

GIANT CONSEQUENCES

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Introduction

Humble farmer **Will Newall** unearthed an incredible find on his land: a **mummified giant** larger than any humanoid known to history or science! Will's brother **Alcott** put his business acumen to good use by sequestering the discovery in a hastily-added section of their barn. He advertised its existence to nearby villages and charged the curious for a chance to witness the unbelievable sight.

The brothers found themselves rolling in cash in no time flat. Socialites, reporters, and investigators flocked to the area, jostling for access to the giant which, regrettably, could not be given. And with good reason: the purported mummy was nothing more than a big phony cunningly stitched together as a massive, man-shaped taxidermy project! Once word of the deception spread the Newall Brothers' fame vanished as quickly as it had come, but they still made out like bandits.

That wasn't to be the end of their troubles. **Priests of a goddess of earth and death** decided to punish the brothers for their hubris. They raided the farm by night, took them captive, and plan to sacrifice the brothers to **instill the hulking mummy with a mockery of life**. That'll teach everyone not to make light of dead and buried things!

Adventure Hooks

- The Newalls' devoted dog, Sallie, approaches in the night. Even characters who can't speak with animals know something odd is afoot, as the too-clever pupper acts in peculiar ways to encourage the party to follow her back to the farm.
- An amateur archaeologist, Jameson Ohio, wants someone to escort him to the farm so he can corroborate the worrisome claim of a hoax independently. It's a publish-or-perish situation, since his brash intrusion requires the party's interference to keep him alive when he bumbles into the gathered death priests.

- Perhaps the party or someone they know and trust had previously paid a visit to this supposed marvel, just learned they'd been ripped off, and are the sorts to demand a refund even after business hours.
- Somebody in a position of local influence learned about tonight's ritual. Since they'd prefer not to have the countryside torn up by a marauding blasphemy against nature, they hired the first group of adventurers willing to prevent this catastrophe.

1. Farmland Approach

This northward-leading path connects directly to a larger road. The dirt and gravel is churned up and rutted from the glut of recent travel.

2. Angry Apple Orchard

The brothers maintain a small copse of apple trees. A **large abomination** made from multiple human and animal skeletons lurks in the grove waiting to ambush those who might disrupt the ceremony. **Its dreadful shrieks paralyze any who hear them.**

3. Pigsty

Five hogs are kept in this reeking, ramshackle wooden building. They can be loosed from their pens and driven towards the barn to sow confusion among the priests and delay the ceremony's completion for a few moments when the party arrives.

4. Showcase Barn

The brothers kept the giant behind a wall and curtain in a hastily-built subdivision to their barn. The supposed giant still lays, wrapped in burlap strips, in that western alcove.

A gathering of **seven priests** is arranged in the barn's main area around the bound and gagged forms of Will and Alcott Newall. One of the priests with greater necromantic powers **leads the ritual**, which is moments from completion. With a final utterance, the high priest sacrifices the brothers and binds their souls inside the false giant, which announces its animation with a **thunderous roar** before bursting through the wall. The high priest commands the lesser priests to delay the party while they try to escape into the woods to the north, stopping to invoke their malicious gifts only if cornered. The high priest wears an **enchanted cloak** that **deflects projectile weapons**.

5. Newall Household

The brothers live in a single-story farmhouse. The kitchen and living room is reached by a door or short set of stairs, while the bedroom is to the north. An attached closet hides their ill-gotten earnings: 8d10+10 gp, 3d100+25 sp, and 10d10+100 cp.

6. Northern Woods

These woods sprawl for miles to the north. Tracking anyone who enters them is difficult, but no impossible. However, venturing too deeply is liable to get someone **eaten by enormous spiders**.

