

Secret Party House of the Hill Giant Playboy



DIY adventure for Swords & Wizardry and other BX/Original Edition-type Games

Recommended for 4-6 characters of levels 4-8

This location-based scenario can be shunted into the referee's campaign world in any hilly environment where giants might roam. Abbreviated game stats are given for the Swords & Wizardry Core rules, but can be adapted almost effortlessly to any old schoolish version of the original role playing game or ignored entirely for other games.

**By Jason Sholtis
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*"Maybe partying will help."
d. boon*

BACKGROUND

Five years ago, Sadrox the hill giant bandit chief struck it rich. His company of cutthroats waylaid and annihilated an otherwise powerful party of adventurers battered and weakened by their incredibly lucrative delve into an ancient king's monster-filled tomb.

Overwhelmed by the enormity of this new wealth and plunged into sudden greed-madness, Sadrox immediately slew the rest of his band of raiders (save one) and stashed his astonishing hoard in a small cave at the base of a hill far from his native stomping-grounds. Being a giant of typical evil and above-average intellect, Sadrox sent the sole survivor of his band, a simple and loyal ogre called Yurg, back to hill giant land with news of his death, cutting all ties to the past and all possible claims to his treasures. Faithful Yurg returned to Sadrox's cave only to have his head staved in by the giant's mammoth cudgel.

Loose ends neatly tied up, Sadrox undertook to change his appearance by shaving his shaggy mane, extracting his signature upward-jutting tusks, enhancing his wardrobe with luxurious fabrics and packing on as much weight as possible on a diet of the richest grub. Transformation complete, he assumed the identity of a playboy-princeling called Lord Xordas, hailing ostensibly from a semi-legendary realm of giants.

As his first order of business Lord Xordas commissioned a tribe of excavator goblins to expand his humble treasure cave into a spectacular party house, loaded with every amenity he could conjure given his limited imagination. After a little over a year this pleasure dome was finally complete. Now, four years later, hedonistic abandon has subsided just enough for Xordas to begin exercising influence in local affairs. Despite, for a giant, taking great pains (up to and enthusiastically including assassinating those whose lips might be loosened by one means or another), the location of his swinging bachelor pad has recently become more widely known.

Looting, slaying and party crashing beckon to the bold!

Hooks/Rumors

- 1.** Assassination: local authorities seek out powerful adventurers willing to undertake a mission of murder. Lord Xordas has taken to hosting rulers of the regional forces of evil and is suspected of masterminding a dire plot of some kind. He cannot be allowed to bring the warring factions of humanoids and giants together through the universal language of shared debauchery.
- 2.** Loose lips at the saloon: a merchant drank too much and openly boasted about his incredible profits from sale of wines and fine liquors to a mysterious customer in the wild hills who pays in ancient coin and gems pried from unknown icons.
- 3.** The regent received an invitation to a party in the wilderness from a Lord Xordas, crudely written and most insistent, hinting at matters of the utmost importance.
- 4.** Vlandram the sorcerer needs a certain statue crafted in days of yore by an extinct civilization. The mage has divined its current location in the hoard of Lord Xordas.
- 5.** A merchant caravan reports large columns of smoke emanating from the hills along an important trade route before being hushed up by local authorities.
- 6.** Invitation with directions found among the papers of recently defeated enemy of the player characters.
- 7.** Secret tax on wine, spirits, beer and food in the city-state subsidizing Lord Xordas' party activities is revealed by an official before his disappearance. The people cannot abide a man-eating giant's lair in their territory. Bounties collected, insurrection against corrupt officials fomented.
- 8.** Wilderness encounter with party-goer, staggered off to relieve self, got lost, loaded to the gills and talkative.

