

G1

FIRST OF 3 MODULES

ADVANCED DUNGEONS & DRAGONS®



Dungeon Module G1 Steading of the Hill Giant Chief

by Gary Gygax

This module contains background information, referee's notes, two level maps, and exploration matrix keys. It provides a complete module for play of ADVANCED DUNGEONS & DRAGONS, and it can be used alone or as the first of a three-part expedition adventure which also employs DUNGEON MODULE G2 (GLACIAL RIFT OF THE FROST GIANT JARL) and DUNGEON MODULE G3 (HALL OF THE FIRE GIANT KING).

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Advanced Dungeons & Dragons

Dungeon Module #G1

Steading of the Hill Giant Chief

Background: Giants have been raiding the lands of men in large bands, with giants of different sorts in these marauding groups. Death and destruction have been laid heavily upon every place these monsters have visited. This has caused great anger in high places, for life and property loss means failure of the vows of noble rulers to protect the life and goods of each and every subject — and possible lean times for the rulers as well as the ruled. Therefore, a party of the bravest and most powerful adventurers has been assembled and given the charge to punish the miscreant giants. These adventurers must deliver a sharp check, deal a lesson to the clan of hill giants nearby, or else return and put their heads upon the block for the headsman's axe! Yet this charge is not as harsh as it may seem, for all have been fully equipped with all standard items needed for both wilderness and dungeon exploration; and each member of the party has likewise been given the finest horse available. Guides are available to help, and the leader has a splendid map showing exactly where the great timber fortress of the chief of the hill giants in the area is. This chief, one Nosnra, is a grossly fat and thoroughly despicable creature, sly and vicious, loving ambush and backstabbing. Furthermore, the party has been cautioned to expect a secret force, some motivational power behind this unusual banding of different races of giants. More surprises might be in store . . . Finally, the party has been instructed to keep any and all loot they chance upon, this to be their reward for the perils they are to face. They are to follow any clues discovered if such point towards the sinister hand suspected of guiding the rising, but to return at once if they should determine exactly the reason or force behind the unholy alliance. Some relic of great evil might be at hand.

CAUTION: Only strong and experienced characters should adventure into these areas if the party is but 3 or 4 characters strong. The optimum mix for a group is 9 characters of various classes, with an average experience level of at least 9th, and armed with 2 or 3 magical items each. For a small party the most important thing is **experience**, and even a party of 3 or 4 highly experienced 9th level characters can expect a reasonable chance of survival if they use their knowledge and cunning to best advantage.

Start: It is assumed that the party has safely arrived at a spot near the giants' stronghold—a small cave, well hidden, where they can be assured of being undetected. They come to the place of the giants just at dusk. There are no windows visible, but no giants—or any other creatures—can be seen about the place, although occasional bursts of shouting and laughter can be heard faintly from within. Their map warns of two giant guards at the great doors to the Steading, but none are there. (If the party comes a second time after once entering, there **will** be guards.) The time has come to see what is afoot!

If the party decides to retire between forays against the Steading, they may be assured of relative safety at the hidden cave base camp—provided they take moderate precautions not to leave a plain trail or be followed to this sanctuary. There are sufficient supplies there for several weeks' stay. Each time they return to this base camp they may receive experience points benefits, if any, accruing to them because of the previous adventure. It may likewise be assumed that magic-users have their spell books hidden there.

Notes For The Dungeon Master

There is considerable information contained herein which is descriptive and informative with respect to what the players see and do. Note that this does not mean that you, as Dungeon Master, must surrender your creativity and become a mere script reader. You must supply considerable amounts of additional material. You will have to make up certain details of areas. There will be actions which are not allowed for here, and you will have to judge whether or not you will permit them. Finally, you can amend

and alter monsters and treasures as you see fit, hopefully within the parameters of this module, and with an eye towards the whole, but to suit your particular players. Morale should not be a factor in most giant actions.

If time permits, the giants will organize traps, ambushes, and last ditch defenses against continuing forays into their stronghold. You must work up such cases and plans according to existing circumstances, but assuming clever advice to the giants.

If you plan to continue this campaign by using the other modules in the series, be certain to keep track of the fate of important giants and their allies or captives. The former will generally flee to the next higher ranking stronghold, and the latter will be available for assistance to some parties. This assumes survival, of course, as well as opportunity. Some provision for movement of surviving giants is given in the latter scenarios, but you will have to modify or augment these groups according to the outcome of previous adventuring by your party. This principle will also hold true with regard to any additional scenarios which you use if they concern any of the creatures connected with this series. Such continuity of encounters will certainly tend to make the adventures of the party more meaningful and exciting.



Upper Works: The map shows the huge timber stronghold of the local clan of hill giants. All outer walls are of logs of at least 3' diameter. Inner walls dividing rooms and the like are about 2' thick, and doors are great iron-bound log affairs of 1' thickness—single doors being approximately 7' wide and 6' high. All inside floors are of stone. Ceiling height varies from about 16' at the edges to 32' at the center, and there are great blackened rafters above which hold up the roof. The Steading is in a nasty damp area, where hard rain is a daily occurrence and wet fogs a nightly event. All wood in the place is very damp. (Normal fire will have only a 2% chance per round of burning or setting the place afire, and even magical fires will have only an 8% chance per round of the same.) If the party should manage to set the upper works of the Steading aflame, they will be forced to wait a week before trying to discover a way into the lower (dungeon) level, for hot embers will prevent entry before this period of time. Note also that ALL loot from the upper works will be lost in such a fire, but that all giants from location 11 of the upper level will escape to safety in the lower level, going to location 26.

A normal die score is required to open all doors due to their great size and weight. Doors will stay open if left that way. Fireplaces are indicated, but the locations of cressets and braziers are not. Location 22. is an open stockaded yard, while rooms 23-25. are an outbuilding which is connected to the main lodge by a huge palisade of tree trunks 3' in diameter and 30' tall.

Giant's Bag Contents: There will be numerous occasions when bags and chests will be searched by the party. The contents of these containers may be determined randomly by using the table hereafter. The number of items in the bag or other container is simply determined by rolling five four-sided dice (5 d4) to obtain a random number of items between 5 and 20. A roll for each item is then made on the CONTENTS TABLE.

