

##. Frozen Giants

When the door opens read:

The stone door slides open, revealing a bitterly cold blue room. Four giants are frozen in a wall of ice, their hands reaching out of the ice as if they are grabbing something.

Area Information

The area has the following features.

Dimensions & Terrain. The room is 60-by-60-foot. The north side of the room has another stone door similar to the one just opened. The east wall is made of ice and within it are four frozen giants. Each have their right arm extended out of the ice, their hands frozen in a grasping position. The west wall has four stone slabs, each with a massive weapon resting upon it. Above each slab is a mural depicting a giant slaying a fearsome foe.

Lighting. A bright blue glow emanates from the ice wall.

Investigation. An inspection of the door to the north reveals that it is sealed shut with no keyhole or means of opening. The murals on the west wall are each 10 feet wide and 15 feet tall. The slabs below stick out of the wall about 5 feet and are 10 feet wide. Closer inspection of the slabs and murals reveal the following from north to south:

- First slab displays a glaive and its mural depicts a giant slaying a dragon with a greatsword
- Second slab displays a greatsword and its mural shows a giant slaying a Pit Fiend with a greataxe
- Third slab has a giant maul leaning against it and its mural is destroyed
- Fourth slab displays a greataxe and its mural shows a giant slaying a roc with a glaive

A successful DC 17 Intelligence (Investigation) check on the shattered mural allows it to be reconstructed to show a giant smashing a beholder with a maul.

A *detect magic* or similar effect reveals an aura of evocation magic around the ice wall.

Dispelling the wall releases the giants within.

Any examination near the ice wall reveals a small inscription across the bottom that reads in Giant: "Arm the giants free to roam, Disarm the giants frozen entombed."

Trap & Solution. Any interaction with the weapons and the slabs does nothing.

If weapons are placed into all four of the giants' hands, they will immediately break free of their frozen prison and attack the characters. These giants are **frost giants**. If any character damages the murals, the giants awaken immediately and attack with surprise. They attempt to arm themselves with the weapons in the room or throw ice rocks from the shattered wall.

To unlock the door to the north, the characters need to cut off the giants' arms that extend out of the ice wall. The door will also open if all four giants are freed and slain.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Weak:** The frost giants start at 100 hit points each
- **Strong:** The frost giants are frost giant zombies

Treasure

Room contains no treasure.