



Crown of the Giants

Intro Adventure

Rules and Illustrations by Todd Lyles

Introduction

Read the following to introduce the adventure to your players:

*The fallen statue of Thorgar, Giant King of old, marks the beginning of the High Pass. If the Sultan's scouts are correct, here lies the way to Harbinger Peak...and **Jotunnborg**, ancient city of the giants. Jotunnborg was destroyed long ago, but the giants have returned to rebuild their infamous fortress!*

The giants of Jotunnborg have made war not only with the desert land of Kashiba, but with her neighbors as well. The giants have gathered to their side all manner of wicked creatures and launch raids every fortnight, taking hundreds of slaves and leaving razed towns in their wake.

Emissaries from neighboring lands have made it known to the Sultan that either his Majesty will take care of the giants - or they will. And once their armies are on Kashibian soil, then what?

So his Majesty called on you, heroes of legend, to come to Kashiba in her hour of need. The Sultan's army cannot root out this threat; they are trained for desert warfare against bandits and such. It is upon you to bring justice to the monsters who dwell upon the mountain. Ensure Jotunnborg is never rebuilt. At stake is not just Kashiba, but the peace of the whole region!

You may also add:

You are all friends who have been on many adventures together. In those early days, the Sultan's father bankrolled your first adventures. The time has come to repay those debts.

Next, follow the process outlined in the Player's Guide (Pages 2-6) to create and introduce characters before beginning the adventure at the High Pass (A). Assume it is morning.

GM Notes

It is King Thorgar's son, **Grimmboldt**, who rebuilds **Jotunnborg**. He is aided by the Deep Dwarf Mage, **Baralon**. Together they have compelled the service of the Icewurm **Galehorn** by stealing her eggs.

Read the entire adventure first to get a sense of where things are; there is no One Way to experience the adventure, despite the order in which scenes are described. The heroes can besiege Jotunnborg directly, scale the Razor's Edge, or fight their way through the goblin mines. There are opportunities for stealth, negotiation, and battle. Make adjustments where needed and don't forget to have fun!

The Locations marked by letters (A,B,C...) describe an overall setting within which various Scenes (1,2,3...) may occur, depending on the actions of the player characters. There is no need to map out every passage as the player characters explore the Mines (D) - just describe the mines and assume the player characters find the first Scene (D1) unless they do something to suggest otherwise.

A. The High Pass

The High Pass climbs steeply into the mountains, following a series of switchbacks that soon rise above the tree-line. Along the way you see crumbling statuary and columns, evidence of ancient times. The air grows thinner and colder, but you are prepared with warm fur cloaks.

Info: The High Pass was built long ago for lesser mortals to travel to Jotunnborg and pay homage to the King Thorgar. The giants themselves do not use it, but their servants do. A Noteworthy Survival or Perception (INT) Feat will reveal many tracks including those of humans, goblins, and ogres.

B. The Shadow of the Mountain

Harbinger Peak looms over you, its summit hidden in the clouds. The High Pass takes you toward the southwestern face of the mountain. Paths from other directions join yours, the snow packed down by colossal footprints.

Info: The other paths referenced in the description have been used by giant raiding parties. They go overland through the mountains and are impossible to follow via normal means, being made by 20'-tall creatures. They all converge on the Giants' Stair.



C. The Giants' Stair

As you get closer to the mountain, you observe an impressive feat of engineering. Carved into the face of the mountain is a giant stair, each step several feet high, ornamented with stone railings and statues. From here you can see the stair zig-zags up the mountainside and into the clouds. At each switchback there is a landing with a crumbling rotunda.

Ascending the Giants' Stair is *easier* than climbing the mountain, but one cannot approach it as a simple staircase. Each step is a bit of a scramble (Noteworthy STR Feat) without assistance. Even Large creatures will find it to be *Hazardous Terrain*. It's far easier to climb on top of the railing - which is effectively a ramp - and jump the few places where it's broken apart.

Obstacle: The adventurers might choose to scale the mountain, avoiding the Stair altogether. This requires them to assail the Razor's Edge, the sheer side of the mountain. If you assume the heroes have climbing gear (rope, spikes, that sort of thing) this is an Open STR Feat requiring 30 Successes, with each attempt taking 1 hour and (due to fatigue) lowering each hero's DP by 1 point. At the end of this effort they will reach H. If they continue to climb (for another 10 Successes) they will reach I3.

C1. The First Landing

Before you stand two 20-foot-tall men clad in the knitted furs of cave bears. Each carries a club the size of a tree trunk. To the left, the stair begins its way up the mountain. Straight ahead, a little gate has been carved into the rock face.

Once the Combat is resolved, the player characters can continue up the stair to C2 or D.

Combat: "*I thought I smelled something!*" - Once the 2 **Giants** (WP 3, DP 5, Melee Club 8 [On Scratch: KB], Ranged Boulder 5 [On Scratch: KB]) see the heroes, they will attack! They will split duties between throwing boulders and wailing on their opponents with a club (which will almost certainly be treated as an Area attack due to the size difference). They are arrogant and see no reason to raise an alarm over a little interruption like this!