Giant's Bag Contents Table:

Item In Bag or Other Container

01-03	old axe blade for use as hand chopper
04-17	boulders, small (1-4)
18-19	bowl and spoon, tin or pewter, battered
20-21	brass items, various and sundry, bent
22-23	caltrops, iron, large (1-6)
24-25	cheese, hard, slightly moldy and stinky
26-30	cloak, shabby, wool or hide
31-32	comb and hairpins, bone
33-40	cooking pot, iron
41-43	horn, drinking
44-47	knife, skinning
48-53	linens, various, soiled, patched
54-60	meat, haunch of
61-64	money, copper (100-400 pieces)
65-67	money, silver (20-80 pieces)
68-69	money, gold (10-40 pieces)
70-76	pelt, fur, worthless and mangy
77-83	rope, 10'-120' coil, very strong
84-85	salt, small bag or box of
86-90	sandals, old
91-98	skin, water or wine, full
99-00	teeth or tusks, animal, no ivory value (1-8)

It is suggested that no item be duplicated; roll again if a duplicate item is indicated by any given roll.



KEY TO THE UPPER LEVEL

Wandering Monster:

1. 4-12 orcs rushing to get shields for platters
2. 2 hill giants from 11. going to sleep off a drunk
3. 3 ogres from 11. going to get on of the guards
4. 1 hill giant from 11. taking a stroll

Great Hall to 11.: Encounter 1 in 8 ("1" on d8)

1. 1-4 hill giants heading for 13 from 11.
2. 1 cloud giant from 11. heading for front gate
3. 2 stone giants from 11. heading for front gate

Eastern Section: Encounter 1 in 12 ("1" on d12)

1. The giantess coming from 11. to get her cave bear
2. 1 hill giant with 1-4 dire wolves from 22. going to 4.
3. The chief and 2 ogres going to get some trophies from 6. to show off in the Great Hall
4. 2-8 young giants from 3. heading through 22. to raid the pantry at 18.

Rooms and Areas

1. ENTRY AND CLOAK ROOM: The place is bare, but there are many pegs along the walls, and various items of giant outerwear (capes, cloaks, etc.) and bags hang from them. Use random bag contents for any opened. Noise could alert A. or B. below:
 - A. 2 snoring hill giants, supposedly guarding the entrance (H.P.: 40, 34). There is a nearly empty keg of ale between them. Unless attacked and slain immediately, any molestation will enable one to alert the other guard at B. There is 1 chance in 20 that any well-planned scheme to kill them will fail, otherwise they can be slain simultaneously and quiet maintained.
 - B. Steps leading up to the watch tower where another hill giant guard (H.P.: 27) is dozing. A flagon which contained mead is at his hand. An iron hoop and straight bar hanging on ropes from a rafter above will alert the place if struck together. The giant wears a belt with a gem-set gold buckle. The 6 gems are worth 100 g.p. each. The gold in the buckle is worth 100 g.p., but as a piece of jewelry the item has a value of 1,400 g.p.
2. SUB-CHIEF'S ROOM: This place contains a scattering of furnishing (hides on the floors, a bear skin on the wall, a chair, a stool, a huge chest, and a vast bed mounted with furs). On a shelf 9' above the floor are a beaten silver comb set with four 50 g.p. gems (value 300 g.p.), a copper mirror (200 g.p.), and a large gold hair pin with a 500 g.p. pearl (800 g.p. value). Under the furs on the bed is a sleeping giantess (H.P. 29) who will awaken on a 1 in 4 or if a loud noise occurs in the room. The chest contains 980 c.p., 320 sp., and 1,500 g.p.
3. DORMITORY: Here 12 young giants (H.P.: 26, 24, 3x21, 18x17, 2x16, 14, 13) are rollicking, and beefy smacks, shouts, laughter, etc. are easily heard. All these creatures have weapons and will fight as ogres. (Note that noise from here will be regarded as the "kids" having fun ...) There is no treasure, but by wearing the young giants garb, with suitable padding, the party could pass as the youngsters if not seen closer than 20'.
4. BARRACKS: 2 soundly sleeping giants (H.P.: 39, 38) can be heard snoring among the 10 beds and 10 chests in this room. There are items of clothing hanging from walls and a couple of torches are smouldering in wall cressets. No treasure is in the room, save a small pouch in the first chest searched, which will contain 110 p.p.
5. MAIDS' CHAMBER: 4 giantesses are in this room (H.P.: 34, 27, 24, 23), and there are the usual furnishings about the place. Only the nasty old matron (the strongest of the 4) is inclined to fight, but she dominates the others. If the matron is slain the 3

others will not fight, and will even co-operate with the party by describing rooms 8., 9., and 10. (the chief's sanctums) and telling how to get there safely if they are allowed to have the matron's hoard of treasure. In an iron chest under the maton's bed are 3 bracelets worth 2,000—8,000 g.p. each, 3,000 g.p. and 4 potions (**extra-healing, hill giant control, healing, poison**). Note that the maids do not particularly want the potions.

6. HALL OF THE CHIEF: Numerous interesting things fill this place. There are 2 tables, 5 chairs, 2 stools, and rugs, hides, and skins on the floors and walls. The tables have pottery flagons and platters on them, and pots and kegs are all about the place. There are trophies on the walls: heads (dwarven, human, and various animals and monsters), skulls, skins, and some arms and armor. Directly across from the fireplace are 8 shields, one of which is +3 magical (but only a **detect magic** spell will reveal it as such). There is a brass jar on the mantle of the fireplace, but it has no value. A skull there is also valueless, but inside is a large gem worth 2,000 g.p. — one of the kids was playing with it and stuffed it inside the skull and it has been forgotten.
7. CHAMBER OF THE CHIEF'S WIFE: She is at 11., but the room has her pet cave bear (H.P.: 35) which acts as a guard and will immediately attack any intruder, for it can smell the person at the door. The bear makes no noise. There is a bed, small table, chair, stool, 2 chests, a coffer, and rugs, hides and the like in the chamber. The chests contain only clothing, as she wears her jewelry, but hidden in the straw mattress is a leather pouch with 29 gems in it: 15,000 g.p., 31,000 g.p., 4500 g.p., 8100 g.p., 550 g.p., and 810 g.p. value.
8. CHIEF'S CHAMBER: This room is hung with rugs and skins and there are hides on the floor. There is a bed, 2 chairs, a small table with a tun of cheap wine on it, an old shield and some of the chief's weapons (in the corner), a chest with his clothing, and other clothing hanging on pegs. A thick chain (for his cave bear) is set into one wall. Nothing of value is in the place.
9. ARMS ROOM: This is the location of the better trophies and personal armor, shields, and arms of the chief. There are also 4 huge fur capes. Although there is no real value to most of the items herein, there are 5 **javelins of lightning** wrapped in an old rag which is stuffed under a cloak thrown into a far corner and shielded from sight by 3 spears and a club leaned against the wall in front of it. Of the other dozen or two items in the place, only one of the capes, a giant otter fur (2,000 g.p. value), has any worth to the party.
10. SMALL DINING ROOM: This room is also used for the council meetings of the chief. It contains a long table, a great chair, a lesser chair, and 6 stools. There are several shelves, a smaller table and chair, and some miscellaneous items (a mug, some paper scraps, and old knife, a rock paperweight, etc.). There are hides on the walls and floor. The secret door to 10A. is merely a hidden door concealed behind a manticore hide hung on the wall. A rough skin map of the area, showing past and planned raids, hangs on the wall opposite the fireplace.
- 10A. Several scroll tubes are concealed in this room, under a stack of logs in the alcove to the northwest. Only one tube has anything in it, this one being sealed and marked with a triangle containing a Y. Inside is a set of instructions on the next raid, written in giantish, and signed "Eclavdra". Also in the tube are the plans for the Steading, but this plan does not show the lower level. Note that the steps lead to the secret area of the dungeon level.
11. LONG HALL: This 80' long passageway is dim, shadowy, and generally deserted and ignored, for all of the feasting and fun is beyond in the Great Hall. A few torches burn smokily along either wall.

