

For the ADVANCED DUNGEONS & DRAGONS® Game

WITCHSTONE

by Carl Smith

An adventure for 5-7 characters at levels 8-12



Player Background The Mission

Bywater is a quiet town on the White River near the hills which separate the civilized lands from the mountain wilderness. Long ago this lowland area by the river was won from the hill giants and forged into the empire by the might of a hero named Garvin Iron-hand. He protected the small human settlement and drove back the giants time and time again with his mighty blade Fersil, against which no giant could stand. At last, the hill giant chieftain saw the wisdom of cooperation and swore peace with Bywater.

The old chief was as good as his word, and peace endured long after Iron-hand's death. But now the giants are on the rampage again. With no hero to protect it, Bywater has been nearly destroyed by the unexplained attacks of the giants. Because of the reports of strange happenings and unusual magical phenomena connected with the attacks, the king has decided to send a team of professional adventurers to investigate the source of the trouble and restore a lasting peace between Bywater and its large neighbors.

Bywater

It is early winter when you arrive at Bywater. The White River has disappeared completely, leaving only an muddy, half-frozen riverbed to show where it used to flow. Beyond it lie the Ragged Woods; beyond them are the Stone Trees, and ultimately the Hills of the Giants, silhouetted against the mountains which loom forbiddingly in the distance.

Bywater looked serene enough at first view. But as you came closer, you could see the scarred walls and battered gates that told the mute story of a city fighting for its very life. In two or three areas, the mighty walls had been breached, leaving only piles of rubble.

Inside the walls lay a city besieged. Buildings were randomly smashed, their timbers sticking up through mud and bricks like broken bones. Thatching was torn, burned, and scattered. The few city guardsmen left on the walls stared at you with dark-circled eyes before returning their gaze to the distant hills, where signal fires burned here and there. There were giant, muddy footprints almost two feet long at the gates and all along the outer walls. Stones too large to have fallen from the collapsed buildings littered the street.

Two men were conversing in sober tones by the city gate when you arrived. Turning to face you with hope in their eyes, they identified themselves as the burgermeister and the captain of the city guard. "You are the reinforcements sent by the king? You are just in time. Last night's raid nearly killed us all."

"Before the hill giants' attack, there was little here", continued the burgermeister sadly. "Since the giants have been marauding, there is even less. People leave in droves, more anxious to save their lives than their meager possessions. Please help us. We stand no chance unless you stop the raids soon."

The guard captain took you through the town and out to the river to survey the damage. "I don't know if we can take any more", he said. "They've been at us almost a week. Every time they attack we kill some, but that doesn't seem to do any good. There are always more to take their places."

Turning back toward the town, he muttered, "They may destroy Bywater tonight. Last night they got up to the walls — I don't think we can take another night like that."

"I've seen it all, but this is the worst. I don't like hill giants, but I can handle them — at least, I always could before. I saw HER last night — tall as a house she was, bigger than some of the male giants. At her command, rocks came flying out of nowhere by themselves and smashed into the walls. She's a witch, just like the stories said. She raised her hand, and that amulet she wore flashed — then the stones rained down on us. It's magic." The guard commander shook his head sadly, "It's magic, and we can't

deal with that ourselves. But if you could take care of the witch, we can probably deal with the rest. In fact, they might even agree to peace. They're no more eager for war than we are. It's HER that keeps them after us. They're all afraid of her — and I don't blame them.

"You'll need Fersil to slay the witch", continued the captain. That's Garvin Iron-hand's magic sword — the one that kills giants. We couldn't pry it out of his hands when he died, so it was buried with him. Garvin's tomb is about a mile down the North Trail in the Ragged Woods. The old cleric put some kind of magical protections on it before he died, so be careful. Good luck!" With that, the captain turned back to the barracks and disappeared from view.

Background for the DM The Story

The old chieftain is dead. The hill giants are now under the leadership of the mad giantess, Maezera. Hungry for power, she plotted and schemed in secret with her son, a giant troll, to kill the old chief and take over the tribe.

Realizing that the giants would not be likely to take orders from a female, and knowing that she could not win the leadership through combat as was the custom, Maezera devised a plan to convince the rest of the tribe that she had fearful arcane powers by arranging a few strange occurrences that looked like magic. Then, in a master stroke, she announced that if the chief did not turn over the leadership to her, she would make the very river stop flowing. When he refused to give in, Maezera and the giant troll went into the mountains one night and dammed up White River at its source, channeling its flow down the other side of the mountains.

Convinced that Maezera was a witch, the chief became frightened. The burgermeister of Bywater refused to get involved when the chief requested help in destroying this menace to both of them, so the chief decided to "borrow" Fersil from Iron-hand's tomb in the Petrified Forest, knowing that even Maezera could not stand up to that. But he failed to reckon with the magical protections set by the local priests to guard the tomb of their hero, and was killed by one of the clay golems set at the entrance.

Unbeknownst to the chief, Maezera and her son had followed him, intending lay an ambush, and saw him defeated. Seizing the opportunity, they stripped the old chief's body and burned it, then returned to the hills to inform the other giants that their chief had been killed by her magical fireball.

To keep up her mysterious appearance and prevent the other giants from growing too curious about her "powers", Maezera has set up a few additional parlor tricks throughout the old chieftain's cavern complex, where she and her son now reside. The only real magic she has available is her carpet of flying, which gives her the mobility she needs to escape when danger threatens.

For defense, Maezera has used part of the old chief's treasure to hire 40 mercenary ogres, who take turns patrolling, standing guard duty inside Maezera's cave complex, and operating the catapults for the siege.

Maezera is determined to drive the humans from the lowlands and reclaim the area for the giants. She plans to level the town as an example to all who would take land from the hill giants. Maezera is not interested in making peace with the humans, although she may use negotiation as an excuse to lure the adventurers to her lair if they constitute a serious threat to her plans.