Obstacle: On the landing, but built into the face of the mountain, is an arched passage barred by an iron portcullis. The giants are far too big to enter this passage, but it's large enough for 2 medium-sized creatures to walk side-by-side comfortably. The gate can either be *bashed open* (Open STR, 7 Successes needed, if an attempt is rolled with 0 Successes a goblin squad will investigate - see Mines) or *lockpicked* by someone with the proper tools.

Info: A Noteworthy Perception (INT) Feat will reveal the gate is well-used. Many, many footprints head into the passage - most of them wearing shackles.

C2. The Third Landing

The clouds seem to hang just above your heads. Atop this landing a tower was built - and has since been knocked over. Rubble obscures what must have been a gateway into the mountain. Though grand, it would not have been large enough for the giants. Someone else built this.

Before you stand two 20-foot-tall men clad in the knitted furs of cave bears. Each carries a club the size of a tree trunk. To the left, the stair begins its way up the mountain. Straight ahead, a little

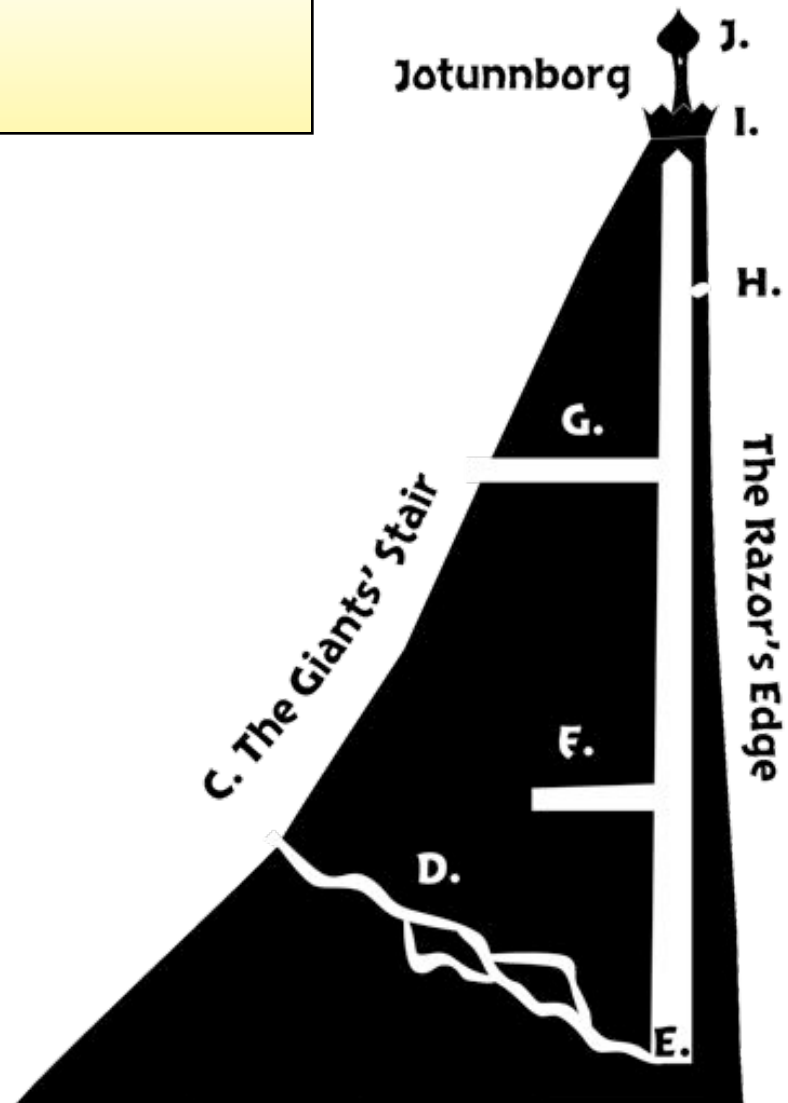
The player characters will have a few minutes to figure out the Info, then read the following description:

The dragon will soon disappear around the other side of the

mountain. Unless the player characters hid immediately, the dragon will return a minute later to engage in Combat. Once the battle is resolved, the player characters can continue up the stair to C3.

Info: Investigating the newer ruin (a Noteworthy INT Feat) reveals it was constructed by mountain dwarves, and probably destroyed in the past year. The stone gate cannot be opened with awesome magical force (e.g., a **Wizard's Word of Power**). If this were to occur, a passage would be opened into G.

Combat: *Galehorn*, an **Icewyrms Boss** (WP 5 + [# Players x3], DP 5 + [# Players x3], 2x **Melee Claws** 8 + 1s [On Scratch: KB], 2x **Special** [Magic Area] **Ice Breath** 8 + 1s; **Black Ice**, **Cold Immunity**, **Damage**



Resistance, Fly/Soar, Wing Buffet), will begin her attack by strafing the landing with her Ice Breath. (There are places in the ruin where the heroes can seek Cover.) Then she will hover overhead and perform Swoop Attacks on her Turn until her Ice Breath recharges. By hovering, her Wing Buffet reduces Ranged Attacks by -2 - and she remains out of range of Melee Attackers altogether, with a few exceptions. Pole arms and spears can reach her, and Instant Melee Attacks can touch her when she swoops. Otherwise, a player character might scramble up the remains of the tower and perform a leaping attack of some kind.