GREAT HALL: This place contains trestle tables, benches, stools, etc. To the north of the fire pit (where a whole ox, 2 sheep, and 4 pigs roast) is a higher table where the chief, his wife, the cloud giant, the sub-chief and the 3 stone giants are seated. On the wall directly behind the chief is a small ballista which he uses as a crossbow (30" range, fires 1/round, 2-18 vs. man-sized, 4-24 vs. larger creatures). It fires spears, and there are 6 there. Barrels and kegs of ale, beer, and mead stand here and there. All of the tables are full of various sorts of meat, cheese, bread, and drinking containers (horns, mugs, cups, etc.). There is singing, talking, laughing, shouting, arguing, wrestling, joking, and the like going on, so the place is a veritable din of noise. The following creatures are in the hall:

Chief Nosnra & wife:	H.P.: 65, 41 (he fights as a frost giant, she as a male hill giant)
Sub-chief:	H.P.: 49
Cloud giant:	H.P.: 63
3 Stone giants:	H.P.: 51, 48, 43
22 Hill giants:	H.P.: 44, 3 x 40, 39, 5 x 38, 5 x 37, 3 x 36, 33, 30, 2 x 27
8 Ogres:	H.P.: 31, 29, 3 x 28, 27, 26, 20
Cave bear:	(beneath chief's table) H.P.: 43

Each giant wears 1 to 4 pieces of jewelry worth 200—1,200 g.p. each. Ogres wear but half that amount worth 200-800 g.p. each. The sub-chief will have 4 pieces. The chief and his wife also wear 4 pieces of jewelry, each worth 1,000-8,000 g.p. The chief's pet bear has a jewel studded collar with 6 rubies worth 1,000 g.p.

Note that various servants and orc slaves will be entering the Great Hall from the west.

12. ARSENAL ROOM: There are 30 helmets, 26 shields, 22 spears, 9 clubs, and 3 great axes around the place. None of these are of use to the party.
13. WEAPONS ROOM: Spears, shields, clubs, and axes are abundant here — no fewer than 12 of each, all sized for giants, of course. There are 4 great swords (two-handed with respect to man-sized creatures), 2 huge iron maces, and a sheaf of 6' long spears the giants use for javelins. All shields are against the walls, and behind the 7th one checked will be found a magic **war hammer +2**. One other hammer is out of sight in a corner, and it is seen by close inspection. This weapon has a **magic mouth** spell placed on it to speak to a dwarf: "Here's a kiss for you, runt!" so until it has spoken it will radiate magic very strongly.
14. MAIN GUEST CHAMBER: The cloud giant and the 3 stone giants (now at 11.) are lodged here. There are 6 beds, 4 chairs, 4 stools, 7 chests, and two tables in the room. Various skins and hides cover the floors, several hang on the walls, and there are giant garments on several pegs. All found are worthless, as are the contents of all chests and the 4 bags tucked under the beds. One torch burns smokily at the west end of the room in a wall sconce; at the other end is what appears to be an unlit torch, but it is actually a **giant slaying sword** belonging to the cloud giant, and if it is touched the special illusion is dispelled. Note that the sword is unique, with 14 intelligence, 8 ego, and speaking hill, stone, and frost giant languages in addition to the common tongue and the language of Neutral Good (which alignment the weapon is). It detects enemies, but the sword has no other powers. It is +2 in general and +4 versus any sort of giant (scoring that plus in damage, of course).
15. COMMON ROOM: The place has 10 cots, 10 boxes, 4 stools, 1 table, 2 benches, and various odds and ends—all of which are of absolutely no value.