Why They Party

No matter when PCs visit/attack/sneak into the party house, partying will be underway. Here's why.

d10

1. Fortnightly blow-out, regularly scheduled bacchanalia attended by the regulars only (no VIPs)
2. To honor recent dead as they would have wanted it: even wilder and crazier than usual.
3. Fancy dress ball: all party-goers detailed below adopt whatever costume easily fabricated from household materials. On these occasions, Lord Xordas always goes as Mephistopheles and has a tailored outfit of high quality.
4. Giant's mixer: generally only held 1-2 times annually, coinciding with hill giant physiological demands
5. Gods must be honored: the old standby given the multiplicity of gods known and forgotten. Xordas will generally commission a cheap and crude iconic sculpture, erected in the main pleasure dome.
6. Shipment of new and unusual intoxicants received
7. Servant's day of liberty: irregularly allowed, often when regulars need to sleep off a rough one. Ogre guards and goblin slaves fill the main pleasure dome and will not be found at their regular posts.
8. VIPs traveling through the area must be honored with no-holds-barred revelry.
9. Latest batch of ale sampler get-together for sipping, savoring and thoughtful evaluation.
10. Anniversary of some obscure triumph of evil or other



Reaction Table: Unexpected “Guests”

When and if PCs boldly attempt to invite themselves in (with or without formal invitations), consult the following table to determine the general tenor of their reception.

d6

1. “Party crashers! KILL THEM!!”
2. “We don’t serve your kind.”
3. “Yeah, sure, come on in (so we can cruelly mess with you).”
4. “You can use the privy if you have to, but that’s it.”
5. “Do you mind if we dance wif yo dates?”
6. “Humans! I LOVE you little guys! Grab a beer!”

Modifiers:

+1 to roll if PCs present semi-plausible story, offer appropriate gifts, appear unarmed, etc.

-1 to roll if PCs travel with dwarfs, ask prying questions, appear armed to the teeth, etc.

What’s on the Menu

Roll a few times

d12

1. Huge wheels of the stinkiest, runniest cheeses crafted from catoblepas milk
2. Stuffed halfling poppers
3. Deep-fat fried lambs, bones in, plus random shepherd or two
4. Banquet of heads, various
5. Colossal sausages of unknown provenance
6. Seafood liberated from purveyor semi-recently, not all that fresh
7. Megatherium done 5 ways
8. Stew of local soldiery and root vegetables
9. Surprise pies: may contain elf, dwarf, halfling, human, if you get the one with the wizard hat baked in you are declared “party wizard”
10. Flapjacks made from unrefined grains plus inert oozes, slimes, puddings, jellies
11. Roasted bull with body cavity full of stirges
12. Sweagledactyl: swan stuffed in giant eagle inside pterodactyl

Random Party Index

As all experienced revelers know, even the hardest-core party animals cannot burn with equal brightness at all times. When PC's burst on to the scene roll on the table below to determine the level of wildness and relative condition of the host and guests.

d6

- 1. Just getting started:** drugs and alcohol have not yet impaired revelers, awkward conversation, no dancing
- 2. Full swing:** buoyant, boisterous, moderate intoxication
- 3. Reaching new heights of abandon:** communication reduced to hoots and hollers, much whooping, dancing, arm wrestling, +1 to chance of **Random Brawl**
- 4. Maximum revelry:** Euphoria begins giving over to delirium, casualties begin to mount, vomiting, nudity, +2 chance of **Random Brawl**
- 5. The inevitable slow down:** 2 in 6 chance of any given partier passed out or otherwise insensate, -1 chance of Random Brawl
- 6. Aftermath:** 4 in 6 chance as above, -2 chance of random brawl

Random Brawls

Check once for each turn spent in the Party House by rolling a d6. Results of 5-6 (as adjusted by **Party Index** rating) indicate an outbreak of mayhem in the main pleasure dome (area , below). To determine the approximate nature of this conflict see the table below.

d6

1. VIP vs. random guest over nothing
2. VIP vs. underling(s) drunk enough to express pent-up criticism
3. The regulars vs. random guests for hogging the ale
4. Regular vs. regular regarding Shononi Lipsplitter's (see **The Regulars**, below) affections
5. VIP vs. regular w/Xordas trying to break it up
6. **FULL MAYHEM**, entirety of revelers either sucked in to melee or attempt to flee

Brawls will be to the death only at **Party Index 4**, though lethal weapons may be employed. Brawls will frequently spill out into adjoining areas. Ogre guards are trained to never interfere with these unfortunate events.

