2D4)

XP 135

hp 5 (Pathfinder Roleplaying Game Bestiary, "Rat, Dire")

CR 1/3

The two barrels in the room rest on their side and can be opened by removing a cork set into the top of each one. Removing one of these giant-sized corks requires a successful DC 18 Strength check. The barrels immediately gush countless gallons of old, foul beer across half of the table. Any characters caught in the blast must make a DC 16 Strength saving throw or lose their footing and be cast onto the stone floor below, suffering 3d6 falling damage while being knocked prone. Removing a cork automatically disturbs the rats lurking in the cupboard, who immediately move to attack.

Inside the cupboard is a very large wheel of moldy cheese that smells terrible. Any character who eats the cheese must succeed on a DC 22 Fortitude saving throw or be sickened for 4 hours and suffer an explosive gastrointestinal reaction within 1d6 minutes. The cupboard is not without its valuables, however. On the upper shelf of the cupboard are a few pieces of giant-sized silverware, most of it tarnished due to age. However, one particularly fine giant-sized steak knife functions as a +1 *greatsword*.

Area 1-3: The Wine Cellar

You and your companions reach the bottom of the stairwell to find a massive chamber that is undoubtedly Clovis' primary wine cellar. The far wall is covered by a latticework wooden wine rack that may have once housed massive bottles of wine and spirits. Now, only a handful of bottles remain, and water pours from within the shadows of these nooks onto the cellar's floor, creating a massive pool of brackish, gray water rising to a height of almost three feet pooled at the bottom of the last step. The ceiling of the chamber rises far beyond your meager sources of light and the smell of this moldy pool spilling from the crisscrossing wine rack on the far wall assaults your nostrils.

At first glance this room appears to be the source of Lord Clovis' flooding problems, but characters need to undertake a detailed investigation of the chamber to discover the truth. The floor-to-ceiling wine rack set into the wall opposite the chamber's entryway contains a meager four bottles of wine, though the shattered remains of several broken bottles are mixed into the mire flooding the floor. Water pours from several of the storage slots, cascading to the floor.

The water flooding this chamber rises to nearly 3 feet and acts as difficult terrain, doubling every foot of movement. In addition, equipment can easily become saturated and rendered useless (such as scrolls, maps, ink, torches) if it is not somehow protected from becoming soaked. Characters trying to root through the gray water run the risk of cutting themselves on shards of broken glass obscured by the muck. Characters blindly pawing through the water have a 25% chance of cutting themselves for 1d2 points of damage. A character runs the same risk of damage for every three rounds spent wading through the water with an extensive amount of exposed flesh.

Climbing the latticework that once stored the fine collection of giant-sized wine bottles would normally be easy, but since everything in the chamber is soaking wet, the characters must take extra precautions if they attempt an ascent. The latticework is a grid four slots wide by 10 slots high. Each slot is 5 feet square and is set against the stone wall. Any character attempting to climb the wine rack must succeed on a DC 18 Climb check. The source of the flooding seems to be coming from a thin separation along the wall behind the latticework, near where the wall meets the ceiling. The water runs from the opening down the back wall and pours out onto the floor at several locations. The separation is too small for the characters to squeeze into.

The uppermost wine bottle is false and can be pulled to reveal a secret door along the southern wall. Characters who climb up to it and succeed on a DC 11 Perception check can see a rod running from the bottom of the wine bottle into the back wall. Attempting to pull the wine bottle requires a feat of great strength by the party (a combined DC 25 Strength check; allow multiple characters to assist on the Strength check) and some ingenuity such as tying a rope around its neck and having several members pull on the rope. Attempts to push on the bottom from within the slot at its bottom requires a successful DC 27 Strength check.

IN VINO GIGANTUS

If the bottle is moved, a secret door in the southern wall opens, leading to Clovis' secret larder. The pooled water immediately floods into the dinnerware storage room (**Area 1-4**). Any character still standing in the water must make a successful DC 14 Swim check or be swept along in the current. Small characters have -2 on the check.

Area 1-4: Dinnerware Storage

Like the wine cellar, the floor of this room is flooded with the same murky, disgusting water. A large china cabinet rests against the wall opposite the newly revealed secret entrance into this room. It towers almost fifty feet in height and is made of dark hardwood. A pair of large doors are set into the top half of it. Crystalline glass set into these doors reveals stacks of golden inlaid dishes, crystalline goblets, and etched silver flatware resting on the shelves inside. A pair of human-sized statues of knights, made of marble, flank the dinnerware. A giant-sized heavy wooden door bound in iron is on the eastern wall.