Upon the death of the witch, the son of the old chief will assume leadership of the tribe and negotiate terms of peace with Bywater.

Bywater

Upon questioning, the burgermeister will reveal that the old chief visited 2 weeks earlier and requested assistance. The burgermeister didn't believe his story of a witch in the tribe, since everyone knows giants have no spellcasting powers. The old chief has not been seen since.

Running the Siege

The White River was Bywater's major supply line. Since it stopped flowing, several attempts have been made to bring in supplies overland, but all have been intercepted by the hill giants. Food and other supplies are currently being rationed to the remaining inhabitants, but there is only about 1 week's worth left. The town is slowly being evacuated, as more and more of its inhabitants attempt to escape.

If the characters set out for Maezera's cave immediately, go directly to the encounter key. If they choose to stay in town and witness an assault, use the standard information given below to run the attack. Modify the composition and strategy of the standard force as needed for any subsequent attacks. Remember that Maezera is an intelligent opponent, and will compensate for changes in the town's defenses.

If Maezera's attack force is seriously depleted, she will cease direct assaults on Bywater until the characters leave. After a day or two, she will send a message inviting the characters to her cave to discuss terms of peace, in order to lure them out of Bywater and destroy them. Use the encounter key for the trip to the caves.

Bywater's Defenses

The city is surrounded by a 40' high rectangular wall with a tower on each corner and crenellations along the top. Standard defensive equipment and weapons are available.

A small military force, consisting of the guard captain and 50 men-at-arms, remains to defend the city. Assume that the giants kill 15 of the men-at-arms with each assault unless modifications are made in the city's defenses or the composition and strategy of the assault force.

Captain: 1, AC 2, MV 12, F5, AT 1, Dmg by weapon, STs14/STw11, THAC0 16, hp 42. The captain wears *plate mail +1* and carries a *longsword +2*. Other magic: 3 *potions of extra-healing*, 1 *ring of warmth*.

Men-at-arms: 50, AC 5, MV 9, F0, AT 1, Dmg by weapon, STs19/STw16, THAC0 20, hp 2 each.

Assault force

Each night the giants bring the following standard force down from the hills by the East Trail to attack the town.

Hill giants: 12, AC 4, MV 12, HD 8+1, AT 1, Dmg 2d8, STs11/STw8, THAC0 12; hp 20, 35, 35, 42, 46, 48, 50, 50, 53, 55, 60, 63. Throw rocks for 2d8 points each; 30% chance to catch boulder-sized missiles.

Ogres: 16, AC 5, MV 9, HD 4+1, AT 1, Dmg 1d10 or by weapon, STs14/STw11, THAC0 15, hp 9, 10, 12, 13, 16, 19, 20, 23, 23, 26, 27, 27, 29, 30, 33, 34.

Maezera: 1, AC 4, MV 12, HD 8+2, AT 1, Dmg 2d8, STs11/STw8, THAC0 12; hp 53. Throws rocks for 2d8 points each; 30% chance to catch boulder-sized missiles. Magic: 1 *carpet of flying*, 3 persons, MV 30" (5x7).

Notes on catapults

A catapult of the type used by the ogres can fire 1 rock every 4 rounds and requires a minimum crew of 4 ogres. No benefits are gained for additional crew. A catapult hits as its operator with all targets treated as AC0 (-5 for mobile man-sized targets). Minimum range is 18"; maximum range is 36". A rock missile inflicts 2d12 points of damage to any creature it hits (4d4 vs. large). Assume that the ogres will hit no creature targets when firing from behind the trees. Missiles will hit walls or buildings at random. Structural damage on buildings for catapult hits and catapult modifiers and damage for rocks hurled by the giants are given in the DMG (p.109-110).

A catapult is considered disabled and non-functional when it has taken 6 defensive points damage.

Order of Events

The ogres start down the trail first, armed with clubs and pushing carts full of boulders to use as ammunition for the catapults, which are stored in a clearing just inside the border of the Ragged Woods. They use the time until Maezera's arrival to bring the catapults into position and load them for the first volley. Sixty boulders are brought down for each assault.

The 12 giants set off one turn after the ogres leave and proceed directly to Bywater, where they hurl rocks into the city for one full turn. Maezera leaves last on her *carpet of flying*. She flies to the clearing to check on the ogres, then walks out to the edge of the Ragged Woods.

When Maezera comes into view, the giants move out of the catapults' line of fire and continue throwing rocks from the sides. At the witch's signal, the ogres open fire. Maezera laughs wickedly, then walks back into the woods, climbs on her *carpet*, and flies back to her cave, leaving the rest of the force to fend for itself.

The ogres continue firing the catapults until they run out of ammunition, then camouflage the catapults with brush and return to the caves via the East Trail. The giants hurl rocks for a few more rounds, then withdraw into the forest and return to their caves by the same route.

Assume that at the start of the adventure, there are 40 male giants left out of the tribe's original 45. As the siege progresses, the DM may modify the force to reflect the resources available to the giants. If the available attack force is seriously depleted, Maezera will cease attacks until the adventurers either leave the town or seek her out. In no case will Maezera allow the number of male giants to drop below the 11 needed to protect her cave complex and the valley.

Other Notes

Captured giants will talk, but note that their knowledge is somewhat limited. They are under the misconception that Maezera is a witch and believe that she has magical powers. They know that mercenary ogres have been hired as guards, but are unaware that the catapults exist.

If the party cures 75% or more of the damage a captured giant has suffered, he will show them the way to the valley, but will not enter for fear of his life.

The guards listed for Maezera's cavern complex are on duty at all times, whether she herself is there or not. While Maezera is away on an assault, the giant troll will be lounging in her quarters.