16. COMMON ROOM: This place is almost identical to 15. above, with a few cloaks, some hides on the floors and walls, etc. A small chest on a stool in the northeast corner of the room contains some dwarven and elven ears, and one of them has an earring in it with a 100 g.p. gem.
17. KITCHEN: This is a typical giant kitchen with counters along the walls, several tables, benches, a stool or two, and various items for cooking and baking (pots, kettles, bowls, knives, forks, spoons, ladles, spits, and so forth). There are 29 orc slaves about the place who will run away from any strong-looking party. The 5 giantess serving maids and 11 young ogre servants will also run, but they will call for help. (Assume all creatures herein have absolutely average hit points, the ogres having but 12 due to their age.) There is nothing of value. (See 18. below for further details of the items about the place.)
18. KITCHEN WORKROOM: This is also a ready storage area and eating place for servants. There are 3 tables, a long counter, stools, benches, and kitchen gear about. There are numerous sacks, boxes, and barrels containing flour, dried meat, dried fruit, honey, etc. Various cheeses, smoked meats, and sausages hang from the rafters. There are several casks and tunns of ale, beer, mead, and wine. Loaves of bread are stacked on one table.
- 18A. This is a storage room with more provisions as above, as well as the stairs leading to the lower level.
19. SERVANTS' QUARTERS: This large common room has various sizes of cots, tables, chairs, stools, and the like. It is cluttered with old clothing and junk. In it are 6 giantess maids (non-combatants) and a "handsome" giant warrior (H.P.: 43) who will immediately do battle in order to show off for his admirers. He will not raise a cry for help unless brought to 50% or less of his hit point strength. On the round this happens, he will raise help by shouting with a 60% chance each round of being heard. (This giant is the dire wolf keeper—see 22.—and he has a whip hanging beside the door to the east. The whip need only be shown to the wolves to make them cower and fall back.)
20. ORC SLAVE QUARTERS: This hall is a messy and smelly place filled with pallets and junk. All but 2 of the slaves are working elsewhere, the 2 in this place being too injured (since giant kicks break bones) to labor. They will happily aid a party which will spare their lives and set them free. These orcs know about the rebellion in the dungeons, and they will tell the party that any orcs they see there should be hailed as friends. Otherwise, they know only the kitchen area and the Great Hall.
21. OGRE QUARTERS: The hill giants employ ogres for scouts, messengers, servants, and the like, for the ogres are trusty flunkies as well as hard workers and fighters. In addition to those in the Great Hall and the young at work in the kitchen area, there are 5 of them here (H.P.: 26, 23, 18, 16, 15) playing at knucklebones and drinking small beer. Amidst the heaps of skins on which they sleep (there are 22 such heaps) is hidden a leather sack (heap 15) containing a potion of **storm giant strength** and a **delusion** potion. Locked in a great iron chest with the key held by the strongest ogre (now at 11.) are 955 s.p., 705 g.p., and 79 p.p. The strongest ogre in the room wears a 1,000 g.p. gem on a thong around his neck. The creatures have 381 c.p. as stakes for which they are playing. Noise from this place will attract no attention whatsoever.
22. OPEN COMPOUND: 14 dire wolves run free here (H.P.: 25, 23 22, 2 x 10, 19, 3 x 18, 2 x 17, 15, 13, 12), and they will immediately attack any non-giant or non-ogre entering their area. Note that if they see the whip (room 19.), however, they cower and make no sound, but otherwise they howl and bite!
23. GUARD ROOM: There is a huge horn to wind to call the dire wolves. It rests upon the small table in the center of the room. There are 8 stools and 2 benches along the walls. A sheaf of 18 spears is by the door. A line of 7 giant-sized shields and 4 clubs stands along the south wall. No creatures are in the room.
24. BARRACKS ROOM: This room contains 10 beds, 10 chests, 10 stools, 2 tables, 1 bench, and miscellaneous junk. There are a few hides on floors and walls. Several broken weapons and dented helmets are strewn about. The place is deserted.
25. BARRACKS ROOM: Identical in contents to 24 above.
- A. This alcove off the barracks belongs to the sergeant of the guards who is now away feasting. There are 3 chests in his area, all filled with clothing and equipment for the troops and himself. A sack on the wall holds giant-sized boots, and one at the bottom holds 1,300 g.p. and 8 100 g.p. value gems. Another sack under his cot has nothing but old helmets in it.

KEY TO THE DUNGEON LEVEL

Note Regarding the Dungeon: It will be evident from merely descending the stairs and observing the walls that the masonry work is quite good, certainly superior to orcish work, except in a few places. The observant party will note that most of the stonework is old, even that which bears recent chisel marks or is patched with new mortar and shored up with newly hewn stone. Passageway ceilings are arched and buttressed every 10', with the peak of the arch about 17' overhead. Ceiling height in most smallish rooms in the dungeon is 20' or so, again arched and buttressed. In the large rooms and chambers the ceilings are 30' high. The overhead in the natural cavern area (19-21.) is of varying height, passages about 10', and large areas about 20' or more. The roof of cavern 23. is about 40' high. All natural cave areas have stalagmites.

Wandering Monsters:

All Non-Natural Areas: Encounter 1 in 12

1. 4 ogres (H.P.: 23, 22, 20, 27) seeking some orcs
2. The Keeper (see 2. below) and his pet out inspecting
3. 12 orcs (H.P.: 9, 8, 7 x 7, 6, 5, 4) with 2 heavy crossbows (2 poisoned bolts—see "B" below) out raiding for food

Other Areas: Encounter 1 in 20

In 19.-20.: 1-4 Subterranean lizards (from 21. below)

In 21: 1-3 carrion crawlers coming up from the sink holes

Rooms and Areas:

"B": Boulder wall and orcish strong point (see 19).

"G": Posts for rebel orc guards.

"W": Watch points for bugbear guards.

1. MARSHALLING AREA: This room is primarily meant as the place where slaves are rounded up and sent about their tasks under guard. It is also used for the revels of the other dungeon crew when off duty. There are a few smoky torches burning along the walls. The benches and tables are pushed out of the way against the walls, revealing a floor of blackish stone, much worn by the tread of countless feet.
2. CHAMBER OF THE KEEPER: The Keeper is a ghastly hill giant, hunchbacked, twisted, and with but one good eye. He is thoroughly wicked and evil, strong (H.P.: 49), and remorseless. He is never without one of his 2 pet carnivorous apes (H.P.: 29, 26), and both are in his lair, one guarding to the north of the door, the other on a platform built above it! The Keeper has a chain shirt which makes him AC 3, and he fights with a **battle axe +3** (+3 to hit, +3 hit points of damage). His room has many skins on the floor, a bed, table, chair, 2 boxes, several crates and barrels, 1 chest, and odds and ends of armor, weapons, furniture, tableware, and so forth. None has any value. A loose stone in the floor hides his treasure: 5,400 g.p., 5 500 g.p. gems, 4 100 g.p. gems, and a large earthenware jug which holds 4 potions of **water breathing**.
3. CELL BLOCK: In the outer guard room are 2 bugbear guards (H.P.: 17, 14) armed with morningstars. If not engaged immediately, they will raise an alarm by striking a large brass gong near the door. If they are prevented from doing this, and are faced by an obviously superior enemy, they will direct the opponents to cell iv. (see below), and when the party is occupied the bugbears will smite the alarm and flee. The room contains a table, 2 stools, torches, and keys to cells i, ii, iii, and v.

In the cells are:

- i. 1 human prisoner, a merchant, now quite insane.
- ii. 1 human prisoner, an engineer, kept alive to help with the excavation of new areas of the dungeon. He cannot aid his rescuers, but he will take service.

iii. An elf fighter/magic-user (5/8 levels but no spells and wounded from torture—31 hit points now 14) chained to the wall. He has 17 strength, 17 intelligence, 14 wisdom, 16 dexterity, 15 constitution, and 11 charisma. He will serve with any character of **good** alignment for 1 year after rescue without pay in gratitude for his freedom.

iv. TRAP: 3 skeletons, each wearing a brass ring with a glass gem. The bugbear guards will claim that they have been instructed to keep these skeletons safe, as there is something magical about them. They have no key to the cell to back up their tale, but the lock can be forced with ease. As soon as the cell door is opened, the 3 skeletons spring to attack with swords previously covered from view by dust and dirt. Each skeleton takes 8 HP.

v. Large cell with 5 captured orc rebels. 3 others of their number have already been tortured to death and eaten, so they will be very willing to help any creature promising them escape from the toils of the giants. These orcs will lead the party to 19. if they wish, and will see them safely past the guards behind "B" if they can handle the bugbear at 'W' to the west of that place.