Random Party Guests (VIPs)

Roll once, twice or even thrice if you're really feeling it. It's safe to assume the **VIPs** tend to stay in the **main pleasure dome (area 8)** on the map (page). Alternately, use one or more of these NPCs as **Random Party Crashers**, perhaps at odds with invited guests.

d6

1. Ylyach the Swamp Hag and her putrescent servitors (3) She loves to get her groove on to the wild sounds provided by **The Piper From Beyond Comprehension (see The Regulars)** and ranks as one of the entity's biggest fans.

Ylyach: 7th level m-u, ac: 2 (bracers of defense) hp: 16 att: 1d4 dagger + lethal poison, spells, wand of magic missiles (2 missiles/charge, 5 charges), gem of seeing

**Putrescent servitors: intelligent man-shaped grey oozes
ac: 7[12] hp: 20, 19, 18**

2. Zogorion and 6 hippogriff champions (see ZOGORION, LORD OF THE HIPPOGRIFFS) Constantly expanding his network of evil contacts, Zog takes it easy on the booze, keeping his eyes and ears open for allies and possible weaknesses to exploit via extortion or other insidious means.

Zog, Lord of the Hippogriffs: HD: 8 ac: 5 [14] hp: 52 att: 2 claws (1d6), bite (1d10) special: flies, spells as 12th level m-u, magic amulet (produces magic mouth for speech and spectral hands for spell-casting)

Hippogriffs (6): HD: 3+3 ac 4 [15] hp: 24, 19 att: 2 claws (1d6) 1 bite (1d10)

3. Entire tribe of man-apes lorded over by ogre witch-doctor In addition to showing his simian raiders a good time as reward for recent success in banditry, Yijombo the ogre mage wants to meet and seek out jobs from the other guests.

Yijombo the ogre mage: HD: 5+4 ac: 5 [14] hp: 25

Man-apes (28) HD: 1+1 ac: 6 [13] hp: 5 each, spear, shield

4. Malithandria, Witch Queen of the Borderlands (see FLESH FOR THE WITCH QUEEN one-page dungeon) and witch associates The self-proclaimed Witch Queen of the Borderlands likes a good bacchanal as much as anyone, but hopes to dupe Xordas into giving her the ancient statue kept in his private quarters.

Malithandria: 6th level m-u ac: 7 hp: 13 scimitar +2, spells

Witches (5): 3rd level m-u's ac: 9 hp: 9, 9, 8, 7, 7 dagger, spells

5. Zhemorna, high priestess of Shaggath Ka (the Worm Sultan, a chaotic godling) and 7 acolytes As a token of her loyalty, Zhemorna has the body of a human but her head and face have been replaced by that of a caterpillar. Xordas finds her fascinating and has promised to listen to her arguments for adopting worship of the Worm Sultan.

Zhemorna: 6th level cleric ac: 2 hp: 32 spells, war hammer of smiting +2, amulet of involuntary religious conversion

Acolytes (7): 1st level clerics ac: 4 hp: 6, 6, 5, 4, 3, 3, 2 morning star

6. Thokk the minotaur war master and his band of bull-men mercenaries Thokk likes to get drunk.

Thokk: HD 10 ac 3 (partial plate and outrageously huge helm) hp: 68 attacks with *flaming pike* (1d8+1+1d6 fire damage)

Minotaurs (8): HD 6+4 ac 6 hp: 30 each, battleaxe (1d8)



The Regulars

This pack of ne'er-do-wells cling rather pathetically to Xordas, living almost entirely off his largesse, though most maintain private residences in the nearby wilderness. Total wasters.

The referee may wish to note locations and activities for each of the **The Regulars** on the map (page) prior to game time. Or you could just assume that since its obviously party time, they're all in the main pleasure dome with the **Random Party Guests**.



1. Glurt "Beef" Wellington

Considers self to be world's handsomest hill giant, not without some cause. Never interested in working for a living, Beef spends time in pursuit of pleasure and ingratiating himself to Xordas. Quite cowardly but will flee only if he thinks Xordas won't notice.

HD 8+2 ac 4 [15] hp: 42, uses sword +1 as dress dagger, carries cologne in crystal bottle (200gp value), huge diamond ring (1800gp), bag of trail mix (sheep heads,

dried pumpkins, honey bee hives)

2. Shononi Lipsplitter Breaking hearts since she was a mere 7 feet tall, Shononi has that certain indefinable quality that renders most male giants insensible with desire. Go figure. She is also probably the most ferocious warrior among these slacking hedonists.