GM Notes: it can be difficult for new Swift Saga players to figure out how powerful they truly are - and yet, an Icewyrms Boss isn't a pushover either. *Description is key.* You're in the position of knowing whether the heroes have a chance against Galehorn or not, *and your description should reflect that opinion!* Don't mislead the heroes into a no-win situation. Galehorn will not give chase if the heroes flee - in her opinion, she has done her job.

C3. The Gates of Jotunnborg

Up in the clouds, the stairs come to an end. Before you looms a massive structure, a shadow of a fortress obscured by frozen mist. An icy wall frames a pair of iron doors coated in glittering frost.

Through the gates lies I, the Construction Site.

Obstacle: Scaling the walls is easier said than done - they are 3 Areas (90-100') tall! Using spikes to ice climb is possible, but persistent noise will draw the attention of sentries (see Combat). Forcing open the 30'-wide gate requires extremely high STR (10+ Successes) and will *always* draw the attention of sentries.

Social: A metal shout-tube can be opened in the door to instigate a conversation with the guards on the other side. The guard captain, *Drako*, will speak in a common tongue with a thick accent. *"Why you come to Jotunnborg? What your offer?"* It *IS* possible to fast talk Drako in some way - by offering something that might earn him another promotion (Noteworthy CHA). The heroes could say they have come to offer the Sultan's surrender, for example. If the gates are opened, the heroes will be surrounded by a squad of 2-headed ogres and disarmed before an audience with **Grimmboldt**. If the heroes persist with the ruse, then Drako and his squad will escort them toward the Central Tower. **Baralon** (from his aerie in the Construction Crane, I2) will see this and intercede: *"What is this? Drako, you idiot! Can't you see these are adventurers come for the King's head?"*

Combat: The gates and the walls are always guarded by a Squad (8) of **Two-Headed Ogres** (WP 2, DP 4, Melee Greatsword 6, Ranged Spear 4; Half-Giant Hatred, 360-Vision, Psychic Resistance) led by Drako (an **Elite**-WP 2 + [# Players], DP 4 + [# Players], Melee Greatsword 6+1s, Ranged Spear 4+1s; Half-Giant Hatred, 360-Vision, Psychic Resistance). If met by overwhelming force they will sound a horn that alerts the whole Construction Site (I).

D. The Mines of Jotunnborg

You can only assume this warren of tunnels are mines based on the marks on the walls and cart tracks on the floor - but the passages follow no conceivable pattern. Tunnels branch in every direction, many of them ending as abruptly as they begin, or terminating in bottomless shafts. Overhead, rickety bridges serve as overpasses for other tunnels. You hear distant echoes of digging and misery, punctuated by the crack of a whip.

The passages will funnel the player characters toward D1, and from there to E1.

Approximately 4 squads of **Goblins** (120) patrol the mines, overseeing the work of 500 slaves. The heroic thing to do will be to free all the slaves, but this could be time-consuming to resolve in-game. As the heroes carve a swath through the goblins, the slaves will take keys from the bodies and free themselves.

Info: What's being mined, exactly? Different things, depending on the section of the mine. Coal and stone are priorities right now.

Special Rules: Mine Cart Rides. Empty (or partially full) mine carts are everywhere, and it doesn't take a dwarf to tell the tunnels all slope downward toward the center of the mountain.

- If a hero chooses to push off and jump into a cart, roll 1d6 five times, and add the results of each roll to the next one. This number represents accumulated Speed. Each roll represents 1 minute of riding, so if other player characters are taking different actions, space events out accordingly.
- If the roll is low, explain why it's slowing going: "**Your cart smashes into some debris on the track,**" or "**there is a slight incline**" or "**your cart smashes into a set of laden carts, and the new train of carts continues down the track together!**" If the result is high, then "**you rocket down a steep decline**" or "**a set of carts smashes into yours from behind!**"
- Each cart has a lever that serves as a brake, and it's an Open STR Feat to bring a cart's Speed under control or stop it altogether, with each success scored reducing the Speed by 1. If a cart's speed exceeds 15, it will fly off the tracks! Use description to make the danger obvious to the player character: "**You swing around a sharp curve, briefly losing contact with the track on the left side,**" or "**The cart is moving so fast, everything has become a blur!**"
- If a cart's speed is greater than 10 when it reaches E1, the player character will be pitched onto a conveyor belt and toward a grinding machine. Use AGI Feats to see if

the character can escape certain death! Otherwise, he's able to brake his cart before that stage in the process.

- If the alarm (see D1) has been sounded, the cart ride will be *more* exciting. First of all, even if several heroes chose to ride carts, they will each get their own separate set of die rolls (because the goblins begin throwing switches on the tracks everywhere). **Secondly, each cart will be boarded by a goblin (he will leap down from an overpass).** Use *Narrative Combat* to resolve this.

D1. Junction Room

Before you, goblins watch and laugh as scores of chained slaves - many of them children - unload baskets of stone and ore into mine carts. All of the noise means no one has noticed you...yet.