4.-8. BUGBEAR QUARTERS COMPLEX: Each of these areas will have a few torches and braziers burning. There will be a few hides and skins on the walls and floors, straw and similar litter mounded for bedding, a few stools and small crates, boxes, and the like for (worthless) personal belongings, and tables with scraps of food and odds and ends of eating utensils upon them.

4.12 bugbears at ready (H.P.: 20, 4 x 15, 6 x 14). Each has a spear and morningstar, the former for hurling. They have 2-8 g.p. each.

5. 12 bugbears asleep. These monsters are identical in all respects to those described in 4. above.

6. 12 bugbears as in 5. above.

7. Chamber of the bugbear captain: 5 bugbears (H.P.: 24, 4 x 19), the captain and 4 lieutenants, are sitting around a crude table drinking ale and discussing a plan to wipe out the orcs in area 19. The captain attacks as an ogre and is equal to AC 4, doing +2 on damage and having a +1 chance to hit. All these bugbears have bastard swords. The lieutenants have 20-80 g.p. each. The captain has that plus 31 10 g.p. gems, the latter hidden in a pouch under his armor.

8. 6 bugbear guards: These alert fellows are readying for an attack. One always is at the south exit watching "B" to the east. They are armed with hand axes and morningstars (HP.: 21, 3 x 17, 16, 13).

9.-11. SLAVES' QUARTERS (GOOD BEHAVIOR AREA): These areas have a few smoky torches on the walls and moldy straw strewn on the floor. Some benches are built into the walls. Each door is barred from the outside with a heavy iron rod.

9. 24 unarmed orc slaves, very poor morale.

10. 30 unarmed orc slaves, very poor morale.

11. 24 unarmed orc slaves, very poor morale.

12.-14. SLAVES QUARTERS (UNRULY): Note positions "W" have 1 bugbear (H.P.: 16) each hand axe and morningstar armed, constantly alert and watching. Each area is secured by a barred gate through which the bugbears can see. Each set of bars is secured by lock and chain as well as bolt. The chambers are unlit, have only scanty straw, and are quite noisome with orc odor.

12. 48 unarmed orc laborers, fair morale.
13. 24 unarmed orc laborers, fair morale.
14. 16 unarmed orc laborers, highly anxious to attack their captors, good morale.
15. TORTURE CHAMBER: This large area contains various implements for torturing prisoners large and small. There are an iron maiden, 2 racks, thumbscrews, iron boots, chains, whips, branding irons, strappadoes, etc. A fire put in the center of the room gives it all a hellish light. There are 2 dozing hill giants (H.P.: 39, 36) behind the large rack to the north, one with a gold chain set with a fire opal (2,000 g.p. as jewelry, 1,300 if damaged).
16. ARMORY AND SMITHY: Here are stacks of giant arms and armor, being repaired or fabricated. In the area first entered are 19 pike-sized spears, 41 6' spears, 16 battle axes, 9 two-handed swords, and other weapons and armor usable only by giants. A bit further on are some helmets balanced on shields and propped up by 6 each war hammers and maces, and if these are touched the whole will fall with a clatter to warn the Armorer and Smith of trouble. These two are fire giants (H.P.: 57, 50) who will immediately raise a shout and come to fight. They are by the forges and bellows in the eastern section of the area. There are 7 dwarves chained there, forced to labor making weapons. Six of the latter are useless to the party, being intent only on immediate escape, but one is an 8th level fighter (18/29 strength, 8 intelligence, 11 wisdom, 10 dexterity, 17 constitution, 6 charisma; 70 hit points) who will serve with the party as long as he gets a treasure share equal to his level and a chance to fight giants. The fire giants each have a sack filled with 4,000 g.p.
17. Passage to 17A., blocked by stones: Orcs have piled finished and rough stones before the door to close it. The wooden door itself is bound with moldering bands of bronze, and a heavy bronze bolt secures it. The corridor is disused, dusty, and reeks disgustingly.
- 17A. WEIRD ABANDONED TEMPLE: This room is of faintly glowing purplish green stone, carved with disturbing shapes and signs which seem to stare out from the walls and columns, to shift position when the watcher's back is turned. Touching the walls makes one chilled, and contact with a pillar causes the one touching it to become nauseous. At the far west end of the temple is an altar of pale, yellow-gray translucent stone. It feels greasy to the touch, but it has no effects upon those who touch it. Behind this altar is a flight of low, uneven steps which lead to an alcove with a concave back wall of purplish-black, glassy appearing substance. If any creature stands before this wall and gazes upon it for one round, a writhing amorphous form of sickly mauves and violets will be seen stretching its formless members towards the viewer. This sight causes the creature seeing it to have a 50% chance of becoming insane. If the creature does not go insane, a touch upon the curving will cause a **scarab of insanity** to appear upon the altar for the first one so doing, and a 5,000 g.p. gem for the next.
18. VESTRY (?): The visible walls of this place bear faint traces of disgusting murals and bas-relief depictions of nasty things. A flight of ridged, step-like stones slants steeply downwards toward the south, but this way is completely blocked by tons of stone blocks and rubble.
19. NATURAL CAVERN: This place is part of the large area of natural caves and caverns which the ancient builders of the dungeon came upon. It is now inhabited by 78 escaped orc slaves, rebels against the hill giants, for whom the place is a sanctuary. (See "G" above.) The orcs are armed with clubs, axes daggers, and various cast-off weapons, although there are 7 crossbows amongst them. There are 3 leader-types(11, 10, 9 hit points, fighting as gnolls, and doing +1 damage), 12 guards with great strength (8 hit points each), and 63 others with 5 hit points. They obtain food from raids, supplemented by fungus found in a subterranean cave which is entered through the sink hole in the southwest of the cavern. They have an uneasy truce with the troglodytes (see 20, hereafter), and trade food to these creatures for water. The total of the orcs' treasure is 45 g.p., 23 s.p., and 119 g.p. if approached in a non-hostile manner they will become agreeable if fighting against bugbears and/or giants is mentioned.
20. TROGLODYTE CAVERN: A small tribe of trogs' are forced to dwell there. There are 20 males (H.P.: 45, 2x 14, 2x 13, 12, 6x 10, 9, 5x 8, 7, 6), 13 females (13, 3x 11, 10, 9, 8, 2x 7, 6, 2x 5, 4), and 7 young (all 2 hit points each). Being trapped between the orcs at 19 and the lizards at 21 they are trying to make do until they can escape. The leader has 4 500 g.p. gems, and there are 7 100 g.p. and 2 50 g.p. gems amongst the other males. They are regarded as holy things by the trogs, and any creature touching the gems will be savagely attacked.
21. LIZARDS' LAIR: A mated pair of exceptionally old and large subterranean lizards (H.P.: 47, 40) have chosen this spot to raise their 4 young (H.P.: 25, 22, 20, 19). These reptiles occasionally dart forth on forays to hunt and devour troglodytes or orcs, but their main hunting ground is the series of caves beneath their own, the entrance to which is through the sink hole at the east edge of their lair. (The lizards feed upon the fungus and the fungus eaters.) They are without treasure.
22. PARTIALLY CLEARED PASSAGE TO CISTERN: The well-like chamber at the end of the broad passage is filled with a deep pool of water. This dark liquid is cool and wholesome to drink, and nothing dwells in it. It is an emergency water supply fed from several spouting springs which come through holes in the wall to the west. The pool is 14' deep, and at the bottom is a small outlet (large enough for a man to pass through) of finished stone, obviously man-made if anyone is there to see it. This outlet gives a slanting, upwards access to the stream which flows through cavern 23. Any creature going down the stream will come out about a mile below the Steading in a small pond.
23. CAVERN OF THE CARRION CRAWLERS: All carrion crawlers in the whole complex of caves and caverns come to this area from time to time to breed. Over the years a litter of bones has built up from the prey these creatures have dragged here to devour at leisure. All sorts of bones, human and otherwise, are heaped and piled here and there. Seldom does any other sort of creature venture into the place, for any that do usually end up by adding their bones to the litter. There are 2 crawlers (H.P.: 19, 16) in the northeast finger of the cavern. Every turn there is a 30% chance that 1-3 more of these monsters will appear (dice for hit points) from the north or south along the stream or by one of the sink holes. There is treasure in the place, but it will take 3 persons to search a 10' x 10' square area in 1 turn. Each area thoroughly checked might discover some treasure, but each such area may be searched but once. Use the following table to determine what is found.