ENCOUNTER KEY

Wilderness

The Ragged Woods

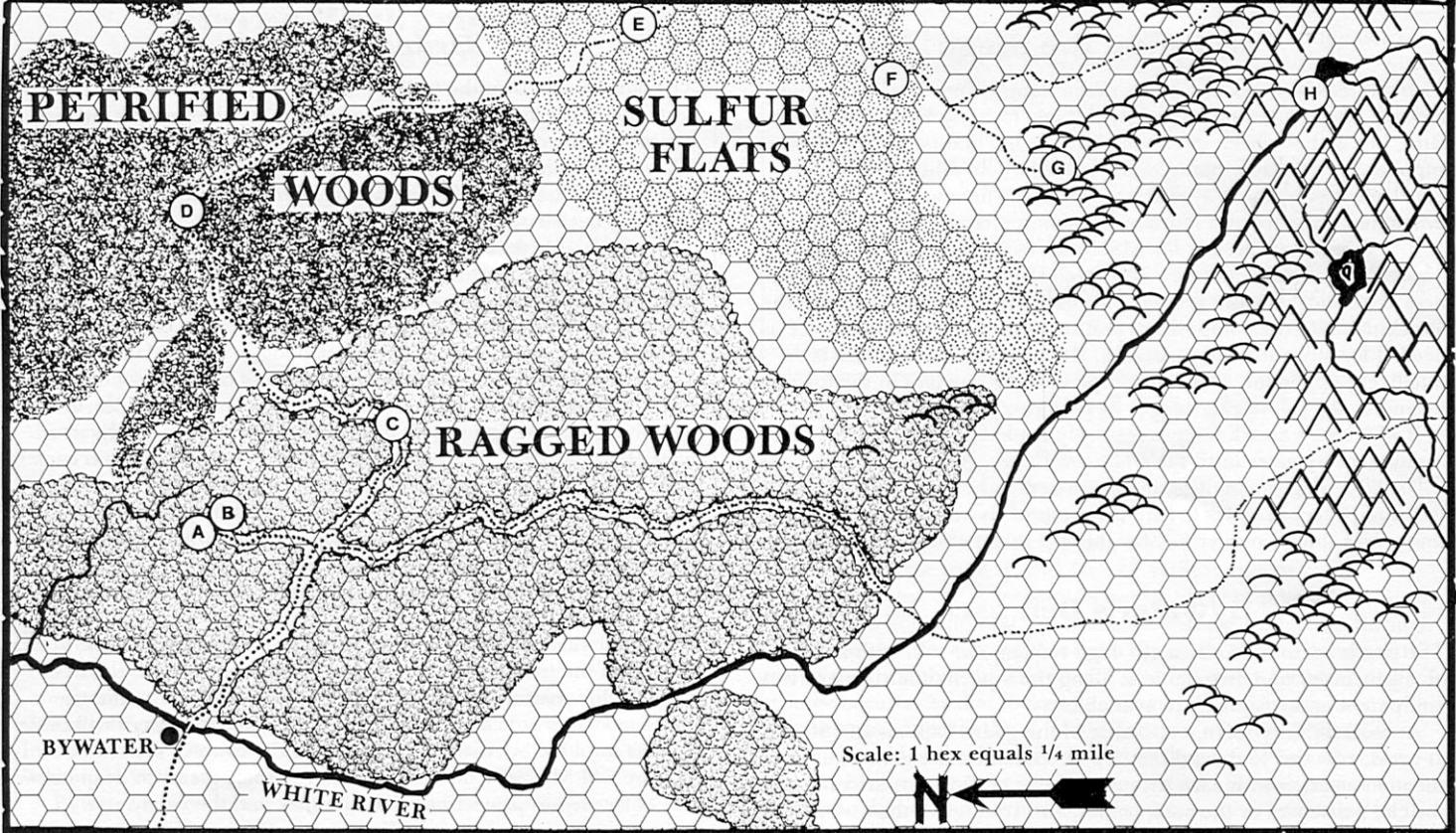
Just inside the Ragged Woods, you see a clearing to the left of the road. At the fringe of the clearing rise stumps of large trees, which look freshly cut. Deep drag marks run from the trail into the clearing, and there are many large footprints in the soft earth.

Rangers and druids can tell that the trees have been cut within the last ten days. The catapults are still here, concealed under the brush.

A. The old chief

There is a clearing ahead on the North Trail. Two large, skeletal feet block the entrance to the clearing. As you come closer, you see that they are attached to a giant skeleton. The bones are broken here and there, and the entire skeleton is charred as though burned by magical fire. The bones have been picked clean by scavengers.

This is all that remains of old hill giant chief. His charred remains



have been left here as a warning to any in the tribe who would disobey Maezera.

B. The tomb

A square building of grey, stained granite surmounted by a bronze dome faces the path. There are no windows, and all is covered with verdigris. A rusted grill locked with a massive padlock covers the double doors, and there is an 8' tall clay statue on either side of the entrance. Nothing moves.

Clay golems: AC 7, MV 7, HD 11, AT 1, Dmg 3d10, STs10/STw7, THAC0 10; hp 50 each. Golems can *haste* themselves for 3 melee rounds after the first; can only be hit by blunt magic weapons; *move earth* will drive golem back 12" and inflict 3d12 points of damage; *disintegrate* will slow golem 50% and inflict 1d12 points damage; *earthquake* will stop golem for 1 turn and inflict 5d10 points damage. Immune to all other spells. Damage caused by a clay golem can only be repaired by a *heal* spell from a cleric of 17th level or greater.

There is a *glyph of paralyzation* on the ground immediately in front of the doors. Anyone passing over it without speaking the name of the *glyph* must save vs. spells or be paralyzed for 5d4 rounds. The golems will stand clear of the *glyph* when they position themselves in front of the doors.