The slaves are mostly humans, though a few others are present. Combat is inevitable, then conversation with the slaves (see Social). If it becomes important, assume the chamber is at least 2 Areas by 2 Areas in size.

Combat: a Squad (30) of **Goblins** (*WP 2, DP 2, Ranged Spear/Sling 2, Melee Sword/Axe 2; Mob Brutality*) is scattered around the room but will quickly coalesce against a dangerous-looking foes. One will throw a switch that sounds an alarm, a loud bell mounted on the wall.

Social: The slaves are malnourished. Many are as young as 12. They say the older folk were slain, and some of the surviving soldiers were taken to the dungeons. There are no levels below this one, everything is up. The goblins and kobolds take their orders from an evil Deep Dwarf named Baralon. They know the kobolds aren't entirely loyal, though. If the slaves are freed (keys can be found on every fifth goblin), they will head for the exit.

GM Notes: The alarm will be echoed elsewhere in the mines, but only the goblins heed it. The kobolds, ogres, etc. have long since learned to ignore it. It's a Legendary Tinkering (INT) Feat to silence it.

E. Kobold Liftworks

A massive shaft runs the height of the mountain. It is several hundred feet in diameter and criss-crossed by rickety wooden bridges. Countless buckets and wooden platforms are traveling up and down the shaft on thick iron chains. Here and there you here the high-pitched cackling of kobolds at work.

Each of the scenes described below is spaced along the shaft in order from bottom (E1) to top (E5).

Special Rules: Traversing the Shaft. There are multiple ways to negotiate the shaft, some more dangerous than others. Even from E2, a fall down the shaft is deadly unless it is slowed or interrupted in some way.

- Kobold Lifts are open platforms 15' x 15' in size. A metal frame houses a motorized winch that crawls a large chain that runs through a whole in the middle of the Lift. They are powerful enough to convey giants, even though the giants rarely descend into the mountain. Operating the Lift (using an overly complicated set of levers) requires a Noteworthy Tinkering (INT) Feat. A bell sounds on the Lift when it approaches a liftstop (E1-E5). Each liftstop also has a big red call button that summons a lift...eventually.
- Improvised Lifts include jumping on bucket elevators or pallets of stone and hitching a ride. From E1 this is simple and doesn't require a Feat. 1 person can be on a bucket (which rocks precariously) and up to 3 people can get on a pallet as it lifts off. If a hero is at E2-E4, however, hitching this sort of ride requires a Noteworthy STR Feat followed by a Noteworthy AGI Feat - failing either results in a fall (see below). Arriving at E5 on a bucket could result in a painful dump into a coal bin or worse if the hero isn't prepared to jump out of the way.
- A network of small, rickety ladders and walkways line the interior of the shaft, built to Small scale. It's possible to use these to travel from one liftstop to the next, but it takes 2-3 hours.
- Falling down the shaft is deadly, but a player character might catch chains, lifts, etc. and stop his/her fall. A Legendary Acrobatics (AGI) Feat indicates the hero does this without suffering harm! Anything less (1-4 Successes) and the character suffers a Wound (but it holding onto something). Zero Successes = death.

E1. The Fiery Pit

The mine's tunnels all converge on this vast chamber. Mine cart tracks terminate at large grinding machines, forges, and metal storage bins. A glowing red fissure at the bottom of this bowl-shaped cavern provides an otherworldly light. Scores of chains hang from a shaft overhead, crude bucket elevators conveying the fruit of the mines upward through the mountain's interior. Many of the chains carry huge blocks of stone quarried from the mountain's interior. Everywhere you look, you see industrious kobolds making things work.

If the player characters come here from D1 (the Junction Room) on foot AND the alarm is going off, then they will be pursued by goblins (see Combat). There are various ways up the shaft (see Special Rules under E). The Kobolds can be reasoned with (see Social).

Combat: If the alarm has been sounded, a Squad (30) of **Goblins** (*WP 2, DP 2, Ranged Spear/Sling 2, Melee Sword/Axe 2; Mob Brutality*) will pursue the adventurers into this chamber, immediately hurling spears and javelins at the heroes. 2 more Squads are en route and will arrive within 1d6 Turns. There is plenty of space in here (assume 10 Areas in diameter) and there is plenty of cover, too (the machines and bins mentioned in the description). If the player characters travel up the shaft and Goblins are still alive, they will pursue by commandeering lifts, etc. *It's probably best to use Narrative Combat for any fighting on lifts.*

Social: There are approximately 30 **Kobolds** (*WP 2, DP 3, Ranged Crossbow 4, Melee Pick 3, Special [Ranged Area] Grenade 6*) scattered all over the room, keeping the place running. **They will ignore combat** unless they are pulled into it (in which case they will form a Squad). A Noteworthy CHA Feat is sufficient to get a Kobold (let's call him *Wendell*) to chat. He's happy to operate a Lift for the player characters: "**Operating lifts, that's in the contract. That's specifically what I do. I move all kinds of unusual freight. I'm not paid enough to fight you people.**" Unusual freight? "**Oh yeah. This one time I had to run the lift for that crazy Deeper [slang for Deep Dwarf] and he had a whole load of these big white eggs. They were so cold, the ogres who carried them caught frostbite.**" Where were they taken? "**There's this old dwarf fortress they took them to. It's haunted, though.**"

E2. Dungeon Liftstop

A rickety wooden platform extends outward from an iron portcullis. The gate is secured by comically large padlocks. Just beyond, you see a warren of torchlit passages flanked by cell doors. Horrible wailing can be heard over the din of the lift chains.