Die Roll	Result
01-25	no treasure
26-35	1-100 c.p.
36-45	1-100 s.p.
46-55	1-100 e.p.
56-65	1-100 g.p.
66-70	1-20 p.p.
71-75	1-8 gems
76-82	1 piece of jewelry
83-87	1 potion
88-91	1 scroll
92	1 ring
93	1 wand (or rod or staff)
94	1 miscellaneous magic item
95-97	1 sword or misc. weapon
98-00	1 armor and/or shield

24. STORAGE ROOM: (This area will house any ogres surviving from a burning of the upper level if applicable.) The chamber is filled with scattered tools for digging and stone masonry. There are shovels, pickaxes, hammers, drills, chisels, baskets, and so forth, many sized for giants, others for smaller creatures. The door to the north is locked with a huge padlock.

25. WINE CELLAR: The door to this room is also padlocked. In addition to several large casks, 11 big barrels, and some various kegs, there are 13 tuns (5 gallon) of exceptional wine stored here. Each has a bung seal with a blob of black wax impressed with a death's head. If the wine is tasted it is 75% probable that the taster will continue to quaff it until in a drunken stupor. (One quart will make a giant reel, while a gill will make a human tipsy. It is the property of the creatures masterminding the attacks by the giants, a gift to the chief for his good services, but the party can at best guess at this fact. The wine is black, has a slightly earthy smell, and tastes like no other such drink.) It has a market value of from 200 to 800 g.p. per quart.

26. GALLERY UNDER CLEARANCE: (Note that here, and at 27., will be the location of giants surviving a burning of the upper level of the Steading.) The north face of this area is being cleared, and a few tools are in that area. The place is otherwise unremarkable and empty.

27. CHAMBER UNDER CLEARANCE: Another unlit and unremarkable place with a few tools left laying around.

28. QUARTERS FOR STONE GIANT MINERS: 3 stone giants (H.P.: 47, 44, 39) who are subordinates of the leader in the Great Hall above make this their abode. There are piles of skins about, 5 cots, several stools, 2 tables, and several chests and sacks containing personal gear. These monsters are the master miners and engineers for all work in the dungeon. There are 14,230 g.p. in the third chest opened.

29. EMPTY CHAMBER: At first glance the whole place will appear to be unused, but there will be a faint glint of light from the far wall (western). Was that the gleam of light reflected from a gem? Entering to see what the glitter was will reveal a pile of coffers, one tipped so as to spill its contents of (phony) gems and jewelry. The dotted area to the east shows the spot where thick iron bars will drop to trap intruders. (See 30. and 32.)

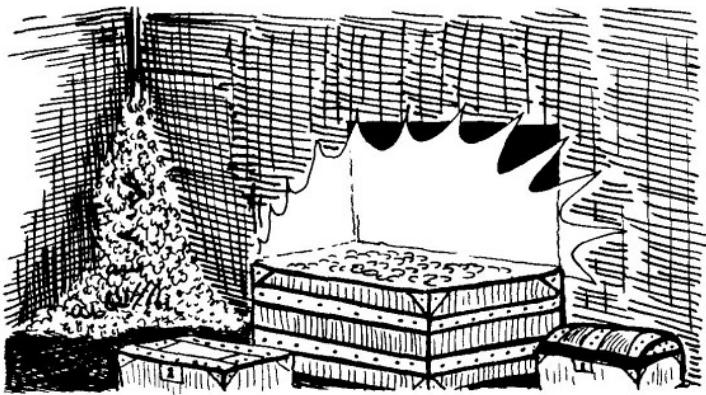
30. PRISON: This area holds 4 insane manticores (H.P.: 51, 48, 45, 40). These monsters are caged here by Nosnra to guard his treasure. They are fed kitchen garbage dumped down a chute from above, and the manticores are wild with rage at their captivity. They will insanely attack any creature if the opportunity presents itself. The dotted areas to the north show where bars are (the south line) and where others will drop (the north line) after the monsters enter chamber 29. The bars which hold them

prisoned are thick, and close set, so the manticores cannot fire their tail spikes through the gaps; but those bars which are to the north are not so closely set. (See 32.)

31. MINOR TREASURE ROOM: This place is the storage area for the excess coinage of the chief. There are 7 chests and some empty boxes. The chests contain:

1. 13,000 c.p.
2. 27,300 s.p.—scything blade trap which inflicts 2-12 h.p. damage, chopping off a member on a score of 20.
3. 7,140 e.p. and a poison potion.
4. 27 copper ingots each worth 400 c.p.
5. empty.
6. 11 ivory tusks worth 1,000 g.p. each
7. 980 gems of 1 g.p. value each—poison needle trap in lock, another in (empty) false bottom.

32. SECRET ROOM: This hidey-hole is provided with spy holes for the chief so he can look out upon areas 1. or 29. (There are also spy holes at about 5' height which the hill giant has never noticed.) There are three levers on the west wall of the room; each raises and lowers one of the sets of bars which are described at 29. and 30.