The clay golem on the left will animate when anyone comes within 10' of the entrance, or if attacked. It will step in front of the entrance and block the doors, attacking anyone within range. Once animated, the golem will not move from its position in front of the doors until killed, or until someone says the word for the *glyph* on the ground aloud. The golem on the right will animate when anyone tries to leave the tomb, or if attacked. It will block the exit until the name of the *glyph* is spoken again.

In archaic script, the oxidized bronze doors are inscribed:

**Herein rules Garvin Iron-hand,
Protector of Bywater.
Let no man of ill will disturb his rest,
lest he suffer the wrath of Iron-hand.**

Inside, dust covers all. Projecting from the back wall is a dais on which lies a cadaverous figure, arms crossed over its chest. There are still a few shreds of clothing and flesh clinging to the frame, and tattered cerements lie about. Clutched to the bony chest is a two-handed sword, which gleams brightly despite the other signs of age and decay. The word "Fersil" is written along its blade in archaic script. There is a locked wooden chest on either side of the dais, and a faded tapestry on the rear wall. Dampness cloaks the tomb, chilling you to the bone.

The body on the dais is Garvin Iron-hand's mummy. It will animate if any of the treasure in the tomb is touched, or if an attempt is made to remove Fersil from its grasp. The mummy attacks only those characters who have taken its treasure. All others will be ignored, although it will defend itself if attacked. If all the treasure is replaced, the mummy will allow the party to leave in peace. The mummy will reanimate 1 turn after being slain or destroyed.

If the characters explain that they need Fersil to save Bywater and promise to return it when they are finished, the mummy will hand the sword to a fighter and return to the dais. Garvin will not allow the group to take anything else from the tomb. If the party fails to return the sword after the adventure, Garvin's mummy will pursue them to take it back.

Mummy: 1, AC 3, MV 6, HD 6+3, AT 1, DM 1-12, STs13/STw10, THAC0 13, hp 33, AL LE.

Notes: Disease per touch, prevents all magical curing until removed. All creatures within 6" must save vs. spells (humans at +2) or be paralyzed with fear for 1-4 rounds. Can only be hit by magical weapons, which do half normal damage. Immune to poison, paraly-

sis, and sleep, charm and cold-based spells. Raise dead causes the mummy to save vs. spells or turn into a normal human of 7th level fighting ability. Fire causes damage as follows: torch blow 1-3 points, burning oil 1d8 points per flask the first round and 2d8 the second. Holy water does 2d4 points per vial. Creatures killed by a mummy rot and cannot be raised unless a *cure disease* and a *raise dead* spell are used within 6 turns of death.

Both chests are locked, but not trapped. The chest on the right contains 2000 gp, 700 sp, 8 gems worth 1000 gp each, 1 gold crown set with rubies worth 4000 gp, and a *periapt of health*. The one on the left contains 2 necklaces worth 5000 gp each, *bracers of defense* (AC 4), 1 jar of *Keoghtom's ointment*, 1 hammer +2, 24 arrows +1, *ring of delusion*, *potions of healing* (x2), and *heroism*. Concealed in a compartment under the false bottom is an axe +3. The tapestry on the wall is worth 1500 gp.

Fersil is a +2 *Giant Slayer*. It has a +3 bonus "to hit" and damage vs. any giant, ettin, ogre mage, or titan. Against any of the true giants (hill, stone, frost, fire, cloud, storm) the sword does double damage, i.e. 2-24 +3 or 5-27 points.

C. The East Trail

The air is cooler in the woods. A light snow begins to fall. As you follow the old East Trail, far-off howlings sound behind you from the direction of the woods and the tomb. Even as you listen, the howlings repeat, this time seeming much closer than before.

Two hill giants returning from a scouting mission with five worgs have caught the party's back trail and cut through the woods to catch up.

Hill giants: 2, AC 4, MV 12, HD 8+1-2, AT 1, Dmg 2-16, STs11/STw8, THAC0 12; hp 41, 50. Throw rocks for 2d8 points each; 30% chance to catch boulder-sized missiles.

Worgs: 5, AC 6, MV 18, HD 4+4, AT 1, Dmg 2d4, STs14/STw11, THAC0 15; hp 20 each.

The hill giants and worgs move to cut off the party on three sides (north, west, and east). One worg will stand before and one behind the party on the trail. Two giants and three worgs remain on the north side of the trail. The worgs will engage armored characters first while the giants pick off the spellcasters with hurled rocks from the woods. The giants and worgs in the woods have 25% cover, so missile attacks on them are at -2 "to hit".

After the first attacker casualty, each giant rolls percentage dice for morale. Their base morale is 85%; the death of each worg reduces that by 10%. Once a giant has received more than 20 pts of damage, his morale is further reduced 10%. When one fails the morale check, he runs through the woods and across the Sulfur Flats into the lair of the hill giants to warn them of the adventurers.

The first hill giant has a medallion worth 8500 gp, a *ring of fire resistance*, and a *mace* +1. The second hill giant wears a *ring of mammal control* on his left ring finger, which he uses to make the worgs track men. There is a non-magical gold ring on his right ring finger worth 2000 gp. Although the magical *rings* and *mace* look oversized, they neatly fit the hand of any user.

Petrified Woods

Trees stretch naked limbs to the cloudy night sky. Freshly-fallen snow covers all the boughs. A few trees lie on the ground, shrouded in snow. The snow lessens, gradually stopping altogether. The ancient, leafless trees line the path like grim guardians. They do not sway in the breeze.

The trees here are all stone. There is no sign of any life, either animal or vegetable, and there are no recent tracks in the snow.

D. Deadfall

The path lies thinly disguised under newly fallen snow. Between the trunks of the rock-hard trees, a few glimpses of the rising hills layered with snow can be seen. The sky is clear.