The dishware stored in the massive china cabinet is Lord Clovis' finest tableware and is sized appropriately. While the bottom of the cabinet is warped from moisture, the rest of the structure (and the dishes within) appear to have survived in good condition. Like the wine cellar (**Area 1-3**), the characters need to wade through muck and water.

The doors to the china cabinet can be opened easily enough if the characters climb up to them. However, if the characters disturb any of Clovis' Sunday best, the two man-sized marble knights (which serve as salt and pepper shakers) animate and attack the intruders, attempting to slay them or shove them out of the cabinet and into the water below.



MARBLE KNIGHTS (2)

XP 1,200

The Tome of Horrors Complete 341, "Golem, Stone Guardian"

N Medium construct

Init -1; **Senses** darkvision 60 ft., low-light vision, see invisibility; **Perception** +0

DEFENSE

AC 17, touch 9, flat-footed 17 (-1 Dex, +8 natural)
hp 47 (5d10+20)

Fort +1; **Ref** +0; **Will** +1

Defensive Abilities light fortification; **Immune** construct traits; **Resist** cold 5, fire 5, electricity 5

OFFENSE

Speed 20 ft.

Melee 2 slams +10 (1d8+5)

STATISTICS

Str 21, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +5; **CMB** +10; **CMD** 19

SQ ring link

SPECIAL ABILITIES

Light Fortification (Ex): A stone guardian has a 25% chance to ignore additional damage caused by critical hits or sneak attacks.

Ring Link (Su): A stone guardian is linked to a magic ring. The construct will never attack any creature that wears this ring, nor any creatures within 10 feet of the ringwearer, unless one of those creatures attacks the guardian first.

See Invisibility (Ex): A stone guardian constantly sees invisible creatures and objects, as per the spell see invisibility. Once the marble knights are defeated, the characters can take the dinnerware. It is easily worth a modest hoard of gold pieces, though given that the goblets are 8 feet tall and the plates are the size of a tapestry, such an endeavor may prove nigh impossible. If the dinnerware were somehow recovered intact it would sell for well over 5000 gold pieces.

Area 1-5: Main Hall

A gargantuan stone hall runs into darkness across all directions, well beyond the illumination of your torches and lanterns. The chamber is flooded, almost to the knees of any humans or elves and is even more difficult for those of smaller stature. The sound of running water can be heard far in the distance, buried in the dark to the east.

The main hall of Clovis' wine cellar is flooded like the rest of the rooms, though it is not filled with dangerous broken glass or other hazards. Though movement speed is reduced, the characters simply need to be mindful when it comes to keeping certain objects dry. The doors leading to various locations in the cellar are difficult to open, requiring a successful DC 15 Strength check because of the resistance created by standing water throughout the dungeon. The chamber itself is over 150 feet in length and is 30 feet wide. It can take some time to cross, and the Referee should keep this in mind when checking for wandering monsters.

Area 1-6: Cold Storage

The door to this room cannot be opened, even with a successful Strength check as described in the main hall (**Area 1-5**). The water that has flooded into the cold storage chamber has frozen, creating a layer

FROG GOD GAMES

of ice that presses against the door. The ice must be broken before the characters can enter the room. Breaking the ice can be done by spending 1d6x10 minutes hacking away at the frozen mess with a large axe or blunt weapon to knock the door free from its frozen binding. However, the noise doubles the chances of a wandering monster noticing the characters. The door to this room is closed (but not locked or trapped), and the only telltale sign of the problematic ice is the fact that the water surrounding the door is bone-chillingly cold. In fact, for every 10 minutes a character spends standing in this water, he suffers 1d4 points of damage from the magical cold.

Smaller characters such as halflings or dwarves can attempt to climb the door (requiring a successful DC 12 Climb check) and slip in through the keyhole into the chamber, though they are still unable to open the door from inside until they deal with the ice.

Though dry, a bone-chilling cold that is undoubtedly magical in nature permeates this chamber. A hard, blue light radiates from the walls of the room, providing a surprising level of illumination. A thick sheet of ice covers the floor, and several large, wicked-looking hooks hang from chains far above your head. The chamber narrows along its western side, turning into a long hall. Against the southern portion of this chamber is a frosted wooden table beneath a pegboard where hooks, giant-sized meat cleavers, and massive butcher knives hang — some with massive hunks of flesh still hanging from their blades.