33. THE CHIEF'S TREASURE ROOM: The hidden pit with a snapclosed trap door cover has 4 iron spikes set into the floor 10' below, and each is poisoned. There is a 50% chance to fall into the pit, each person passing over the area checking—a second line having but a 25% chance of falling in if persons in a leading row drop into the trap. The room has various items which will immediately be noticed:

Large Chest: 23,840 g.p.

Iron Box: locked, 4,139 p.p.

Small Coffers: 41 100 g.p. gems, 13 500 g.p. gems, and 8 1,000 g.p. gems.

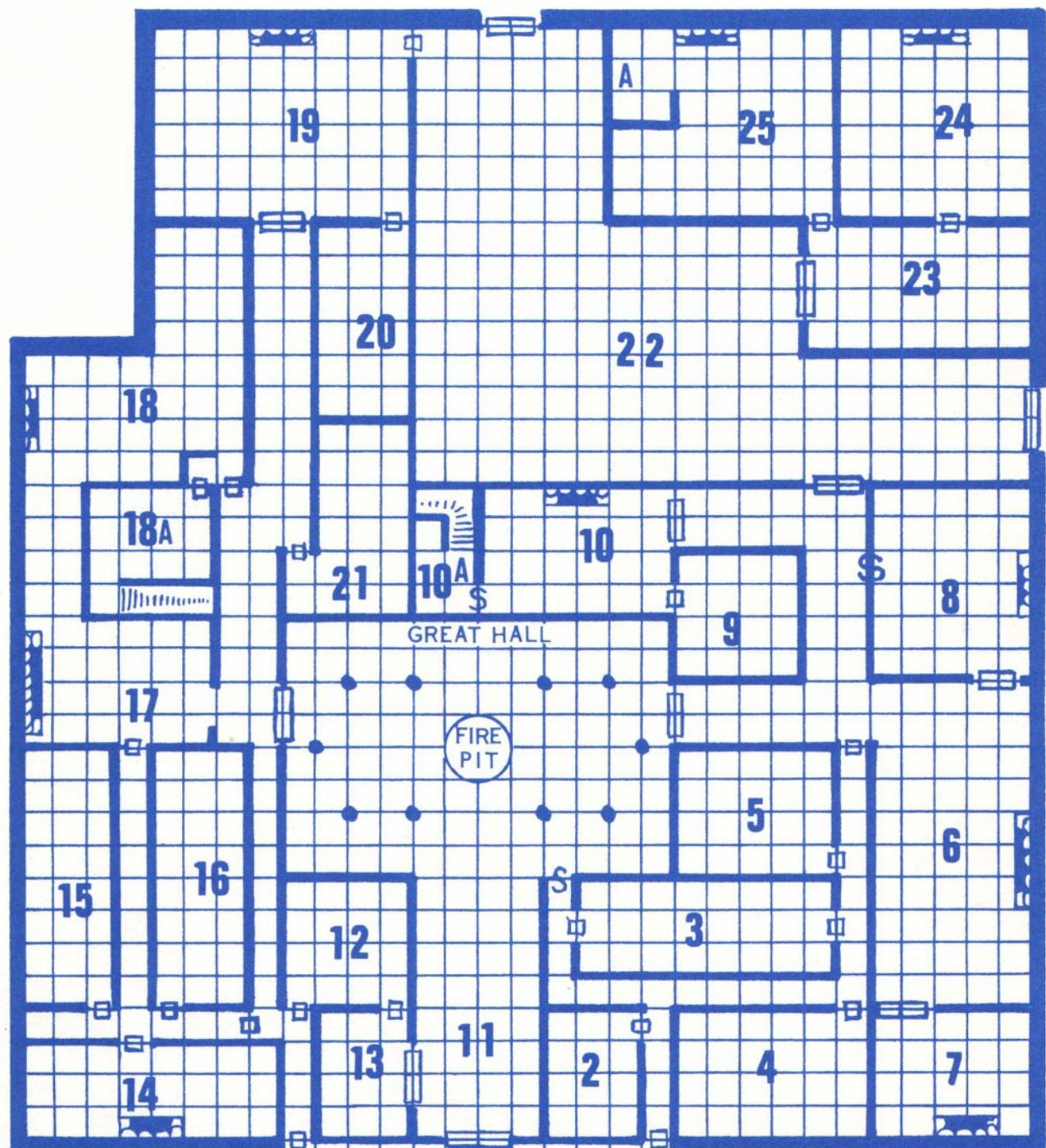
Small Coffers: 17 pieces of 500 g.p. jewelry (no gems)

In addition, there are 3 empty and broken boxes, and in the southeast corner what appears to be a broken barrel. The latter is an illusion, for it is actually a well-made and water tight cask which contains a map showing the GLACIAL RIFT OF THE FROST GIANT JARL and an obsidian box. In the latter is a chain of weird black metal and instructions written in hill giant on a sheet of human skin. The instructions show that the chain is a magical device which is to be looped into a figure 8. Thus shaped, it will transport up to 6 persons in each circle of the figure 8 to the Glacial Rift if one of their number holds the map. It will appear that a large growth of YELLOW MOLD covers the southwest corner of the room, but this is another illusion hiding the following items hung upon the wall: a quiver of 11 magic arrows +2, a magic spear +3, and 2 flaming swords (#1: Chaotic alignment of either good or neutral, intelligence 10, ego 12, detects gems, including kind and number, communicates by empathy; #2: Neutral alignment, either good or lawful, 6 intelligence).