One of the fallen stone trees has been raised and suspended in position with ropes. The tripwire at Point D which activates the trap is covered by two inches of freshly-fallen snow. When the trap is activated, the tree falls across the path with a resounding crash. Anyone within 20' of the tripwire (to either side) when the tree falls must save vs. petrification or take 6d10 points of damage and be trapped under the tree. To free trapped characters, the tree must be raised again with the block and tackle which are visible high in the branches of a neighboring tree.

E. Sulfur Flats

The stench of sulfur fills the air. Patches of snow melt, revealing bubbling sulfur springs to either side of the path you follow. As you watch, bubbles form in the spring and burst, slinging burning mud in all directions.

To the northeast of the Sulfur Flats, the bluffs of the Hills of the Giants rise, impassable. At the top of the nearest hill, a solitary gigantic figure stands silhouetted against the grey night sky, facing your party. After a moment, it turns and walks away from you, down over the crest of the hill and into the valley below.

Any character stepping into the hot sulfur springs takes 1-4 points of heat damage per round of contact from the burning mud.

F. Sink Holes

Around the Sulfur Flats, the snow melts within the half hour. A patch of denuded ground circles each, and the virgin snow lies beyond that.

Two hundred yards into the flats, the ground is pock-marked with circular openings, each about eight feet in circumference. A buzzing sound fills the air, apparently coming from the holes.

The 15' deep holes have no hand holds, and the edges are smooth and well-worn. Characters spending more than one melee round at the edge of a hole disturb the tiger flies, who will emerge in groups of four every six rounds and attack any visible opponents.

Tiger Flies (male): 8, AC 4, MV 6/18, HD 6, AT 2 and 1, Dmg 1d8/d18 and 4d6, STs14/STw11, THAC0 13; hp 12, 16, 17, 20, 25, 29, 30, 36. May opt to hit with 2 forelimbs for 1d8 each, or "grab" with the other two forelimbs (which do no damage, but hold victim securely until it or the tiger fly is dead). Grabbed victims are stung automatically the next melee round for 4d6 points (no "to hit" roll required), and must save vs. poison or die.

Tiger Flies (female): 8, AC 4, MV 6/18, HD 4, AT 1, Dmg 4d4, STs16/STw13, THAC0 15; hp 7, 11, 15, 19, 23, 28, 30, 31. Must score a "to hit" roll with any 2 of 4 arms to "grab" victim, then stings automatically (no roll required) for 4d4 points on the next round. Victim must save vs. paralyzation or be paralyzed (cf. *wand of paralyzation*). Females will lay eggs in dead or paralyzed victims. 13-24 hours later the victim will die when the eggs hatch unless a *heal* spell is applied.

All the shafts connect below ground in a central chamber where the treasure is kept. It consists of 2,000 cp, 5,000 sp, 1000 ep, 2000 gp, 2 gems worth 1000 gp each, 6 gems worth 500 gp each, 3 necklaces worth 500 gp each, *dust of disappearance*, and 3 *arrows of slaying* (1 each for avians, magic-users, and druids).

G. The Patrol

Maezera's mercenary ogre guards patrol the outer perimeter of the hill giants' valley at all hours. If the party's approach has not been noticed, the ogres will be on a routine patrol of the area outside the mouth of the cul-de-sac in 4 groups of 3 ogres each. Place the patrols at evenly-spaced intervals outside the valley, and assume that each patrol will cross its given area once every 2 turns. Om, the leader, will be with one of the central groups. Each ogre is armed with 2 spears and 1 longsword.

Ogre Patrol: AC 5, MV 9, HD 4+1, AT 1, Dmg d10 or by weapon, STs14/STw11, THAC0 15; hp 8, 10, 14, 14, 18, 20, 21, 21, 24, 28, 30, 31.

Leader (Om): 1, AC 3, HD 7, AT 1, Dmg 2d6 or by weapon +2, STs14/STw11, THAC0 13, hp 32. Om uses a *cursed sword* -1.

If any patrol group encounters the party during its watch, one ogre will be sent back to warn the giants, while the others try to hold off the party until reinforcements arrive. The rest of the patrol will close in from the other directions within 2 rounds. Reinforcements will be dispatched 1 round after the lone ogre reports the trouble.

The groups will fan out so that each is as far away from all the others as possible to minimize the possibility of party spellcasters catching more than one group in an area effect. The ogres will pepper the area with spears from several sides, hoping to induce the party to separate and close with individual groups. In melee, Om will preferentially attack a fighter-type in metal armor.

If the adventurers have been sighted by the sentry (Encounter E), or their approach has been reported by an escaped giant from any earlier encounters, the patrol will move to intercept them 200 yards from the mouth of the valley.

Reinforcements: The giants send an orc unit mounted on worgs to aid the ogre patrol if trouble is reported.

Worgs: 12, AC 6, MV 18, HD 4+4, AT 1, Dmg 2d4, STs14/STw11, THAC0 15; hp 8, 9, 12, 15, 15, 18, 23, 27, 30, 32, 36.

Orcs: 12, AC 6, MV 9, HD 1, AT 1, Dmg 1d8 or by weapon, STs17/STw14, THAC0 19; hp 1, 1, 2, 2, 3, 3, 4, 4, 5, 5, 6, 6.

As soon as they are among the adventurers, the orcs dismount and begin fighting on foot. When the attackers have taken 50% casualties, they begin to fall back toward the canyon in a fighting withdrawal. If their casualties total 80% or more, they break off combat and flee into the canyon.

If the characters follow the remains of the patrol, go to Encounter G1 and run the ambush. If the party does not pursue, another patrol consisting of 2 giants and 2 worgs will be sent out after 1 hour to search the area for the intruders. The other six giants hold their position until the patrol returns. If the new patrol finds the intruders, it will keep them under surveillance and report the party's position to the valley periodically. If the search turns up no results, the giants will return to their caves.

