http://creativecommons.org/licenses/by-sa/3.0/ Light Clean clear Flickering Weak The Kingdom of the Pale Giants, Michael Raston. The city's sewage system always collects and funnels towards a great underground river. When the moulding stone and rotting Sources: light. red light. shadowy See map for Magical Bonfire. light. locations and iron of the sewers fade away, the river is housed within a looming whitestone caverns. Within these caverns the Pale giants live. Smelly fungi inside Poor quality illumination Here they have hewn the whitestone to construct a vast fortress, embedded in the earth. In the darkness, the polluted river a white wood. candle area. Assume warping and maddening them, the abhorrence of their civilization grows. Rumors of naked, pale giants stalking the sewers, stone Tended bu burning in darkness missing women throughout the city and panicked pygmies appearing from nowhere and gibbering of an evil kingdom elsewhere. lantern. anu nearbu a chain beneath the ground may spark adventurer's interest in venturing here. Suspended denizens. suspended Greasy smoke rolling across from windows to South **Doors:** All aprox. 14' high. from chain. Traps: skull. Whitestone cliffs. See map for Scum and Berserkers manically locations. wreckage covered discussing prophecy. Escaped Downriver Makeshift stone Description starts bay Dead Tumbled over Small crud pgymies with visual "clue" adventurers with pillars, used as ladder to makeshift lean to's, utter Upriver, benches and tables - then description. darkness to avoid detection, treasure (rings, to above window Buttons indicate gold, weapons) gmy skeletor disease, death and D1:White stone pillar "trigger". (ingsme Rotting at bottom. evidence desperation.
Need boats, want Mutant, will doorway. Excrement scum guardof old 102 gleefully try stone friends and relatives Kingsmen covered bay. masonry, camp retrieved from giants, 101 house T2 guard-101 old know secrets/layout of drinking. Smoke, stench. T1: Scorchmarks house, escapee kingdom. hidden grate, sleeping. Sewage pipes, large. camps. explosion of flame. Enormous cavern courtyard, Caged bordered by whitestone walls of D2:Crumbling Smashed. masonry, ruined leath<u>er fla</u>p. Kingsmen watching Crude sewage system fortress. Untold tents of leather women, open stone pipes over pygmies transport buckets draining to river through refuse. Old statues work under growling in corners. leeping, and burlap line the area. Giants river, ancient filth. To The Fetid dirty, ragged. Grand hall clean Grand hall statues pillars, stane statues bind murals of kings, and murals of kings, braziers burn a drows, Braziers burn smoke. Caverns of all types lumber aimlessly, stone Rotting, rusted old drinking, eating, fighting. A fly m horned dogs at the heel sewage T2:Odd grooves in prophecy massive bonfire burns brightly in Abandequipment, pipes, of a single berserker. floor - Trap door, 10 ˈfungi<u>. m</u>ould. fall onto metallic Kingsmen. ingsmen spikes. nd horned Lazily serve the **D3:**Closed white the center. ratdogs. gaurding ed stone double door. harpsony

An aged clean chained

An aged clean chained

An aged sign is the
my tant a wall

king is the groots, with

king is the groots, with

king is and plays, with giants. Rubble, pygmy 50% chance of being entrances Rough hewn stone White stone corpses, strewn locked houses a group of conspiratorial T2 quarry, pygmy Ratdog rusted metal Ruined slaves worked berserkers, talking of killing the king and fighting Barrel buckets. Vaulted crumblina Extremely dusty masonry gallery Removing dust I leading an invasion force above ground. Kingsmen masonary, **T3:**Conspicuous Secret Tunnel, secret Secret tunnel, secret door, ancient masonry, murals hinting at a past when pygmies were when pygmies were revered by giants and horned rubble, dents - rocks ratdogs rotting white fall from hidden trap reveals King's horde and impressive murals hinting tone coloums To Horned Rat Dog door in ceiling. D4:Iron bars 1' across. pleasure room. 0 Kingsmen.
Throne room, king
sits alop rough
sits alop rough
stone throne, skull at glorious Warrens. Filthy, opulent Pygmy camps couches and rugs. past. Ancient gold coin, art and jewlery. Secret passage, A score of human women, gold women to the chained to the walls. A drowse walls a drowse malls a drowse malls a drowse malls a drowse malls a drowse general secret door, ancient squalor. stone inrone, skul littered floor. Mounds of silver trays and half eaten carcasses Pygmy shaman masonry, murals Piles of refuse council, arranged Bone Totems hinting glorious heaped at back out of site of bars, **T4:**Deep gouges in giant past, pygmies of crumbling planning exodus. know of passage, D5:Unlocked white room from a central brazier. masonry - Scuthe use it sparingly to pendulum hidden in stone door Dungeon consult with hidden slits Inhabītants: shamans. Numbers are for The giants are aggressive, irrational and superstitious but may be impressed or beguiled into allowing visitors to their realm. Mutant:2
neaded, one
nead
dead/mad/diseas
ed, gnarled clubs
and rocks, rotling
body, bolls, claw
handed, limping,
crazed, cowed by
other gianls,
intense stupidity,
intense d8 random Pygmy Slave: encounter table. Diffident, scared, d8 random Seer:Female, blind, claw handed and footed, decorative Pygmy Shaman: Leader of other pygmies when Horned Rat Dog: Pink and hairless, red Kingsman: Berserker: corpulent, ever seated, Grim, grunting, stone/bone Wild eyed, tattooed and pygmies when giants absent, burlap cloaked, crude felishes and effigies, minor Generic naked, mopey, ragged eyed, curved and elaborate bone shields and Adventurer: scarification, beclaw. and sick. Will spears, well muscled, neat loin cloth, milky dressings, skin cloak, horns, horns, some handed only attack naked, bone quills and şpike **D6:**Collapsed white swords and adventurers intense powers of healing and divination spines, fingered, divination, distracted by pale eyed, roar prone, undying slavering, foul tempered, axes, boiling stone masonaru droop eyed, with animosity doorway, small gaps commanded to slobbering, ever eating loyaltý to kĭng. visions, signs by giants. omens. in rubble.