This area was used to prepare stored meat and other perishables for Lord Clovis, though it has not been used for a very long time. A massive cookbook, still open and encased in ice, rests on the table — though it is not visible from the floor. Only when characters climb up onto the surface of the long table along the southwestern wall do they see the book. A successful DC 12 Knowledge (Arcana) check reveals that the book's exposed page, if removed, functions as scrolls of *purify food and drink* and *protection from energy*. However, removing the page from the ice is difficult because of the surrounding ice. Using a flame to melt the ice has a 75% chance of damaging the page.

An additional complication is that the book is near the pegboard containing the meat-carving tools that are still soiled by rotted meat. If any character with a torch stands within 20 feet of these, the heat thaws the 3 **giant leeches** slumbering in the foul meat in 1d6 rounds.

GIANT LEECHES (3)

CR 2

XP 600

hp 19 (Pathfinder Roleplaying Game Bestiary, "Leech, Giant")

The door leading into the basement kitchen (**Area 1-7**) can be opened with a successful DC 15 Strength check and is not locked or trapped.

Area 1-7: Basement Kitchen

Cabinets, cupboards, and pantries cover the walls of this room, while the center of the chamber is dominated by a massive wooden table surrounded by giant stools. It is flooded with more than 2 feet of gray, brackish water, and the darkness that normally fills the long halls of Clovis' cellars is broken by a faint orange light coming from atop the table far above your head.

Primarily used for food preparation and storage, this is the kitchen of Clovis' castle. The characters arrive to find that the room has been repurposed, however. A company of adventurers is taking refuge on the tabletop, hiding from 2 **giant weasels** that have driven them to such desperate measure. The weasels once made their nest in one of the room's pantries before being driven away initially by Clovis' dog, the Thunder

Terrier Donner. The weasels returned soon after, only to stumble upon these adventurers, whom they promptly attacked.

Roll a Stealth check when the characters first enter the room. If the Stealth check is higher than any of the party's Perception checks, they do not notice the weasels concealed by both shadows and water. The weasels ambush the characters at the first opportunity, obsessed with defending their home. The adventurers hiding on the table are not particularly heroic and remain concealed during the battle unless victory seems imminent for the characters. If such is the case, they attack the weasels from their elevated position using ranged weapons.

GIANT WEASELS (2)

CR 1

XP 400

hp 9 (Pathfinder Roleplaying Game Bestiary 4, "Weasel, Giant")

Casthor, the leader of the adventuring company, calls down to the characters once the giant weasels are defeated. Casthor's companions are wary, however, keeping their weapons at the ready. Only three remain, and the corpse of a fourth member floats in the southeastern corner of the room, gnawed by the weasels. Casthor (N male human fighter 1), Ernesto (LN male human rogue 1), and Emilia (LN female human wizard 1) are willing to aid the characters but are primarily concerned with self-preservation. Their primary interest is to escape the estate with their lives intact. They won't actively betray the party, but they aren't afraid to do whatever is necessary to ensure their own survival. The characters can enlist their aid in return for an equal share of any treasure discovered and an equal cut of Clovis' promised payment.

CASTHOR

CR 1/2

XP 200

hp 14 (Pathfinder Roleplaying Game NPC Codex, "Superstitious Mercenary")

ERNESTO

CR 1/2

XP 200

hp 10 (Pathfinder Roleplaying Game NPC Codex, "Cutpurse")

EMILIA

CR 1/2

XP 200

hp 9 (Pathfinder Roleplaying Game NPC Codex, "Cautious Mage")

Treasure. The tables in this room are surprisingly clean, though the pantries and cupboards are filled with giant-sized pots, pans, and other cooking implements. If the characters take their time and succeed on a DC 13 Perception check while rooting through these cabinets, they discover that the cook left behind a small (for a giant) pouch buried behind some dishes on one of the shelves. It contains 134 gold pieces, 54 silver pieces, and three small rubies each worth 50 gold pieces.

The body of the dead cleric (Liam, according to his still-living compatriots) is carrying or wearing the following gear: a set of chain mail armor, a metal shield, a mace, a small silver holy symbol of Mithras, as well as a waterlogged backpack containing a small prayer book, a waterskin, three torches, a tinderbox, a bedroll and a money pouch containing 14 gold pieces. Liam's allies lay claim to these items unless the characters threaten violence.