The passage behind the portcullis leads to F.

Social: If the heroes are traveling with Wendell (see E1), he will say: "**First stop, the dungeons! I've dropped off a fair number of prisoners here. Healthy-looking ones too. Figure they'd rather use them in the mines, but the Deeper says to put 'em in here instead.**"

Obstacle: Opening the portcullis requires a Noteworthy Lockpicking (AGI) Feat or 7 Successes on an Open STR Feat, with each attempt taking a minute. The shaft is loud enough that hammering away at the gate will go unnoticed by the guards inside, but a passing lift *might* stop if its passengers see this sort of thing going on.

E3. Dwarven Ruin Liftstop

The lift shaft breaks through older construction at this level. High-arched passages flanked by cyclopean columns head off in all directions. Despite the noise all of the lift buckets make, an eerie, suffocating quiet pervades this place.

G extends in all directions around the liftstop. There isn't really a distinct "entrance."

Social: If the heroes are traveling with Wendell (see E1), he will say: "**Next stop, haunted dwarf ruins! This place was hopping not too long ago, but when ol' Grimbolt led the giants back here, they cleaned the place out. I've never understood why dwarves make ceilings so high.**"

E4. Icicle Cave Liftstop

A narrow ice-coated tunnel permits a chill wind to blow into the central shaft. Piles of debris on either side of the opening make it clear the passage was created from this side.

The passage leads to H.

Social: If the heroes are traveling with Wendell (see E1), he will say: "**Third stop, cold as hell! I think this tunnel leads out to the Razor's Edge where that icewyrm hangs out. Not really an official stop, but I figured you want the tour.**"

E5. Grand Central Station

*To say this domed room is loud does a disservice to it. This room is **beyond** loud. This room is quite possibly the loudest thing you have ever heard in a long career of adventuring. Iron scaffolding over the central shaft supports the great, smoke-belching engines that power the lifts. Buckets dump coal and stone into huge bins. Pivoting cranes are used to take pallets of stone blocks and swing them over the ledge. Bells and whistles sound continually. Ogres and Giants work in this room, taking pallets of stone and shipping them up a ramp of stone.*

This room is just as large as E1 (10 Areas in diameter) but it has only one entrance/exit, a sloping ramp that leads to I1. The middle of the room (easily 8 Areas in diameter) is taken up by the shaft itself, leaving a wide staging area around the pit to stage machinery and supplies. Pallets of stone are maneuvered onto low-wheeled carts and then hauled up the ramp to the Construction Site.

Combat: Working in this room is a Squad (8) of **Ogres** (WP 2, DP 4, Melee Greatsword 6, Ranged Spear 4; Half-Giant Hatred) and 2 **Giants** (WP 3, DP 5, Melee Club 8 [On Scratch: KB], Ranged Boulder 5 [On Scratch: KB]). They will not immediately notice the heroes' arrival due to all the distractions - even without stealth, if the player characters attack it should be treated as a *Surprise*. Once these monsters are made aware of the player characters' presence, the Ogres and 1 Giant will try to keep the heroes occupied while 1 Giant heads up the ramp to sound an alarm.

Social: If the heroes are traveling with Wendell (see E1), he will yell: "**GRAND CENTRAL! LAST STOP!**"

F. The Dungeons of Jotunnborg

These dungeon passages follow an orderly grid. Heavy iron-bound doors flank the hallways. The smell of sewage and decay are unbearable. A miserable moaning echoes in all directions.

Besides F1, there are corridors of cells in all directions, housing 20 prisoners, about half of which are healthy enough to fight (see Social). Making significant noise will draw the monsters out of F1 to investigate.

Obstacle: These cells require only 1 Success to lockpick (AGI).

Social: These prisoners represent what's left of the capable soldiers that have been captured during Giant raids. **"We've been kept here on the Deep Dwarf's orders. He's been experimenting on us!"** Approximately 60% Human, 30% Dwarf, and 10% Elf. They are willing to fight! Treat as **Brigands** (WP 2, DP 3, Ranged 4, Melee 3). If the heroes give them weapons, allow one of the players to lead the Squad of freed prisoners and dictate their actions during combat (within reason - they're grateful, not stupid).

F1. Torture Room

Before you is a torture room designed for maximum occupancy. Dozens of racks line the walls. Iron maidens and spiked thrones drip with blood. Other machines whose purpose you dare not guess are covered in gore. Overhead, iron gibbets hang from chains, each containing a prisoner being prepared for the worst. Ogres oversee this horrible place.

Combat will break out immediately. There are another 6 prisoners in here.

