

# Go Big or Go Home

By Jenna Shively & Nick Franco

The horrible giant Vlorog is dead! His floating castle lies unguarded, and his treasure is yours for the taking. But you're not the only adventurers after the loot, and the castle may not be as empty as you've been led to believe...

**1. Vlorog:** The stinking body of Vlorog lies motionless at the center of an impact crater. His floating castle looms 1,000 feet above, and enormous vines hang down that can be easily climbed. A closer investigation reveals that Vlorog is not dead but merely concussed and very drunk.

**2. The Vines:** Giant bees patrol the length of the vines and will attack the players as they climb past flowers. Magpies also circle the vines, and perceptive players can find gold and jewels hidden in their nests.

**3. Gardens:** The vines connect to growth from the castle garden. The garden is full of enormous flowery plants, but it has been neglected as of late and has become an overgrown jungle. The main path to the castle entrance is easily found and traveled, but players who take time to explore the overgrowth may find an enormous hidden pond. A golden glint shines from the bottom of the pool, but two hungry giant koi fish also swim beneath the surface. Among the golden coins is a large mirror fragment.

**4. Entry:** The front gate of the castle is hanging off its hinges, and the sounds of music, chatter, and booming laughter ring out from inside. Beside the door, two enormous dog houses sit empty, labeled "Fluffy" and "Spike".

**The Castle:** Everything inside Vlorog's castle is sized for giants, so ordinary tasks like opening doors, climbing stairs, or using items may present more difficulty than usual.

**5. Great Hall:** The front gate leads directly into the great hall, which is filled with loud, annoying teenage giants in the midst of a house party. Aluris, Davog, and Negthara are playing cards, and a small mountain of gems, coins, and jewelry lies between them on the table. Further inside, Chadnir and Frodus are playing "potion roulette" with unlabeled potion bottles. A grand family portrait is mounted at the end of the hall, featuring Vlorog, Aluris, and Davog. A fourth figure has been torn out of the frame. The source of the music heard from the entry is a bone cage sitting on a mantle at the northwest corner of the room. Inside are a band of intruding adventurers captured by the giants, now forced to play instruments (poorly) for the teens' amusement.

The giants are all inebriated and not on guard, but any player who makes too much noise will attract their attention. If alerted, the giants will quickly mobilize to capture as many intruders as they can, placing their prizes inside the bone cage.



**The Cage:**  
If captured, players may be teased by the giants briefly, but the teens will quickly grow bored and return to their games. Escape from the cage is fairly easy (the bars are too far apart), but the captive band is reluctant to leave as the giants have promised to eat them if they're caught outside. With some effort they can be convinced to join in an escape, after which they'll reward the party with information about the key in Aluris' pocket.

However, the giants' threat is real. Any player captured three times will be deemed annoying by the giants and summarily devoured.

**6. Kitchen:** The oversized kitchen sits to the east of the great hall. A stairway at the northeast corner of the room leads down to the cellar. A skewered giant boar is roasting on the hearth. "Spike" (a griffin) is picking at the roasted hog greedily and will only bother the party if they interrupt his meal. Spike's collar is embedded with rare gems.

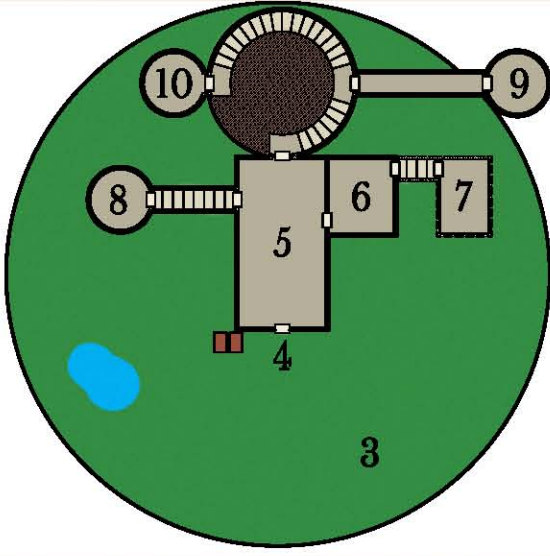
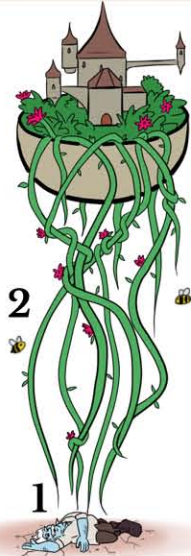
**7. Cellar:** The cellar is filled with oversized casks, and the walls are lined with bottles of rare wine and unlabeled potions. Empty bottles that smell of grain alcohol are scattered across the floor. If the players take the unlabeled bottles, they will receive a transformation potion, a flying potion, a healing potion, and hard liquor.

