

# LOST LOOT OF BÖRGUNN THE BONEBREAKER

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Legend says that the hill giant warlord **Börgunn the Bonebreaker** kept her massive treasure hoard at a well-hidden mountain retreat. Luckily, our heroes have received a tip that points to the location of Börgunn's long-abandoned lair!

Little do our heroes know that burrowing insects caused a collapse under Börgunn's treasure vault, rousing the curiosity of the cave troll **Glintyguts** and his gremlin lackeys. Turns out cave trolls have no need for money; they desire jewels and precious metals only for their culinary applications!

Will our heroes stop Glintyguts before he eats his way through all of the giant's loot?

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**#1 Mountain Retreat.** An elaborate mosaic depicts the martial prowess of the hill giant warlord and her army. In the mosaic, Börgunn's spear points at the sun.

The door to the treasure vault has a hard-to-pick lock and a carved relief that looks *almost* exactly like the mosaic. Turn Börgunn's spear to the sun before opening the door or else trigger a **fireball trap**!

**#2 Empty Vault.** Hmm, there should be a big pile of loot here, but instead there's just an enormous hole where the floor collapsed. Presumably, most of the treasure went down the hole... but lots of little, grimy footprints suggest that a crew came back to collect any leftover goodies that didn't fall in.

**#3 Tunnel.** More footprints, leading in both directions. A few dropped coins can be found, half-buried in the dirt & hard to spot. The coins form a vague trail leading toward the gremlin camp at area #6.

**#4 Giant Ant Nurseries.** The nurseries all have the same structure: Pale-green eggs cover the ceiling (melon-sized spheres, a delicacy that any gremlin would eagerly bargain for).

Squirming larvae reach out from the walls (don't get too close, they bite).

Tending to the younglings are **1d3+1 giant ant drones**, who attack any intruders!

**#5 Throne Room.** Here sits **Formicaria**, queen of the giant ants, larger and more powerful than any drone. She is accompanied by **five giant ants** of her royal guard.

The queen communicates telepathically and is initially hostile toward our heroes, who she assumes have come to steal her eggs. She can be calmed down with smooth talk and a pledge that our heroes will eliminate the gremlins and their boss (who really *do* come to steal her eggs).

If Queen Formicaria is *really* won over by our heroes, she offers to imbue their weapons with her venom (extra acid damage for 1 hour).

**#6 Gremlin Camp.** Listen to the gentle snoring of **sixteen gremlins**, off-duty and asleep in their tents. Be careful passing through or poking about, however, as the gremlins are very light sleepers.

Searching reveals some miscellaneous trash that the gremlins possess. Roll 1d6: (1) rusty pair of scissors, (2) spool of copper wire, (3) leather pouch filled with oily rags, (4) tangled ball of string, (5) bag of colorful pebbles, (6) pewter statuette of a ram, covered in bite marks.

**#7 Kitchen.** Multitudinous containers, each one full of some pulverized precious metal or gemstone. Gold dust in a salt shaker over here, a sugar bowl brimming with powdered ruby over there...

There are also buckets of slimy pale-green spheres and baskets of wrinkly purple nuggets.

Plus, **three gremlins** are frying up a mountain of mushroom omelettes: a knife-wielding chef de cuisine and two prep cooks armed with red hot frying pans!

**#8 Lapidary.** A hardworking **gremlin gem-cutter** uses a spinning grindstone to turn coins and jewels into fine powder. Everything in the room is, or soon becomes, completely coated in sparkling glitter.

Scattered on the workbench are a handful of not-yet-granulated valuables. The diamond-encrusted grindstone is valuable, too, but weighs as much as a horse.

**#9 Pantry.** Aha! It's the rest of Börgunn the Bonebreaker's treasure hoard, and there's *a lot* of it! It's going to take multiple trips to haul everything back up to the surface. Try not to be too *clinky-clinky* when going back through the gremlin camp...

**#10 Fungus Farm.** This stinking cavern is festooned from floor to ceiling in fist-sized, wrinkly, purple cave fungus.

**Three gremlins** are here harvesting the mushrooms. They attempt to raise the alarm if they spot our heroes.

Any movement in this chamber requires a check against triggering a cloud of toxic spores (the gremlins are immune, of course).

Light shines up through a hole in the floor, through which one might sneakily enter the banquet hall below.

**#11 Banquet Hall.** A long table is piled high with platters of giant-ant-egg-and-mushroom omelettes, plus plentiful pots of the precious powders.

**Glintyguts the cave troll** sprinkles his meal with the sparkling seasonings, a pinch of this, a spoonful of that...

Plus, a **gremlin butler** is here to ensure that the boss never goes hungry!

**#12 Lair.** Despite his penchant for gourmet dining, the cave troll's living quarters are gross. Items here may include any of the trash not discovered in the gremlin camp. A winding tunnel leads to a well-hidden back entrance.