Finally, the weasels have a small nest half submerged in the mire. Composed primarily of cloth rags, straw, and mud, a character who succeeds on a DC 16 Perception check discovers the silver ring with a tiny row of diamonds set into the band that serves as a *ring of protection +1*.

Area 1-8: Stove

Stacks of soaking firewood rise from the gray murk covering the floor of this chamber and a thin layer of soot seems to cover everything, even the surface of the water. Dominating the eastern half of the chamber is a huge cast-iron stove with an equally large metal stovepipe rising from its apex and disappearing into the highest points of the far wall. A gentle but constant stream of water dribbles from the stove's open hatch.

At first glance, no threats or dangers are apparent in this room. However, appearances are deceiving. A **gray ooze** floats through the water, almost invisible in the muck. It slithers toward the characters, surprising each character whose Perception check is lower than the Stealth check of the ooze. Casthor, Ernesto, Lado, and the now-dead Liam previously encountered the gray ooze and warn the characters of its presence if they have joined the party, thus negating its chance of surprise.

Gray Ooze CR 4

XP 1,200

hp 50 (Pathfinder Roleplaying Game Bestiary, "Gray Ooze")

Taking the time to extensively explore the stack of soaked firewood (at least 10 minutes) reveals a finely crafted giant-sized hatchet that functions as a +1 *battleaxe* in the hands of a human-sized wielder.

The stove is large enough that a human-sized character can easily walk inside. Water runs down the stove pipe to pool in the thick layer of ash inside the stove. Extensive exploration of the stove reveals a grate beneath the layer of caked, soaking ash. The grate can be lifted to reveal the ash can below (see **Area 1-8B**), and a thick, wet fog inside the upper portion of the stove pipe (see **Area 1-8A**).

Area 1-8A: Stove Pipe

A dense, wet fog pools in the upper half of the stove pipe before condensing into water that runs down the edges of the stove pipe. The pipe is wide enough for a single human-sized creature to climb up to its top. A cool breeze can be felt coming down from the fog-wrapped darkness.

Characters can make their way up the sheer surface of the stove pipe with a successful DC 14 Climb check. Unfortunately, hiding in the fog far above is a **giant spider** that waits to ambush any creature daring to disturb its lair. Unless characters take appropriate precautions, it automatically surprises them and drops down on the first party member ascending the stove pipe, charging on its initial attack. If its attack is successful, the victim must succeed on a DC 12 Reflex saving throw or plummet to the ground below and suffer 2d6 bludgeoning damage from the fall.

GIANT SPIDER

XP 400

hp 16 (Pathfinder Roleplaying Game Bestiary, "Spider, Giant")

CR 1

Area 1-8B: Ash Can

After pulling away the wet muck of caked ash and lifting the grate in the bottom of the stove, you see an ash can as large as a closet set into the bottom of the stove. It is easily five square feet and easily twice as deep. It is half filled with a mixture of dry ash and clumps of wet ash, with scorched iron sides from decades of flaming cooking fires.



Hopping down into the ash kicks up a cloud of dust that covers the characters in a thick layer of gray soot. Characters who fail a DC 13 Fortitude saving throw are sickened for 1 minute and begin to cough loudly during this time. Pawing through this mess takes a long time, but if a character succeeds on a DC 16 Perception check, he discovers the following valuables: a scorched iron shield previously used as a serving dish (+1 *shield*), a large fire opal (worth 350 gold pieces), or a pristine golden *ring of minor energy resistance (fire)*.

Area 1-9: Cook's Lounge

Two cots sized for creatures three or four times the size of a human sit against the western wall of this flooded room. They are little more than wooden frames with long sheets of cloth stretched over them, though you cannot see over their edges because of their height. A desk of equal scale with a matching stool runs against the northern wall, but whatever contents rest atop it are beyond your vantage from the ground. Finally, and disgustingly, a huge ceramic chamber pot floats through the morass of water that fills the room to a height of almost three feet. A large arch without a door leads into a long eastern chamber.

This room once served as the quarters of a pair of Clovis' cooks. They abandoned the chamber because of the flooding. Since their departure, it has filled up with refuse and filth. Offal and bodily waste float about in the muck, and the scent of excrement fills the room. Examining one of the cots reveals a depression in its center, as if something is sitting in the center of it, well above the waterline. This is the long-corrupted form of the ogre cook's pet: Patches, a **krenshar**. It takes no notice of the characters unless they make excessive noise or if something disturbs it, at which point it attempts to ambush them from its vantage point. Sleeping on the desk are another 2 **krenshars**; if they hear the party, they yowl loudly and attack.