HD 8+2 ac 4 [15] hp: 64, spiked club, potion of speed, balm of romance,

3. The Piper from Beyond Comprehension This trans-cosmic entity, a shapeless demi-material mass of various forming and re-forming musical instruments, fell to earth centuries ago, lying inert until reactivated by an ancient sorcerer/experimental music fan. In the years since, the PBC's career sagged from king's courts to big city music halls to ramshackle honky-tonks to its current gig as entertainment for Xordas' debased hootenannies. It's just happy to still be playing.

HD 20 ac 1 [19] hp: 125 att: sonic blast (60' cone, 3d8 dam, save for half), half damage from physical attacks



Shononi Lipsplitter

4. Ulcrak, goblin slave master Xordas bought the whole tribe from former chief Ulcrak a few years back. This vile traitor to his people has since become accustomed to the wild and crazy partying lifestyle. Dresses in silk robes, always has a cocktail in one hand, pipe in the other. Helplessly enthralled by Shononi, who he is convinced will one day succumb to his charms, size differential notwithstanding.

HD 2 ac 7 hp: 12, jewel-encrusted scimitar (value 120gp)



5. Hyrish, a troll of distinction Just smart enough to laugh at Xordas' jokes, entertains party-goers with comic self-injurious behavior. Carries purse fat with gems (2300gp value) and a huge custom-made sword (2d6 damage).

HD 6+3 ac 4 [15] hp: 29, regenerates

6. Khrolstaag the frost giant prince In queue for succession to frost giant throne, but only many fortuitous accidents and assassinations could propel him to the forefront. Content to drink his days away and pal around with Xordas.

HD 10+1d6hp ac 2 [17] hp: 71 wears dress axe on belt (4d6 dam), enchanted fur vambraces (+2 to ac), purse stuffed with frost giant-minted platinum wheels (3000gp value)



7. Oox the giant pig-faced orc Rendered huge by a shamanic experiment that turned unexpectedly permanent, Oox took up with Xordas after the latter saved Oox from a burning at the stake by his own people. Oox acts as Xordas' major domo, overseeing the duties of the goblin slaves and administering harsh corrective measures as needed. He loves drinking almost as much as his giant spliffs of the halfling's weed. 2-in-6 chance of being too mellow to consider battle.

HD 6 ac 6 [13] hp 30 uses huge log with leather-wrapped grip (2d6 damage)

8. Kraladon, bodyguard to Lord Xordas A particularly blood-thirsty hill giant recruited from a rival clan, Kaladon is very happy with his current arrangement (pay in gold, room, board, social opportunity, amenities) and serves his master with unthinking loyalty. Unless ordered, Kraladon never leaves his master's side and maintains a state of readiness by imbibing the ogre's stimulating mushroom tea and eschewing drink. He fights with an enchanted two-handed sword (in one hand) and a minor shield of chaos in the other, both part of the original booty that propelled Xordas to prominence.

HD 8+2 ac 1 [18] hp: 42 Fights with two-handed sword +2, minor shield of chaos +2, absorbs/negates up to 2 spell or spell-like attacks daily
Carries his life savings in leather sack at his hip, totaling 5000gp.



The Hill Giant Playboy



Sadrox/Lord Xordas, the hedonistic imposter himself

If intruders threaten his party scene he will command The Piper From Beyond Comprehension to send out an alarm blast to place his guards and allies on high alert. No coward but no fool, Xordas will not hesitate to use his secret exit to bail on his embattled friends if he senses a fight going against him. He will load himself down with gold coins and gems from his treasure room before fleeing into the wilderness. He will not forgive or forget those responsible for ruining his cushy lifestyle and will begin a regimen of diet, exercise and martial training, using his connections to track down and ultimately destroy interlopers.

HD 8+2 ac 0 [19] hp: 58 att: extra large battleaxe +2, 1d10+3 damage, huge ring of protection +3

Map Key

Possible points of entry: The front door, naturally, Xordas' secret exit from **area 14**, though ostensibly one-way, could be forced if discovered, then there's the grated and concealed chimney from **area 8**, which would require extensive work and necessitate a 30 foot rappel.

