



The Kingdom of the Pale Giants, Michael Raston.

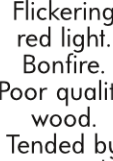
The city's sewage system always collects and funnels towards a great underground river. When the moulding stone and rotting iron of the sewers fade away, the river is housed within a looming whitestone caverns. Within these caverns the Pale giants live. Here they have hewn the whitestone to construct a vast fortress, embedded in the earth. In the darkness, the polluted river warping and maddening them, the abhorrence of their civilization grows. Rumors of naked, pale giants stalking the sewers, missing women throughout the city and panicked pygmies appearing from nowhere and gibbering of an evil kingdom beneath the ground may spark adventurer's interest in venturing here.


Doors:All aprox. 14' high.


Light Sources: See map for locations and illumination area. Assume darkness elsewhere.

Clean clear light.  Suspended from chain.


Magical fungi inside a white stone lantern.  Suspended from chain.


Flickering red light. Bonfire.  Tended by any nearby denizens.


Poor quality wood.  Tended by any nearby denizens.


Weak shadowy light. Smelly candle burning in a chain suspended skull. 

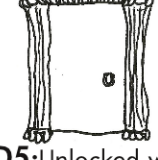
Traps: See map for locations. Description starts with visual "clue" - then description. Buttons indicate "trigger".


D1: White stone pillar doorway. 

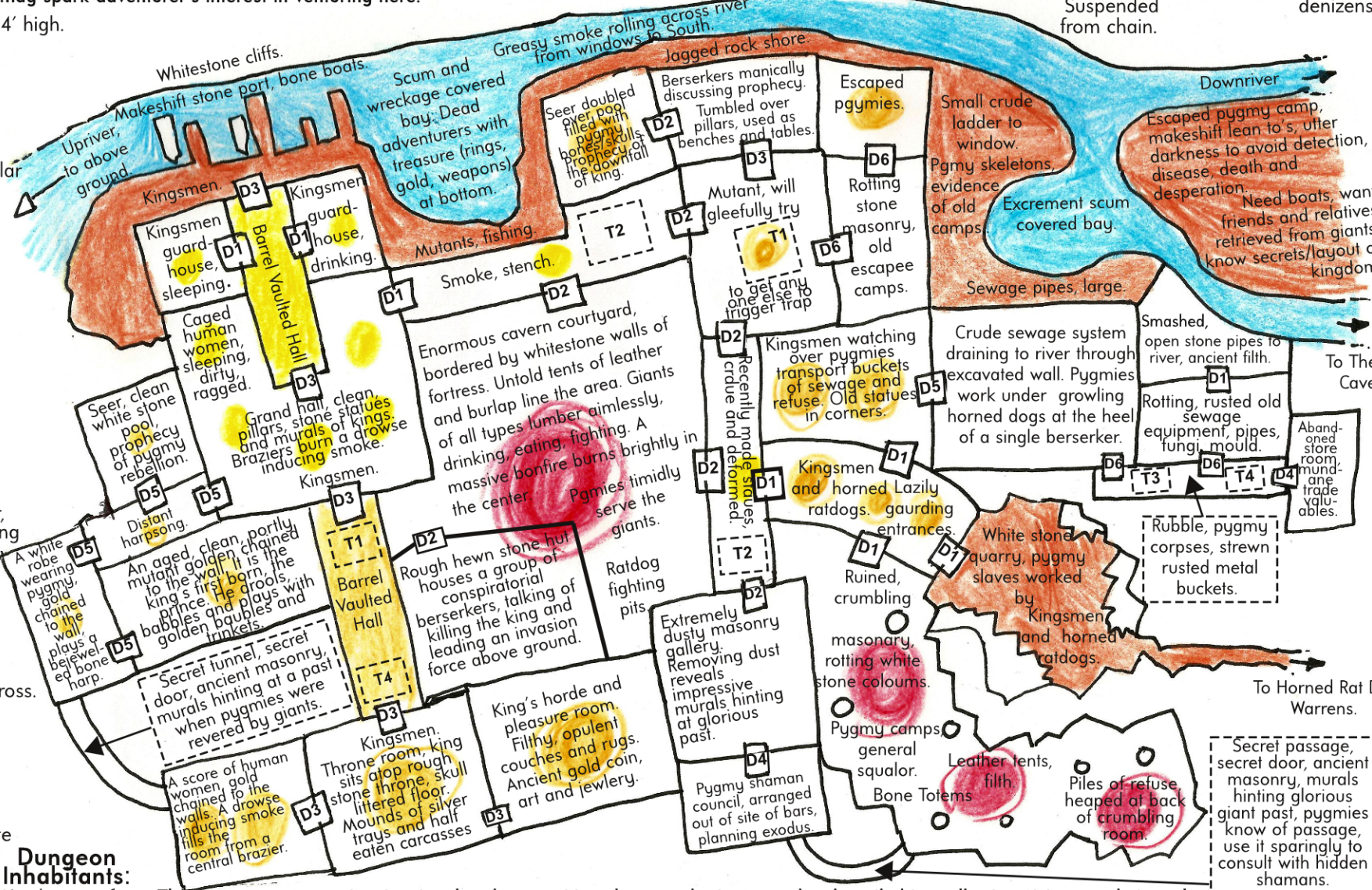
D2: Crumbling masonry, ruined leather flap. 


D3: Closed white stone double door, 50% chance of being locked. 


D4: Iron bars 1' across. 

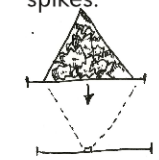
D5: Unlocked white stone door. 

D6: Collapsed white stone masonry doorway, small gaps in rubble. 



T1: Scorchmarks - hidden grate, explosion of flame. 

T2: Odd grooves in floor - Trap door, 10 fall onto metallic spikes. 

T3: Conspicuous rubble, dents - rocks fall from hidden trap door in ceiling. 

T4: Deep gouges in masonry - Scythe pendulum hidden in slits. 

Dungeon Inhabitants: Numbers are for d8 random encounter table.

Pygmy Slave: Diffident, scared, mopey, ragged and sick. Will only attack adventurers when commanded to by giants.

Pygmy Shaman: Leader of other pygmies when giants absent, burlap cloaked, crude fetishes and effigies, minor healing and divination magic, strong willed and crafty.

Horned Rat Dog: Pink and hairless, red eyed, curved horns, some quills and spines, slaving, foul tempered, rabid.

4: Mutant: 2 headed, one head dead/mad/diseased, gnarled clubs and rocks, rotting body, boils, claw handed, limping, crazed, cowed by other giants, intense stupidity, inbred.

5: Kingsman: Grim, grunting, stone/bone shields and spears, well muscled, neat loin cloth, milky pale eyed, roar prone, undying loyalty to king.

6: Berserker: Wild eyed, tattooed and scarification, naked, bone swords and axes, boiling with animosity.

7: Seer: Female, blind, claw handed and footed, decorative and elaborate bone dressings, skin cloak, horns, intense powers of divination, distracted by visions, signs omens.

8: King: Horn crown, corpulent, ever seated, naked, beclaw handed, spike fingered, droop eyed, slobbering, ever eating.

Generic Adventurer: 