G1. Caves of the Hill Giants

The path is little more than an indentation in the new snow leading into a horseshoe-shaped valley. The walls of the hills rise around it, steep and unbreachable. At the back of the valley, amidst the rocks, a thin trail leads to the mouth of a dark cave at the top of the largest hill. A lone figure is seated on the ledge outside the cave.

There are 45 caves in all, each containing 1 giantess, and from 1-6 young giants. If the giants have been alerted, 8 of the remaining males wait in hiding on the canyon floor, as detailed below. Otherwise, all surviving males not occupied with guard duty or scouting are in their caves with their families. Each cave has 1000 gp in coins, gems, and jewelry concealed somewhere in the single room.

Concealed behind the ridge above Maezera's cave are 8 catapults like the ones used for the siege. There are enough boulders in the

area for each catapult to fire 2 volleys. The catapults are kept loaded at all times. If the giants have been alerted, 2 teams of 4 ogres each stand ready to fire 2 catapults per round on Maezera's signal. As before assume that the ogres will hit no creature targets when firing into the valley, although the giants will defend against the flying rocks. Each ogre has 1 spear and 1 longsword within reach in case of attack.

Ogres: 8, AC 5, MV 9, HD 4+1, AT 1, Dmg 1d10 or by weapon, STs14/STw11, THAC0 15; hp 7, 11, 14, 15, 17, 20, 22, 25.

Maezera and the giant troll have stacked boulders on wooden restraining scaffolding just under the mouth of Maezera's cave. If the giants have been alerted, the troll will be hiding behind rocks on the cliff face, ready to cut the support beams.

If an encounter with the patrol has occurred, the remaining ogres, orcs, and worgs retreat to the rear wall of the canyon, then turn to fight. If the characters follow the patrol into the cul-de-sac, 8 giants move from behind the rocks to block the exit to the canyon, and open fire with their rocks.

Hill giants: 8, AC 4, MV 12, HD 8+1, AT 1, Dmg 2d8, STs11/STw8, THAC0 12; hp 12, 18, 27, 30, 39, 41, 53, 60. Throws rocks for 2d8 points each; 30% chance to catch boulder-sized missiles.

The giants throw rocks until an opponent closes, then pick up clubs made from petrified tree branches and wade into melee, attacking spellcasters first in order to disrupt casting. They attempt to force the adventurers to put the eastern slope of the valley at their backs so that the mouths of the lower caves are behind them.

Maezera steps in front of a mirror fastened just inside her cave entrance so that her image appears on the cliff face outside. Her amulet flashes red as she moves. She signals to the catapult operators, who commence firing 2 catapults per round until their ammunition is exhausted.

The hill giants have a 30% chance of catching the stones. Hill giants who are catching rocks may take no other actions that round.

At Maezera's next signal, the giantesses in the lower caves on the east wall will release 3 giant lizards with shiny metal collars. Hissing evilly, they will attack the nearest character with a +2 (rear attack), if applicable.

Giant lizards: 3, AC 5, MV 15, HD 3+1, AT 1, Dmg 1d8, STs16/STw13; THAC0 16; hp 15 each. Inflicts double damage on a "to hit" roll of 20).

When the giants have taken 50% casualties, they abandon the giant lizards and make a fighting withdrawal back toward the caves, shouting "Help us, Maezera!". Maezera signals the giant troll to start the avalanche. He cuts the supports under the scaffolding, and a low rumbling sound begins. Rocks on the cliff face begin to move, picking up speed as they roll downhill, smashing all in their path.

The avalanche moves at 18" for 500' down the cliff face, then decreases speed to 15" across the valley floor, finally stopping just inside the mouth of the canyon. The ground level caves have been evacuated, and characters close to the canyon walls may be able to duck inside and avoid being crushed. Creatures hit by the avalanche take 1d% points of damage and must save vs. petrification or be pinned beneath it. Pinned characters will suffocate in 2-5 rounds if not rescued.

H. The River

Here is where Maezera's "magic" changed the course of the river. She and her giant troll friend built a dam near the source and redirected the river through the mountains and into some gullies on the far side. The dam can be torn down if desired, returning the river to its original course. It will take 4 man-hours of work to tear down the dam.

Maezera's Cave

If the avalanche has been triggered, the path from the valley floor to the mouth of the cave has been demolished, but the piles of rock

make a handy surface for climbing.

There is a hill giant armed with a club guarding the mouth of Maezera's cave at all times. A pile of boulders for throwing is at hand, and there is a gong that will sound inside the caverns mounted just inside the cave entrance. If the giants have not been alerted, the guard may (40% chance) be asleep. Every 4 hours another hill giant comes from inside the cave to take over.

Hill giant: 1, AC 4, MV 12, HD 8+1, AT 1, Dmg 2d8, STs11/STw8, THAC0 12; hp 38. Throws rocks for 2d8 points each; 30% chance to catch boulder-sized missiles.

The guard can see all of the valley from his perch except the area immediately below the cave. He will sound the alarm inside the caverns as soon as any visible intruders approach, and throw rocks at any opponents in range. He will pick up his club when the party is close enough to melee.

Unless otherwise stated, all passageways in the cavern complex are 15' wide and 15' high, hewn out of the natural stone.

1. Company

The tripwire at this spot opens a 10' x 10' shifting wall section 20 feet behind it on the east wall. The 6 ogres waiting inside are armed with spears (1d6+3) and longswords (1d8+3), and surprise on 1-4 (on 1d6).

Ogres: 6, AC 5, MV 9, HD 4+1, AT 1, Dmg 1d10 or by weapon, STs14/STw11, THAC0 15; hp 10, 11, 16, 19, 20, 24.