Combat: a Squad (8) of **Ogres** (WP 2, DP 4, Melee Greatsword 6, Ranged Spear 4; Half-Giant Hatred) are stationed here. Shortly after combat begins, a "prisoner" will lurch off of a rack. Parts of him have been replaced with metal clockwork! Treat as an **Elite Ogre** (WP 2 + [# Players], DP 4 + [# Players], Melee Fist 6 + 1s; Half-Giant Hatred) who fights Unarmed without Penalty, a victim of Baralon's experiments.

Info: A Noteworthy Perception (INT) Feat will reveal additional parts for creating hybrid-clockwork monsters. Bloody blueprints hang on the wall, written in Deep Dwarf script.

G. Remains of the Dwarven Fortress

This fortress must have been something to behold in its day! Wondrous galleries and staircases are lined with murals of dwarven accomplishments. Workshops and forges capable of outfitting an army sit idle. Feasting halls are coated in thick dust.

It doesn't take a Ranger to tell that there has been relatively "recent" traffic from the Liftworks to G1.

Info: A Noteworthy History (INT) Feat remembers this place as "Highgaard," a relatively sizable outpost of Mountain Dwarves that took up residence here after Thorgar's defeat long ago. A Noteworthy Perception/Tracking (INT) Feat reveals that this place was subject to a horrible fate, however. First the Giants sealed off the entrance, then, months later, attacked from the direction of the shaft (the shaft itself is old, dating back to the "first" Jotunnborg). The

conditions must have been horrible during the siege. Any **Mountain Dwarf** among the adventurers who hears this tale will gain the Trait "*Bringer of Justice*" for the remainder of the adventure.

Treasure: A *Mithril Shirt* glistens on an armor stand. It conveys the following benefits:

- +1 STR
- Reduce the effectiveness of any attack that targets DP by 1 Success.
- Instantly negate an attack that targets DP, shattering the weapon in question (if applicable).

G1. Hall of Kings

You have come to a hall that celebrates the dwarven kings of old with massive stone statues, many of them now defaced. In every direction you see hundreds of dessicated corpses, still clad in armor. Some were crushed. Others were impaled on spears. The quiet in this room is deafening.

*One thing stands out among the remains of battle - a clutch of ghostly-white eggs sitting in a pool of mist. What are **those** doing here?*

The 3 eggs belong to Galehorn (H1) and could be used to trade for an alliance. They were hidden here by Baralon. Anyone touching them directly (without protection) suffers 1 Scratch per Turn.

Combat: As soon as the eggs are approached, or after a minute of time, a Squad (15) of Dwarven **Wraiths** (*WP 5, DP 3, Psychic Magic Moan 6, Melee Freezing Touch 5; Fly/Hover, Intangible*) will manifest and attack! Note they are *immune* to any non-Magical attack that targets DP. If the heroes flee, the ghosts will give chase all the way back to the shaft, but no further.

Social: It's *possible* to convince the Wraiths to stand down if A) you're a Dwarf (of any type, really) and B) you succeed in a Legendary CHA Feat. Allow bonus dice for Priests, Shamans, etc.

H. Icicle Cavern

These majestic caverns are coated in the purest ice, the edges of which send rainbows flying in all directions when hit with light. Your mirror images peer around each corner, trying to tell what's real and what's a reflection.

One thing you know for sure - the cavern sports a huge entrance from the sheer side of Harbinger Peak, over a thousand feet above the ground - and one slip would send you careening toward the brink!

There are a few separate caves that make up this complex, each 3 Areas across. Other than the tunnel to E4, all of the passages are quite large. From the cliff opening, one could climb to up the sheer face of the Razor's Edge to I3. This is an Open STR Feat requiring 10 Successes, with each attempt taking 1 hour and reducing a hero's DP by 1 point (due to fatigue).

Obstacle: Treat the icy floors in the cavern as *Hazardous Terrain*. Melting the ice is impossible via non-Magical means. If Magical Fire is employed in the caves, a burning hot steam will fill the caves, afflicting the Stunned Setback on all within - and reducing visibility (-2 to Magic and Ranged Attacks). In addition, the ground will *still* be slick.

H1. Lair of the Icewyrms

If Galehorn is present, use the first description. Omit the last sentence if the player characters have been sufficiently stealthy (Legendary AGI Feat).

*Before you, thousands of dragons - seemingly carved from blocks of ice - sleep on a beds of frozen treasure... **Wait** - it is just **one** dragon, reflected many times over in the reflective walls of this cavern. And since its every scale is as reflective as a polished mirror, it wears a brilliant coat of a thousand sleeping dragons... Suddenly, one eye opens, fixed on your position!*

"Greetings," it growls.

Though the heroes *think* they're looking at the real icewyrm, **even this one is a reflection**. The *real* icewyrm is in an alcove around the corner, making use of the properties of the cave to throw off would-be slayers. It will attempt to engage in parley in order to gauge the abilities of the heroes.

Obstacle: Unless the heroes figure out the illusion (a Legendary Perception (INT) Feat)), their first attack will fail completely.