**8. Davog's Room:** Davog's room is tidy and tastefully decorated. A dragon doll with most of the stuffing ripped out pokes out from under the bed. It's Fluffy's favorite toy, and she's desperately searching for it. A thorough investigation of the room reveals a portrait of Davog's mother torn from a larger painting. The torn fragment is wrapped around an empty mirror frame. On the fragment's back, Davog has scribbled: "Call mom. Find mirror. Check garden, dad's room? Ask Aluris?"

**The Party Guests:**  
**Aluris** - Vlorog's daughter. Bratty, princess, party girl. Cruel towards small folk.  
**Davog** - Vlorog's son. Prim, witty, worrywart. Vegan.  
**Chadnir** - Cocky, competitive, bad boy. Aluris' boyfriend.  
**Frodus** - Friendly, carefree, excitable. Chadnir's flunkly.  
**Negthara** - Wry, nihilistic, dispassionate. Amateur necromancer.



**Wandering Threats:** "Fluffy" (a dire bear,) and rival adventuring parties prowl the halls and stairways that connect the castle rooms. When traveling through these areas, the players have a random chance of encountering either. Fluffy will attack unless offered her stuffed dragon, and the rival parties will try to rob the players of their loot. Engaging either without taking care to be quiet will draw the attention of the partying giants.



**The Mirror:** The mirror is a magical scrying device that once allowed face-to-face communication with Vlorog's wife, Brissal, no matter where she was. If all three mirror fragments are restored, a very surprised Brissal appears in the glass. She explains that Vlorog isn't dead (just an idiot) and offers advice and warnings about the castle so long as the players agree to destroy her husband's extensive collection of alcohol and spirits, located in the cellar. If the players accomplish the task, she tells them of a blessed diadem buried in the garden, which enhances the wearer's mental powers.

**9. Aluris' Room:** Aluris' room is messy: the floor is covered in clothes, every surface is covered in jars of make-up or costume jewelry, and bone accessories are tucked into every drawer. A dazzling golden collar sits in plain view on her dresser. A mirror fragment is hidden among the messy clothes. Players that climb the dresser notice several unmoving insects on its surface. Stepping onto the top of the dresser activates a magical sticky trap and a noisy alarm.

**10. Vlorog's Room:** Vlorog's room is grim monument to his many conquests. The weapons and armor of slain enemies hang as trophies upon the walls. Something glints from within one of the mounted helmets, like the eyes of an enemy long dead. Atop Vlorog's bed lies a crumpled parchment. At the bed's foot sits a huge chest.

**The Trophies:** The weapons and armor displayed are all of high quality, but most notable is a silver sword enchanted to deal extra damage to giants. The eerie glint shining from the helmet is a mirror fragment wedged in its visor.

**The Parchment:** The parchment is a tear stained (Vlorog's) letter from his wife, Brissal, informing him that she is leaving him due to his drinking. She also instructs him to toss out "the mirror", because she won't be answering his calls.

**The Chest:** The chest is magically locked and can only be opened by the key in Aluris' pocket. Inside are a dozen large jewels and a sentient harp that begs the players to release her.

**Party's Over:** If the player's manage retrieve the harp from the chest or attempt to wait out the duration of the party, an angry roar bellows through the castle. Vlorog has recovered from his injuries and come home, and his children beg for forgiveness as he furiously tosses out their friends. The ensuing commotion can serve as an opportunity for retreat, but if the players are spotted by Vlorog he will be quick to take out his rage on them.