FROG GOD GAMES

KRENSHARS (3)

XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary 2, "Krenshar")

Characters examining the desk closely discover that the top drawer is locked. A successful DC 15 Disable Device check is sufficient to pick the lock, allowing characters to recover the ogre's personal hoard of 245 gold pieces in a large sack and, buried in the far corner of the drawer, a silver normal-sized ring set with a cat's eye gem: a *ring of animal friendship*.

Area 1-10: Dry Storage

Bloated grains, oats, threshed wheat, and corn saturated by the flooding fill the surface of this chamber, pouring out from an alcove to the east. The normally brackish water takes on an almost viscous quality and trudging through the mess takes time and strength from you and your companions. The room reeks of fouled beer and mold.

This room contains no visible threats, other than wading through the disgusting paste of saturated grains and other dry goods — until the characters cross into the threshold along the western side of the room into the giant-sized closet where barrels are stored. The archway leading into this closet is flanked on the southern side by a 5-foot-square patch of **brown mold**. Because the chamber is saturated with a paste of oats and grains, this mold is likely to go unnoticed. The only hint of its presence is a mysterious growing cold as the characters draw nearer to the brown mold.

BROWN MOLD

XP 600 (Pathfinder Roleplaying Game Core Rulebook, "Brown Mold")

CR 2

CR 1

The barrel closet itself is filled with four massive casks that store long-rotted grain. As characters draw near to the chamber, they see a light coming from atop the barrel in the northeastern corner.

The soft glow of torchlight rises from the top of the thirty-foot-tall barrel in the northeastern corner of the room. A narrow-faced human with sharp eyes peers down at you and your companions. He holds a torch in one hand, a rapier in the other, and wears a suit of boiled leather armor. His greasy black hair is pulled into a tight ponytail. "Hail," he calls in an almost reluctant greeting.

The stranger politely, but obviously fearfully, introduces himself as Franach. He asks the characters for their help, telling them that Clovis hired him to deal with the flooding in the wine cellar but he became trapped. He is eager to join the party and gladly aids them, offering his services to their cause. Franach is actually a **wererat**. Though evil, he is not a fool. More than anything, he wants to survive. He serves the party loyally until he can escape Clovis' wine cellar. Once he earns their trust, he secretly turns into a rat each night while the party sleeps and bites the character he judges to be the most powerful party member in hopes of infecting him with lycanthropy and drawing them into his service. Franach and the adventurers in the basement kitchen (Area 1-7) have not encountered each other before.

FRANACH

XP 600

hp 18 (Pathfinder Roleplaying Game Bestiary, "Lycanthrope, Wererat")

CR 2

Area 1-II: Nest

Rising from the gray water filling the hall is a hedge of straw, half-rotted cloth, and other detritus. It stands six feet high and is almost as wide. Even from this distance you can see several sets of beady red eyes gazing at you and your companions from the darkness.

This collection of garbage from around the cellar was constructed by the 12 **dire rats** that call this wall of trash home. They defend it fiercely, as they are cornered with few places to flee. If the characters approach, and most certainly if they disturb the nest, the rats swarm them. Fortunately, if the characters slay the rats and investigate the nest, they find a plethora of riches — though it takes almost an hour of pawing through a pile of garbage riddled with rat droppings.

DIRE RATS (12)

XP 135

hp 5 (Pathfinder Roleplaying Game Bestiary, "Rat, Dire")

CR 1/3

Treasure. A bag of 11 small jewels each worth 5 gold pieces, 32 gold pieces in loose change, a watertight scroll case (which contains a scroll of *neutralize poison*, a scroll of *phantasmal killer*, and a scroll of *cure moderate wounds*), as well as a *rod of enemy detection*, and a single *boot of elvenkind* (left foot, doesn't function without the right boot).



Area 2-1: Stove Exhaust

Reaching the top of the stove pipe, you see the exhaust is wide enough and tall enough for you and your companions to stand — but just barely. The pipe is almost 8 feet wide and equally tall, though walking through a rounded cast-iron tunnel can be difficult at times. The noise of your movement echoes and reverberates down the long, narrow chamber. A steady stream of water, only ankle deep and remarkably clean, runs down the length of this hall and cloud-like fog pools above it to the knee. A cool breeze blows from the north with surprising strength.