Combat: Galehorn is an **Icewyrms Boss** (WP 5 + [# Players x3], DP 5 + [# Players x3], 2x Melee Claws 8 + 1s [On Scratch: KB], 2x Special [Magic Area] Ice Breath 8 + 1s; Black Ice, Cold Immunity, Damage Resistance, Fly/Soar, Wing Buffet). If the heroes fall for the illusion (see Obstacle), her

first attack will be a Surprise. In close quarters she will rely on Knockback to send the heroes flying off the cliff. The *first* time she roars (GM decision) a set of icy stalactites will plummet from the ceiling - every hero loses 1 DP.

Social: Galehorn will engage in pleasantries before making it known that she has nothing to live for. This is as much a *threat* as a statement of fact, suggesting she will not show mercy. If the player characters probe this topic further, she will reveal that her eggs were stolen by the Giant King and his "scrawny dwarf". They are hidden somewhere in the mountain. If the heroes find them and return them to her, she will gladly ally with them against the giants.

Use this description if Galehorn isn't present:

A large, bowl-shaped depression in the ice holds a small mound of treasure and bones, coated in layers of clear ice.

Treasure: a *Ring of Eldritch Power* (see GM's Guide) is among the items frozen to the ground.

I. Jotunnborg Construction Site

The walls of Jotunnborg encircle Harbinger Peak, and mark the edge of a vast construction site, the beginnings of a city built on a grand scale. The only building that seems finished rises at the center - a golden-domed tower supported by flying buttresses. Surely it is in that place the King of the Giants makes his home!

C3 describes the gate to Jotunnborg, which is a circle - from C3, proceed to I1, I2, I3, and I4.

I1. Stone Piles and Longhouses

The interior of the compound around Jotunnborg's central tower is a mixture of pallets of cyclopean stone blocks, palatial buildings in various states of construction, and wooden longhouses built to giant scale. Everywhere you look, you see giants busily working on their homes, oblivious to the cold. They are supplied by a stream of laden supply carts that emerge from a ramp in the ground.

From here you can proceed to C3, I2/I3 or E5.

Combat: 4 Squads (4 each) of **Giants** (WP 3, DP 5, Melee Club 8 [On Scratch: KB], Ranged Boulder 5 [On Scratch: KB]) are busy working here. They will use the pallets of stone blocks as ammunition for their boulder attacks.

Info: This city could clearly house three times as many Giants! Some of them might be away on a raid.

12. Construction Crane

The true peak of Harbinger is this crane, a marvel of engineering. It is easily two hundred feet high, held aloft by a reinforced steel tower designed to withstand incessant wind. From an illuminated, enclosed room at its top, someone operates a massive winch to place pallets of stone where needed. A powerful steam engine belches smoke into the thin air. The whole thing screams DWARF.

The crane is normally operated by *Baralon*, a **Deep Dwarf Sorcerer Boss** and engineer with malevolent leanings. Accessing the tower's enclosed room is normally accomplished using a very, very, long ladder.

Combat: If a battle breaks out below, *Baralon* (WP 8 +[# Players x3], DP 6 + [# Players x3], 2x Magic Eldritch Blast 8 +1s, 2x Dagger 6 +1s; *There I Fixed It*, **Knock-Knock*, **Eldritch Shield*) will use a hatch to access the roof of the compartment and rain *Eldritch Bolts* on his enemies. Because of the great range involved, both his attacks and those of his enemies will suffer a -2 penalty. If his enemies rush the tower, he will descend to the lower hatch and fire at them as they scale the ladder. He will have cover (due to the size of the hatch) but the heroes won't (Eldritch Blasts ignore cover).

Social: It isn't *inconceivable* that the heroes would find themselves at an impasse with *Baralon*. He will be open to parley, and will offer assistance in defeating the Giant King if they agree to let him flee Jotunnborg. His "assistance" will be information - how to use the crane to break open the dome (J2).

Special Rules: Operating the Crane. It is possible to use the crane as a weapon (dropping pallets of stone blocks on enemies) or as a means to gain entrance to the J2 (by using its arm to crash through the domed ceiling). In either case, a few minutes of experimentation and a Noteworthy Tinkering (INT) Feat is required.

13. Cloudswept Terrace

You stand on the edge of the world, gazing over the Riven Mountains below. Fluffy clouds drift below you. If you fell from this terrace, you would have time to think about it. A long time.

From here one can see I1, I2, and I4. Should anyone manage to scale the Razor's Edge, this terrace is where they will enter Jotunnborg.