2. The Rainbow Bridge

Ahead is a large, kidney-shaped cavern. A rift at least a hundred feet wide and eighty feet deep cuts through the center. Arching over the rift is a shimmering rainbow bridge, 15' wide. A set of 4 golden stairs leads up to the bridge, and a similar set is visible at the other end leading to the exit tunnel. Engraved on the golden stairs are the words:

**No Need to Tread Lightly On Me,
O Ye Weighty Giants**

Two hill giants stand side by side in the center of the bridge, clubs in hand and piles of rocks beside them. 5' to the west of the bridge, stairs leading down are cut into the rock wall of the rift.

The rainbow bridge is a magical item made especially for the hill giants to ensure the privacy of the chieftain and his family. The bridge radiates a force that pushes outward, preventing creatures with less than a certain weight from stepping on it. It takes a weight of at least 600 lbs. to counter that force and use the bridge. Characters may carry one another across, or strong characters may pick up enough additional weight to make up 600 lbs. (Note that either of these options will make meleeing the two giants difficult.)

Hill giants: 2, AC 4, MV 12, HD 8+1, AT 1, Dmg 2d8, STs11/STw8, THAC0 12; hp 43 each. Throws rocks for 2d8 points each; 30% chance to catch boulder-sized missiles.

The giants will throw rocks at any visible opponents on the ground or in the air while taunting the characters and urging them to come up and fight. Any creature struck in melee on the rainbow bridge takes damage and must save vs. wands or fall 100' into the rift.

Standing guard inside the depression are 6 of Maezera's mercenary ogres. They are placed to block the exit tunnel in the west wall. She has warned them that invisible intruders may try to slip past, so they have spread flour over the floor of the rift. They will stop and interrogate any suspicious creatures who enter, including giants, since giants would normally use the bridge. As soon as the ogres see any obvious intruders, one of them will leave via the tunnel to warn Maezera.

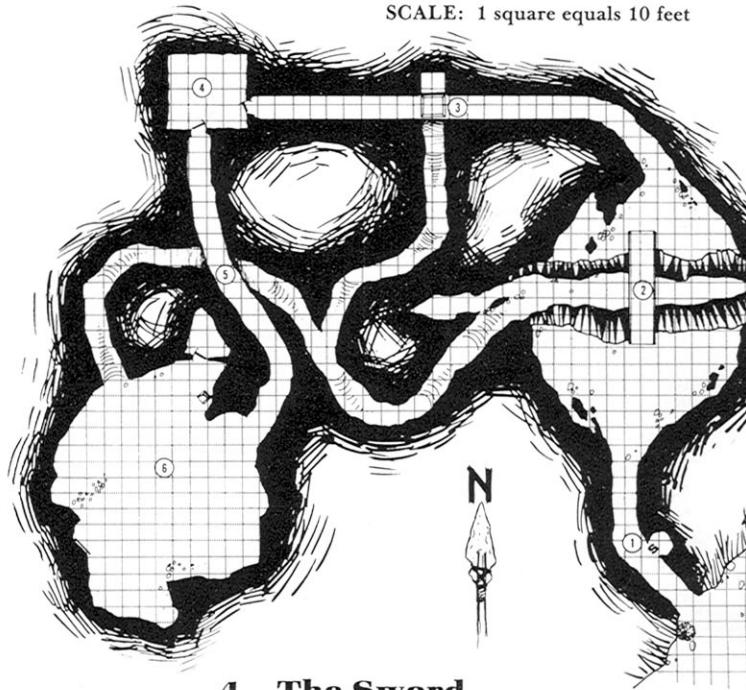
Ogres: 6, AC 5, MV 9, HD 4+1, AT 1, Dmg 1d10 or by weapon, STs14/STw11, THAC0 15, hp 9, 12, 18, 20, 29, 30.

3. Polymorph?

This corridor is built of wood and ankle-deep in dust. At a point 45' past the entrance to the passage, any weight greater than 50 lbs. will trigger the pit trap on the right side of the corridor, plus a large cloud of dust. A 4-part revolving wall section moves $\frac{1}{4}$ turn counterclockwise, dropping anyone standing on the 10' x 10' section closest to the wall into a pit, and replacing him with the contents of the 10' x 10' compartment inside the wall — a large, warty toad. The dust cloud momentarily obscures vision while the switch takes place.

Anyone falling into the pit takes 1d6 of damage from the 10' fall, and finds himself in a narrow tunnel leading south to a T-intersection with the tunnel connecting cavern #2 and cavern #6. The trap will not function a second time unless reset.

SCALE: 1 square equals 10 feet



4. The Sword

This room has obviously been carved out with tools, unlike the natural caverns comprising most of this network. The walls are unfinished, jagged stone, with ridged mineral veins in a variety of hues. The only apparent exit is a wooden door in the south wall. In the center of the west wall, a golden handle protrudes from the rock. Carved into the wall above it is the following inscription:

**Men of good faith, those who would help the weak,
those who would right a wrong, those who would oppose
the lawless, utter the magic word and withdraw the
flaming blade**

On the walls are 4 tentamorts concealed on the rough stonework. A *detect invisible* spell, infravision, or careful inspection will reveal them; otherwise they will surprise on 1-3 (on 1d6). There is one tentamort to either side of the exit on the south wall, and one to either side of the handle on the west wall. The tentamorts wait until the adventurers approach either the door or the handle, then attack.

Tentamorts: AC 1/3, MV 1, HD 8 (2 per tentacle, 4 for the head and body), AT 2, Dmg 1d6/1d6, STs13/STw10, THAC0 12; hp 11 per tentacle; 25 per body).