Though no monsters await the characters as they make their way down the passage, a hollow metallic echo accompanies every step or movement they make as they travel in the bowels of the wine cellar. Stealth attempts are made with a -2 while in **Areas 2-1, 2-2, and 2-3**. In addition, it is all but impossible to ambush or surprise foes.

As the characters make their way down the stove exhaust, the booming, shrill bark of a dog shakes the very hall. This bark occurs once every 1d6+1 rounds for as long as the characters linger here. Because the sound bounces through the chamber at a deafening level, all characters must succeed on a DC 12 Fortitude saving throw or be deafened for 1 minute.

Area 2-2: Pipe Break

The passage turns sharply to the east, where the far end of the stove pipe is torn open. Thick, white clouds of vapor pour into the chamber and quickly condense to form the steady stream of water in which you now stand. The tear in the pipe and the stone wall behind it is wide enough to serve as a door for a human. A powerful wind blows through the hole. For a brief instant, the clouds part to reveal endless blue skies beyond. The stove pipe turns south just before the rend and continues its path in a southerly direction.

Pushing through the thick fogbank is a disgusting experience, as several spiders have attached their slimy egg sacs in this moist area. In addition, characters daring to peer through the hole over the edge see that the very cloud upon which Clovis' estate floats has been torn and is slowly pouring into the basement and turning to water; this is the source of the flooding. Unfortunately, discovering this puts the characters precariously close to the edge and at risk of falling to the ground thousands of feet below. Making such a close examination requires a successful DC 13 Acrobatics check to avoid slipping in the water or losing orientation in the fog and tumbling to the unforgiving ground below. Stumbling blindly into the fog also risks bursting the spider-egg sacs and drawing the attention of 2 **giant spiders**, which immediately attack.

GIANT SPIDER (2)
XP 400

CR 1

hp 16 (Pathfinder Roleplaying Game Bestiary, "Spider, Giant")

Those who bravely attempt to get close to the edge discover that the hole looks as if it was torn open from the inside by some kind of tenacious beast attempting to claw its way to freedom. In truth, it was Clovis' Thunder Terrier Donner who inadvertently caused this potentially cataclysmic damage to the castle by clawing at the pipe. His efforts tore open the hole, which allowed the cloud outside to continually flow in and change to water. Unless the characters are particularly clever, repairing the damage is beyond their ability. Fortunately, once Clovis is told of this damage, he orders his servants to make the necessary repairs.

Characters who make sufficient noise automatically cause Donner to bark in a whimpering cry for aid from his precarious position trapped in the spiders' nest (**Area 2-3**).

Area 2-3: Spider's Nest

The stove pipe comes to a sudden end, opening into a natural gap in the castle's stone foundation. The chamber is easily thirty feet wide and forty feet long, though its roof is barely ten feet high. The thick, sticky webbing of giant spiders covers half of the chamber. Tangled in these vine-like tendrils is a teal-furred terrier of gigantic proportions with lightning blue eyes. The massive beast is hopelessly caught. It sees you and lets out a deafening bark, its mouth crackling with lightning. In addition to its pleading gaze, five sets of arachnid eyes turn your way as a cluster of giant spiders move toward you and your companions, each arachnid intent on punishing you for disturbing their feast.

The spiders long ago took up residence in the hollow of the castle foundation. When Clovis' wandering pet, Donner the Thunder Terrier, wiggled his way up the stove pipe to escape being trapped in the wine cellar, he became tangled in their webbing. The 5 **giant spiders** fight to the death, backed into the corner of their own lair and fighting to defend their meal.

GIANT SPIDER (5)

CR 1

XP 400

hp 16 (Pathfinder Roleplaying Game Bestiary, "Spider, Giant")

Characters moving into or through Squares 2, 5, 6, 7, 9, 11, or 12 must make a DC 12 Reflex saving throw or become tangled in a manner similar to a *web* spell. Donner is webbed in this fashion on Square 5. Because of the moisture and fog in the room, these webs cannot be destroyed using fire. Fortunately, the webbing in a single square can be cut away if 10 slashing damage is inflicted on the webbing. The webbing has an AC of 10.

