

# The Giant's Dollhouse

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## IN A NUTSHELL

The giant *Pöppelmann* loves people. In fact, he loves them so much that he's made himself a dollhouse in the mountain side, populated with both locals and foreigners he's petrified with his rod.

## THE ROD

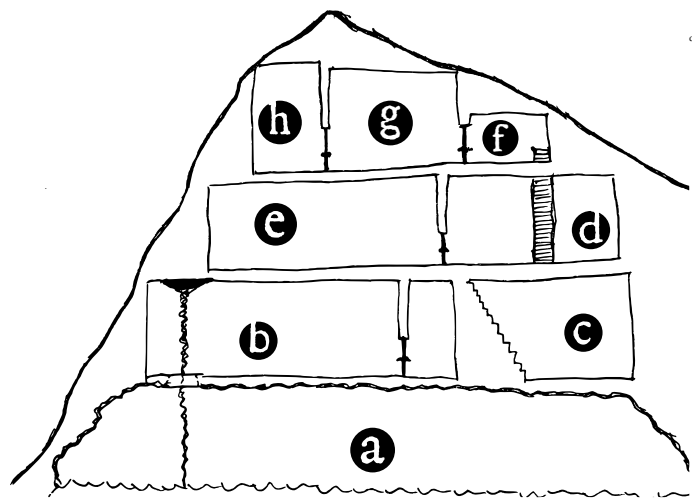
The giant's rod is carved from magical pine tree. Two large, blue gems are tied to each end; one is able to **turn people to stone**, while the other reverses the process.

These poor souls can be found in various positions throughout the dollhouse. When Pöppelmann tires of them, he often drops them in the dark water below ("cellar" **a**).

He may also bring them back to life, order them to change position ("*Sit! Bend arm! Smile!*"), only to turn them to stone again.

## AND SOME OF THE POOR SOULS ARE...

- **LADY DARNTON.** Turned to stone 300 years ago while picking mushrooms. Pöppelmann liked her clothing.
- **TENDRIK BOTHERHILL.** Petrified last spring after mistaken the dollhouse for a real home. Never awoke to his hangover.
- **SISTER TENDERTEETH.** Painted the portrait in the bedroom – and was then turned to stone.
- **PRINCESS AMARYLLIS.** *Princess of Flowers*, from far away. Petrified for at least 800 years. She smelled nice.
- **COG.** Someone's dog. Pöppelmann thought it would fit nicely in the library.
- **UR'K XIQ'T THE FEARED.** Orc from *Brimstone Mountains*. Pöppelmann told him to hold a tray and then turned him to stone, because he needed a waiter in the dining room.



- a** Cellar. Water is cold and bottomless. Eels, and something bigger.
- b** Hole in the floor. Thick hemp rope.
- c** Lounge. Lots of shoes.
- d** Crude kitchen. Ladder.
- e** Dining room. Expensive furniture & paintings.
- f** Storage room.
- g** Library.
- h** Bedroom. Painting of Pöppelmann.

## POSSIBLE ADVENTURE HOOKS

- After a night in the nearby forest, the players realise that one party member is missing. Pöppelmann has petrified him/her during the night, and taken the player to the dollhouse.
- The players meet one of the very few that has been able to flee from Pöppelmann's dollhouse. She wants them to rescue her sister. **Complication:** Pöppelmann got tired of her and dropped her petrified body into the water below. Still alive, but heavy as hell!
- Pöppelmann meets the players out in the forest. He tries to trick them into believing that touching the rod's blue gem grants them a wish.

