

THEFT AT THE STONE GIANT MONASTERY

The heroes have to bring back a book to the Stone Giant Monastery on top of the mountain. Once in the monastery, they are requested to find the Mother Stone and the thief.

1. Entrance. There is a giant gate and a goat pen. The gate was closed on the night of the theft.

2. Kos's Chamber: Kos is the caretaker and only cyclops in the monastery. He hides a bag of gemstones in a chest and is very protective of it. Trystine can vouch that this is his pay.

3. Flint's Chamber: Flint says his hammer was stolen too. He suspects Jasper is the thief because Jasper quickly took a vow of silence after the Mother Stone was stolen. He will confess he stole Jasper's flute but didn't steal the Mother Stone.

4. Jasper's Chamber: Jasper took a vow of silence when the Mother Stone was stolen and can only communicate in gestures. Jasper suspects Flint because Flint came out of Jasper's room just before his flute went missing. He will confess he took Flint's hammer for protection but didn't steal the Mother Stone.

5. Trystine's Chamber: Trystine's chamber is empty except for some books and drawings of rocks. When needed he finds and cuts gemstones for trade, but he's proud he doesn't own anything of value and dedicates his life to his mountain god.

6. Inner Sanctum: This is where the Mother Stone was stolen. There is no trace where it was moved to. The giant monks still use the room for mediation, discussion and cooking mushroom soup.

7. Onyx's Chamber: This room is locked, but Trystine's will open it on request. It is used as storage room but also holds the remains of Onyx, the previous Abbot. Onyx asked to be mummified before dying of old age many years ago.

8. Mushroom Cave: These mushrooms form most of the stone giants' diet. Some aggressive ice lizards also made their home here. Their attacks can't hurt the giants, but can be deadly to the heroes.

9. Chapel: There is a crack in the wall where the stone giants can look through outside while meditating. The heroes can also spot some bear tracks. Which is strange because the crack is too small for a bear to climb through. When asked about bears, the giants will mention they sometimes see a polar bear snooping around.

10. Bear Cave: The entrance is blocked by a boulder. If the boulder is pushed away and the heroes enter the chamber, a polar bear will attack the smallest hero first. When the polar bear is slain, the body transforms into Pale Bernardo. It turns out he was a werebear all along. Pale Bernardo was a wanted man and used this place as a hide-out sometimes. A broken millstone can be found here (as well as any items Bernardo stole from the party previously). Bernardo stole the Mother Stone thinking there was something special about it but it turns out it was just a millstone and broke it. The giants are devastated that their Mother Stone is broken. The heroes could offer to get a new millstone from the village and drag it up the mountain.

1. Village: A scribe asks the party to bring a book about Gem & Mineral Identification back to a mountain monastery. The book is as large as an oak door and twice as heavy.
2. Forest: Two saber-toothed tigers stalk and ambush the heroes.
3. Spring: An albino elf (Pale Bernardo) tells the heroes the location of a magical spring. The spring is beautiful but not magical. If one or more heroes bath in the spring, Bernardo tries to steal an item then flees.
4. Cliff: A griffon circles and charges at the heroes. It will leave after it lost half its HP.
5. Hill: A rumble followed by an avalanche.
6. Monastery: A pious-looking stone giant greets the heroes.

Monastery

Abbot Trystine is happy with the return of the book but immediately tells the party of a problem that made him and his brothers restless and upset. Their most prized relic, the Mother Stone, has gone missing, including some other items. Trystine describes it as a flat, round stone with markings and a small hole in the middle. He found the stone missing one morning a few days ago. Abbot Trystine, Brother Flint, Brother Jasper, Brother Onyx and Caretaker Kos are the only inhabitants of the monastery. He also says that Flint's hammer and Jasper's flute have gone missing. Trystine gives permission to the party that they are free to roam the monastery to find the thief and return the Mother Stone.