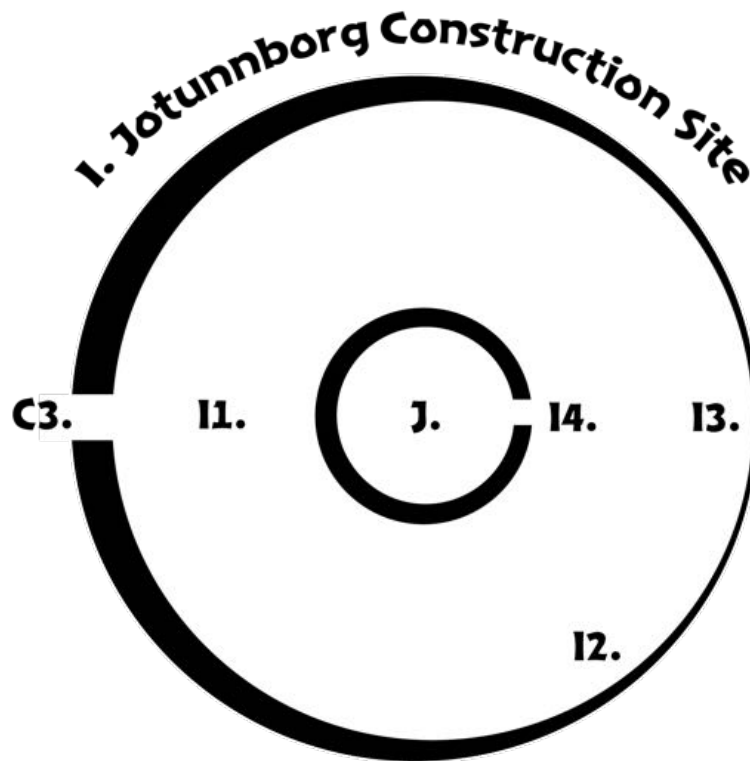
GM Notes: if you feel the heroes have arrived here too easily (by flying up, etc.) add some excitement. Perhaps a pair of **Two-Headed Ogres** (*WP 2, DP 4, Melee Greatsword 6, Ranged Spear 4; Half-Giant Hatred, 360-Vision, Psychic Resistance*) are on patrol here.

I4. Central Tower Gate

These heavy steel doors, 30' high and nearly as wide, are engraved with scenes of the giants doing battle with godlike beings amidst the clouds and stars.

These doors lead to J.

Obstacle: If an alarm has been sounded, these doors have been barred from the inside. A STR Feat of 10+ Successes will be required to force them open.



J. Tower of the Giant King

This, the citadel of the Giant King, is a monument to the ancient beginnings of their race. Tapestries the size of houses depict the rebellion of the giants, the theft of fire, and their punishment at the hands of the gods. Weapons racks hold oversized versions of glaives and scimitars. A hearth large enough to set entire trees aflame provides light and heat against the mountaintop chill.

It doesn't take long for the heroes to find J1.

Info: Several of these works of art are priceless.

J1. The Great Staircase

A sweeping staircase of stone leads you to another set of doors, seemingly forged from silver and bronze. Before them stand two giant sentries. Unlike their brothers, these guards wear armor and carry great swords large enough to sink galleons.

"You will go no further, mortals!"

The sentries will attack interlopers immediately. The doors lead to J2.

Combat: The two sentries are **Elite Giants** (*WP 3 +[# Players], DP 5 +[# Players], Melee Greatsword 8 +1s [On Scratch: KB]*). Player characters who suffer Knockback fall down the stairs, losing an additional DP.

Obstacle: If a battle is fought with the sentries, these doors are barred from the inside, requiring a 10+ Successes on a STR Feat to break open. Otherwise, they push open.

J2. The High Seat

From this room, narrow windows of heavy crystal show glittering stars over the clouds. At the center of the room is a massive throne carved from the bones of colossal beasts. Furs cover the floor. More tapestries depicting primordial history hang from the walls.

On either side of that throne stand giant maidens clad in magnificent armor, carrying spears suitable for firing from ballistae. Standing just before the throne is the King of the Giants, Grimmboldt the Magnificent, his brow furrowed under his crown. He wears mithril scales and his hand grips an runed great sword. Between the King and you, a white wolf the size of a horse growls.

This chamber is *big*, easily 5 Areas across. Area attacks are not going to be useful here. Parley is useless at this point, so Combat will break out immediately.

Combat: King Grimmboldt is a **Giant Boss** (WP 3 +[#Players x3], DP 5 +[#Players x3], 2x Melee Greatsword 8 +1s) his shield maidens are **Giant Elites** (WP 3 + [#Players], DP 5 +[#Players], Melee Spear 8 +1s, Ranged Spear 8 +1s) and his pet "wolf" is an **Elite Warg** (WP 2 +[#Players], DP 3 + [#Players], Melee Claws/Teeth 7 +1s). They will avoid grouping together at the risk of spreading out their attacks. King Grimmboldt will always attack the most dangerous opponent (e.g., **Demigod, Hero of Prophecy**, etc.).

GM Notes: This encounter assumes a lengthy game session preceded it. If the player characters shortcut the adventure and get to the end using flight, teleportation, illusions, etc, consider making King Grimmboldt a **Villain Battle** with multiple phases (see the GM Guide for details). Alternatively, simply add more enemies. One possibility would be to add emissaries from other evil races (e.g., Bugbears, Icthyoolians, Unseelie etc.) visiting to negotiate an alliance.

Conclusion of the Adventure

Read the following to conclude the adventure:

With the defeat of the Giant King, the threat to Kashiba and her neighbors is ended. The Sultan declares a holiday in your honor! After you sell the Giant King's crown, mithril scale armor, and enruned great sword, you find you have ample gold to retire from adventuring entirely - if you choose.