Unfortunately, Donner is panicking and barks every round during the battle. Each time he barks, the unstable foundation has a 50% chance of crumbling and sending a 10-foot-by-10-foot section of the floor upon which the battle occurs tumbling into the blue sky below. You can either roll 1d12 and consult the map to determine which section falls away or simply have them fall away in sequence. Any character standing in a square where the floor falls away must make a successful DC 12 Reflex saving throw to jump clear or plummet to a painful, messy death thousands of feet below. Characters standing in any of the webbed areas can choose to intentionally tangle themselves in the web. Doing so grants them +2 on their save, though they are also automatically caught in the web. Donner's yelp also risks the characters taking electricity damage, being pushed back, and being deafened unless they succeed on a DC 12 Fortitude saving throw each time he barks.

Once the spiders are defeated, the characters must find a way to calm Donner, such as a DC 12 Handle Animal check.

Depending on the condition of the floor and how the battle went, the characters may have a difficult time freeing and retrieving the Thunder Terrier. Once freed, the poor canine makes every effort to flee back down the stove pipe and toward the stairwell (**Area 1-1**). Upon hearing Donner's familiar bark, Clovis' ogre magi servant Wamp releases the wards on the door, freeing the dog and the characters.

Part Three: Wine Before Its Time

With Donner recovered (or possibly slain), the characters return to Clovis with the discovery that his beloved dog is the source of the flooded wine cellar. The Lord of House Tempestas immediately orders Wamp to send several of his servants to deal with the problem and offers the characters their promised reward of 500 gold pieces. In gratitude, he also offers to send them back to where he found them using his magical abilities. He has no interest in the treasure the characters recovered, dismissing it with a wave of his hand as “mere trinkets that he will allow them to keep.”

If Donner was slain and Clovis learns of this, he is overcome with sorrow and barely contains his tears. In fact, over the next few weeks the characters hear of small, freakishly powerful thunderstorms breaking out in the region — an extension of his sadness pouring forth from Stormridge Sanctum onto the ground below.

If the characters return his beloved Donner to him uninjured, Clovis is overjoyed. He provides the characters with their promised reward and agrees to drop them off anywhere they choose — though you should use this as an opportunity to allow the characters to avoid a long overland journey or to transport the campaign to new or previously unexplored region.

In the unlikely event that the characters refuse Clovis' money and fawn over what an honor it has been to serve him, the storm giant offers them a unique reward. This reward is offered only if Donner is alive. He provides them with a Thunder Terrier pup. Training and rearing the animal is no easy task and requires constant efforts on the part of the characters. After one year, the pup grows into an adult Thunder Terrier. Whether the characters ever encounter Clovis, Wamp, Donner, or any of the other denizens of Stormridge Sanctum is up to you. Casthor, Ernesto, and Emilia go their own way once the adventure ends — though the characters may have earned potential allies to call on in the future. Franach, on the other hand, attempts to stay with the party under the guise of an ally and attempts to slowly turn the characters into wererats in his service.

As suddenly as they arrived in Stormridge Sanctum, the characters find themselves returned to the Lost Lands (or whatever game world you choose).

Appendix

New Creatures

Thunder Terrier

THUNDER TERRIER
XP 1,600

CR 5

N Large magical beast (electricity)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +11

DEFENSE

AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, –1 size)

hp 57 (6d10+24)

Fort +9, **Ref** +6, **Will** +3

Immune electricity

OFFENSE

Speed 50 ft.

Melee bite +10 (1d8+7 plus 1d6 electricity and trip)

Space 10 ft.; **Reach** 5 ft.

Special Attacks Thundering Bark (every 1d4 rounds, 60-ft. cone, 3d6 electricity damage, deafened, and pushed 10 feet. Fortitude save negates deafened and movement and half damage DC 13)

STATISTICS

Str 20, **Dex** 13, **Con** 18, **Int** 9, **Wis** 13, **Cha** 10

Base Atk +6; **CMB** +12; **CMD** 23 (27 vs. trip)

Feats Improved Initiative, Run, Skill Focus (Perception)

Skills Perception +11, Stealth +4, Survival +5;

Racial Modifiers +2 Perception, +2 Stealth, +2 Survival

Languages Common, Giant (can't speak)

Thundering Bark (Su). The thunder terrier emits a thundering bark in a 60-foot cone. Each creature in this area must make a DC 13 Fortitude saving throw. On a failed save, a creature takes 3d6 electricity damage, is pushed 10 feet away from the terrier, and is deafened for 1 minute. On a successful save, the creature takes half as much damage and isn't pushed or deafened. This save is Charisma based.