ORIGINAL TOURNAMENT CHARACTERS										Align	Magic Items		Equipment	
	RACE	CLASS	LEVEL	S	I	W	D	C	Ch	ment	Armor	AC	hp	Move
1. Gleep Wurp (Common, N, Dwarvish, Gnome, Halfling, Goblin, Hobgoblin, Orcfish, Gnoll, Frost Giant)	Human	Human	12	10	16	12	15	16	13	NG	None	2/2	55	12"
2. Cloyer Bulse the Magsman (Common, N, Dwarvish, Orcish, Ogrish, Goblin)	Human	Thief	13	12	14	11	18	15	15	N	Leather 1(-1)	53	12"	short sword +2, displacer cloak, dust of disappearance (12 pinches), scroll (icestorm), bag of holding (1000 lb. capacity), potion of healing, 2 potions of extra-healing
3. Roaky Swerked (Common, LN, Gnoll, Kobold)	Human	Cleric	12	16	10	18	12	16	17	LN	Plate +Shield	-2/1	70	12"
4. Frush O' Suggill (Common, LG, Elvish, Orcish)	Human	Fighter	14	17	11	10	14	17	13	LG	Plate +Shield	-5/1104	12"	spear +3, battle axe +1, plate mail +2, shield +5, 4 potions of invisibility, potion of healing, 2 potions of extra-healing
5. Fonkin Hoddypeak (Common, CG, Elvish, Gnome, Halfling, Goblin, Hobgoblin, Orcfish, Gnoll, Fire Giant)	High Elf	F/MU	5/8	15	15	9	18	16	18	LG	Splint	-4A429	12"	sword +2, 6 javelins of lightning, splint mail +2, ring of protection +2, ring of regeneration, elven cloak and boots, scroll (cont. light hold monster), potion of healing, 2 potions of extra-healing
6. Flerd Trantle (Common, LG, Dwarvish, Kobold, Hobgoblin)	Human	Cleric	9	14	12	16	17	16	18	LG	Plate	-2/-256	12"	staff of striking, hammer +1, plate mail +2, potion of healing, 2 potions of extra-healing
7. Redmod Dumple (Common, LN, Dwarvish Gnome, Goblin, Kobold, Orcfish, Hill Giant)	Dwarf	Fighter	9	18	11	8	15	17	8	LN	Plate +Shield	-1/182	12"	dwarven hammer +3, plate mail +1, shield +1, ring of invisibility, boots of striding and springing, 2 potions of extra-healing
8. Faffle Dwe'o-mercaeft (Common, N, Dwarvish, Elvish, Gnome, Hobgoblin, Ogrish, Fire Giant)	Human	Magic-user	9	16	18	17	17	15	12	N	None	2/233	12"	wand of frost (20 charges), cloak of protection +2, ring of protection +3, scroll (shield, phantasmar force, web, passwall), potion of healing, 2 potions of extra healing
9. Beek Gwenders of Croodle (Common, CG, Elvish, Gnome, Halfling, Goblin, Hobgoblin, Orcfish, Gnoll, Frost Giant)	Half Elf	Ranger	9	15	14	16	17	18	16	CG	Chain +Shield	-3/093	12"	sword +1, crossbow of speed, 30 bolts +2, chainmail +2, shield +2, elven cloak and boots, sneezing dust (5 pinches), dust of appearance (5 pinches), dust of dis- appearance (5 pinches), potion of healing, 2 potions of extra-healing

UPPER LEVEL

1 SQUARE = 10'



DOOR

DOUBLE DOOR

SECRET DOOR

STAIRS DOWN

STAIRS UP

ROAD

FIREPLACE

B
TOWER

1

A

DUNGEON LEVEL



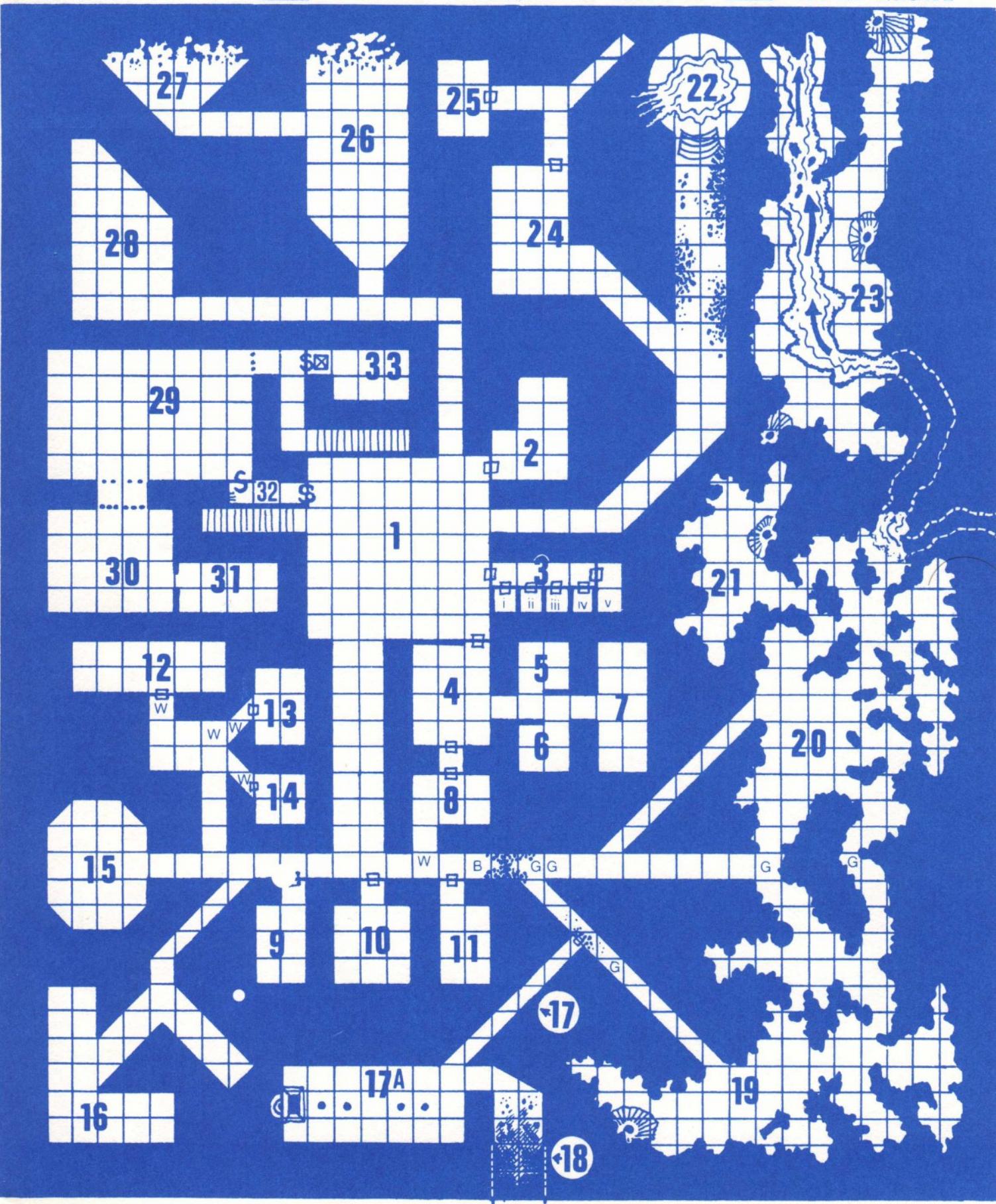
BOULDER WALL
PIT, COVERED
PORTCULLIS



BUGBEAR GUARDS
ORC GUARDS
PILE OF BOULDERS



SINK HOLE
FLOWING WATER
BLOCKED PASSAGE





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