Just outside the front door: ogre guards within areas 2 & 3 stand ready at their murder holes to shoot poisoned arrows at any who approach without waving an invitation about like a white flag.

1. Entry hall: The huge stone door, chiseled into the likeness of Xordas' leering mug, is always unlocked. Tapestries emblazoned with vulgar images of naked ladies adorn the walls, designed and hung to partially conceal the 4 murder holes on east and west wall (1000gp value to a buyer of exceptionally poor taste). The floors are partially obscured by carelessly heaped giant-sized wraps and stinky furs.

2. Ogre watch rooms: Three perpetually vigilant ogres pace, babble and sweat uncontrollably due to mandatory ingestion of stimulants while on duty. They fight to the death.

Ogres (3): HD: 4+1 ac: 5 [14] hp: 16 each att; 1d10+1 (oversize sword), poisoned arrows (save or fall unconscious for 1d6 minutes)

One steaming hot pot of fungus tea remains among several empties. Three ogre-sized doses per pot, humans who consume a dose must roll a d20, on a 1 they have a fatal heart attack, any other score indicates successful artificial stimulation for 72 hours, during which they require no sleep or rest but become intolerable, humorless, paranoid jerks.

3. Guard quarters: Three ogres sleep off their shift in the ramshackle bunks. In the event of noisy combat in **area 2** they awaken and groggily assist their comrades

Ogres (3): HD: 4+1 ac: 5 [14] hp: 16 each att; 1d10+1 (oversize sword), poisoned arrows (save or fall unconscious for 1d6 minutes)

Footlockers (6) contain useless personal effects and 2d100gp in loose change

4. Guard room: Identical to area 3, excepting the presence of the ogre captain Glok, sleeping one off himself.

Glok the ogre captain:

Ogres (3): HD: 4+1 ac: 5 [14] hp: 16 each att; 1d10+1 (oversize sword), poisoned arrows (save or fall unconscious for 1d6 minutes)

5. Goblin slave quarters/infirmary: Their wills sufficiently eroded by years of torture and debasement, these goblins wouldn't know what to do with freedom. Reluctant to even flee, they will not fight, but will seek to escape and warn their master of danger.

Goblins (12): HD: 1 (1d6) ac: 7 [12] hp: 3 each (unarmed)

Several dinged-up goblins lie in their bunks recovering from the rough discipline of major domo **Oox (see The Regulars)**.

6. Keg storage: The fruits of Xordas' brewing and distilling operations occupy this room, kegs and casks loaded with ales, wines and liquors of middling quality. A slugbear nurses an open barrel of ale while following its preternatural instinct to jealously guard potables from outsiders (the goblin servers get a pass).

Slugbear (see New Monster): HD: 5+1 ac: 7 [12] hp: 31 att: 2 claws (1d4), bite (1d6), spew caustic slime (1d6+1 hp/round)

7. Kitchen and distillery: A busy hub of activity in the complex, goblin servers zoom back and forth prepping the latest batches of brews and special menu items. Provisions stored here exceed the typical hill giant standard by a good margin, but if PCs hunger for *haute cuisine*, they should probably look elsewhere.

Goblins (12): HD: 1 (1d6) ac: 7 [12] hp: 3 each att: 1d6 (kitchen implements)

8. Main pleasure dome: This is the place where it all happens. In the rooms center a fire pit blazes away surrounded by bustling goblin slaves cooking and serving whatever's on the menu. Further goblin servers zoom in with sundries from **area 7**. Guests tend to cluster around tables sized for their convenience, the more sensitive taking up positions away from the nearly perpetual ululations emanating from the **Piper From Beyond Comprehension (see The Regulars, above)**, who tends to levitate around the fire pit. Flynt the troll keeps the drinks flowing at his massive bar in the southeast.

Goblin servers (6): HD: 1 (1d6) ac: 7 [12] hp: 3 each

Flynt the Troll bartender: HD 6+3 ac 4 [15] hp: 27

9. Game room: Large cabinet contain materials for various hill giant games including boulder bowling, axe and knife throwing, a low-IQ form of chess featuring painted stones, and naval miniatures battles played out on the floor.



10. Steam room, hot tub, privy: A brazier kept full of hot coals heats boulders then introduced into the steaming hot tub. The deluxe giant-sized privy is for friends and VIPs, most riff-raff must stagger out the front door to relieve themselves in the nearby wilderness.