Notes: Tentacles immobilize victim on a roll of 2 or more than needed "to hit" or 20 on a d20, whichever is less. Thereafter, the constrictor tentacle does an automatic 1d6 of damage each round until tentacle or victim is dead; the needle tentacle paralyzes victim automatically the following round (no "to hit" roll needed, but save

vs. paralyzation applies). Killing the head and body of the tentamort causes both tentacles to release their victims. It takes 2 rounds for the tentamort to inject a full dose of saliva into a man-sized victim, and another 2 rounds for the victim to die (half those times for creatures smaller than man-sized). *Cure disease* administered within 1 hour can save victim if less than one full dose has been injected; otherwise a *heal* spell or a *regenerate* followed by a *cure wounds* spell is needed within one hour.

The handle in the west wall is actually the hilt of a sword (*+1 flame tongue, +2 vs. regenerating creatures, +3 vs. cold-using, inflammable, or avian creatures, +4 vs. undead*) embedded in the rock. The magic word is "law", which must be spoken aloud while pulling the blade from the wall. The tentamorts have no other treasure.

5. Alarm

The tunnel ahead is 20' high and pitch dark inside. You can hear the echo of your own footsteps as you approach.

4 doombats are hanging in the tunnel. They will be disturbed by any noise (such as the magnified sound of the party's footsteps), and swoop down shrieking upon the group.

Doombats: 4, AC 4, MV 18, HD 6+3, AT 2, D 1d6/1d4, STs13/STw10, THAC0 13, hp 18, 25, 39, 42. Picks up creatures or objects up to 300 lbs weight on a successful hit; shriek prevents spell use and gives opponents a penalty of -1 to all "to hit" rolls within 100' for 2-5 rounds. Bright light (i.e. *light* spell, but not torch or lantern light) will keep bats at bay.

6. Maezera's Cavern

The cavern is well-lit. At the far end, a huge giantess sits on a golden throne. She wears a gold crown set with sapphires, a ragged scarlet dress, and a pinkish amulet on a chain around her neck. Maezera the Hill Giant Witch grins in an evil fashion, and beckons you forward.

"Welcome gnats. You have come to die. That saves me the trouble of tracking you down and killing you. Do you think that coming here will save Bywater?" She laughs. "As soon as I finish with you, I go there." She snaps her fingers and the stone flashes. "I will destroy Bywater's walls like that. Nothing can stand before the power of my magic. I destroyed the old chief myself. Now that was a fight. You do not look like you can do much to stop me." She laughs again, a laugh tinged with madness. You see the amulet grow red, then purple as her voice grows angrier.

Maezera the Hill Giant Witch: 1, AC 4, MV 12, HD 8+2, AT 1, Dmg 2d8, STw11/STw8, THAC0 12; hp 53. Throws rocks for 2d8 points each; 30% chance to catch boulder-sized missiles.

Although she appears opposite the mouth of the tunnel, Maezera is actually in the alcove to the side of cavern #6. What the adventurers see is an image reflected in a mirror fastened to the back wall. Through a peculiarity of nature, the cavern's acoustics make it seem that her voice is coming from the mirror. Maezera taunts the party, hoping to make the spellcasters use up a perfectly good spell on the reflected image. A *detect invisible* spell will reveal cracks between the mirror and the stone wall.

The mirror will shatter if struck, and must save as glass against any potential damage. Note that a *magic missile* spell will have no effect if cast (breaking up as if by Magic Resistance), as it must be used on a creature. When the mirror shatters, Maezera shrieks, "Kill those meddlers!" and sends the flinds and the giant troll into battle.

Flinds: 5, AC 5, MV 12, HD 2+3, AT 1, Dmg 1d6 or 1d4 with flindbar, STs16/STw13, THAC0 16; hp 6, 9, 11, 13, 15. Attacks at +1 "to hit"; 2 attacks per round with flindbar. If either hits, victim must save vs. wands or be disarmed.

Giant Troll: 1, AC 4, MV 12, HD 8, AT 1, Dmg 2d8, STs13/STw10, THAC0 12; hp 52. Infravision 90'; regenerates as a troll at a rate of 2 points per round; cannot re-bond severed limbs; cannot be killed until at least 10 points of fire damage have been inflicted.

Three of the flinds carry clubs; all have flindbars. Any character disarmed must pull another weapon, or fight the flind bare-handed, as his weapon is flung away from the melee by the action of the flindbar. It takes 1-2 rounds to retrieve a weapon.

The giant troll has been standing near Maezera, and attacks with his immense spiked club at the same time as the flinds. Maezera herself stays back as much as possible, letting the others defend her while she throws rocks from the floor of the cavern at the spellcasters.

Each successful hit Maezera scores in melee means that she has grabbed her opponent and thrown him 10-60 feet away from the battle, inflicting 2d8 points of damage when he lands. This keeps the adventurers from "ganging up" on her. If she manages to throw all her attackers aside, and none can reach her to continue melee, she charges the party spellcasters, intent on meleeing and killing one of them.

When Maezera dies, the stone around her neck goes red, then clear, then finally dull black. Anyone examining the stone immediately recognizes it as a "mood" stone, similar to "mood rings", which are common and non-magical.

The tribe's treasure is kept in the locked alcove where Maezera and her friends, were waiting. The crown on the witch's head is worth 10,000 gp.

6a. Treasury

Stacked around the room are the following: 1 *crystal ball*, *wands of lightning* (40 chg) and *paralyzation* (35 chg), 1 *rod of resurrection* (12 chg), 1 *wand of paralyzation* (35 charges), 1 *bowl of watery death*, 1 pair of *gauntlets of ogre power*, 1 *shield +3*, 1 *shield -1 (missile attractor)*, *plate mail +2*, *scale mail +1*, 2 *longswords +1*, and a *mace +2*.

There is a large treasure chest in the corner, locked and trapped with poison gas (save vs. poison at -2 or die). In it is the entire remaining cash treasury of the giants: 3 necklaces worth 800 gp each, 4 rings worth 500, 500, 600, and 1000 gp, 5 gems worth 1000 gp each, 5 gems worth 500 gp each, and 12,900 gp in cash.

END OF WITCHSTONE

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