In addition, unsecured objects completely within the area of effect are automatically pushed 10 feet away from the terrier by the bark's effect, and the bark emits a thunderous boom audible out to 300 feet.





FROG GOD GAMES

Designation of Product Identity: The following items are hereby designated as Product Identity as provided in section 1(e) of the Open Game License: Any and all material or content that could be claimed as Product Identity pursuant to section 1(e), below, is hereby claimed as product identity, including but not limited to: 1. The name “Frog God Games” as well as all logos and identifying marks of Frog God Games, LLC, including but not limited to the Frog God logo and the phrase “Adventures worth winning,” as well as the trade dress of Frog God Games products; 2. The product name “The Lost Lands,” “In Vino Gigantus” as well as any and all Frog God Games product names referenced in the work; 3. All artwork, illustration, graphic design, maps, and cartography, including any text contained within such artwork, illustration, maps or cartography; 4. The proper names, personality, descriptions and/or motivations of all artifacts, characters, races, countries, geographic locations, plane or planes of existence, gods, deities, events, magic items, organizations and/or groups unique to this book, but not their stat blocks or other game mechanic descriptions (if any), and also excluding any such names when they are included in monster, spell or feat names. 5. Any other content previously designated as Product Identity is hereby designated as Product Identity and is used with permission and/or pursuant to license.

This printing is done under version 1.0a of the Open Game License, below.

Notice of Open Game Content: This product contains Open Game Content, as defined in the Open Game License, below. Open Game Content may only be Used under and in terms of the Open Game License.

Designation of Open Game Content: Subject to the Product Identity Designation herein, the following material is designated as Open Game Content. (1) all monster statistics, descriptions of special abilities, and sentences including game mechanics such as die rolls, probabilities, and/or other material required to be open game content as part of the game rules, or previously released as Open Game Content, (2) all portions of spell descriptions that include rules-specific definitions of the effect of the spells, and all material previously released as Open Game Content, (3) all other descriptions of game-rule effects specifying die rolls or other mechanic features of the game, whether in traps, magic items, hazards, or anywhere else in the text, (4) all previously released Open Game Content, material required to be Open Game Content under the terms of the Open Game License, and public domain material anywhere in the text.

Use of Content from *The Tome of Horrors Complete*: This product contains or references content from *The Tome of Horrors Complete* and/or other monster *Tomes* by Frog God Games. Such content is used by permission and an abbreviated Section 15 entry has been approved. Citation to monsters from *The Tome of Horrors Complete* or other monster *Tomes* must be done by citation to that original work.

OPEN GAME LICENSE Version 1.0a The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity; (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures; characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor; (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content; (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000. Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

System Reference Document 5.1 © 2016. Wizards of the Coast, Inc; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on material by E. Gary Gygax and Dave Arneson.

Tome of Horrors © 2018, Frog God Games, LLC; Authors: Kevin Baase, Erica Balsley, John “Pexx” Barnhouse, Christopher Bishop, Casey Christofferson, Jim Collura, Andrea Costantini, Jayson ‘Rocky’ Gardner, Zach Glazar, Meghan Greene, Scott Greene, Lance Hawvermale, Travis Hawvermale, Ian S. Johnston, Bill Kenower, Patrick Lawinger, Rhiannon Louve, Ian McGarty, Edwin Nagy, James Patterson, Nathan Paul, Patrick N. Pilgrim, Clark Peterson, Anthony Pryor, Greg Ragland, Robert Schwalb, G. Scott Swift, Greg A. Vaughan, and Bill Webb

In Vino Gigantus © 2019, Frog God Games, LLC; Author: James M. Spahn

IN VINO GIGANTVS

by James M. Spahn

Suddenly summoned into the great sky castle of Stormridge Sanctum by the magical incantations of Clovis Tempestas IV, the characters are tasked by the foppish storm giant with finding the source of the infestation plaguing his wine cellar and purge it before he loses any more of his precious libations. With them quite literally clutched in the palm of such a powerful creature, it is a deal they cannot refuse. Under the watchful eye of Clovis IV's steward the Ogre Magi, they are given a fine meal before being banished to the lower storage of Stormridge Sanctum.

After being set down in the flooded cellar, they must contend with environmental hazards in a domain built for a creature ten times their size. And then their problems loom larger still.



FROG GOD
GAMES