11. Guest chambers: The amenities offered here underwhelm, offer zero privacy, and stink quite a bit. None of this seems to slow the endless flow of guests. This chamber contains giant-size and regular beds, some scattered clothing, various dubious stains and an infestation of fleas.

12. Lord Xordas' private quarters: The bed dominating this room is a custom-made four-poster outfitted with an exotic owlbear fur blanket, head included. The chests contain Xordas' extensive wardrobe, special items of giant hygiene including a gallon of strong musk ox cologne. An ancient statue rests atop a makeshift wooden pedestal. This idol depicts Bleex, a scarcely remembered god of sorcery more than willing to make a comeback. While not actively enchanted, the idol allows enhanced communication with the outer being and offers a promising opportunity for arcane breakthroughs in spell research. To the right buyer, the idol could bring up to 10,000gp.

The secret doors are not that cleverly designed, and can be found at twice the normal chance. They are extremely heavy and difficult to move, requiring the combined strength of at least three humans to open.

13. Xordas' sanctum/work out room: When Xordas needs to restore his tissues with a little meditation and honest sweat, he repairs to this spare chamber, empty but for a few throw rugs and a heap of boulders in the corner, where he lifts and moves the heavy stones. A **secret passage**, completely concealed behind the rocks, leads to **area 14**.



14. Loot room: What remains of Xordas' big score occupies 6 wooden chests, 4 steel lockboxes and a weapons cabinet in this

otherwise bare room. Secret door leads to emergency exit concealed on the outside by scrub.

Chests:

a. Locked, trapped with a paralysis poisoned needle in the latch, contains four large sacks filled with obviously ancient huge golden coins with portraits of reptilian monarchs. Value: 11,000gp

b. Open, overflowing with gems and jewelry of various quality. Value: 14,500 gp

c. Locked and secured with giant-bent steel bands, contains 6 stone tablets, each engraved with a single unknown spell in a language decipherable only to *Read Languages* or equivalent spell. Spells: *Phran-dhal's Face Eraser*, *Excellent Ray of Nudity*, *Stench of Unknown Origin*, *Twelve Dancing Centipedes*, *Fong's Expeditious Beard-lengthener*, *Xix's Automatic Nervous Breakdown*

d. Padlocked, six imp-sized mummies and reanimation kit including jewel encrusted ritual dagger worth 200gp, scroll with binding incantation, charcoal and symbol chart, blood not included

e. Unlocked, loaded with weird cult relics from ancient civilization, ceremonial implements with no practical purpose made by inhuman hands. Value: 600gp

f. Unlocked, breathing holes crudely poked through, a completely insane dungeon fairy w/food dish, water dispenser and exercise wheel

Dungeon fairy: HD: 1 ac 2 hp: 2 spec: flies, magic stinger: automatic hit, 1hp damage

Lockboxes: Each contains grave goods left to a mummified ancient monarch, golden representations of earthly foods, implements, knick-knacks and curios. Total value: 23,000gp

Weapons cabinet: Xordas still hasn't figured out what makes these leftover items so special.

Helm of Obscuration: proof against psychic attacks, temporarily blinds/deafens

Sword of Spell-cleaving +3: once per day may chop an active spell out of existence

Spear of the Righteous Throw +2: automatically hits for maximum damage once per day when hurled for a damn good reason

New Monster:

Slugbear

Hit Dice: 5+1

Armor Class: 7 [12]

Attacks: 2 claws 1d4, bite 1d6, slime
1d6+1 point/round until washed off

Saving Throw: 13

Special: slime vomit

Move: 9

Alignment: Neutral

Challenge Level/XP: 6/400

Another one of those bio-magical lab creations, the slugbear spends its days seeking solace in beer, ale, wine and spirits, its nights on the hunt for magic-users to kill and devour. Will fight desperately to protect its hoard of booze from any perceived menace, spewing caustic slime from its mouth at targets up to 20 feet away.

While not actually vulnerable to salt, the slugbear shies away from the substance with helpless terror.



**SO ENDS THE EXPEDITION TO HARSH THE MELLOW OF
THE HILL GIANT PLAYBOY**

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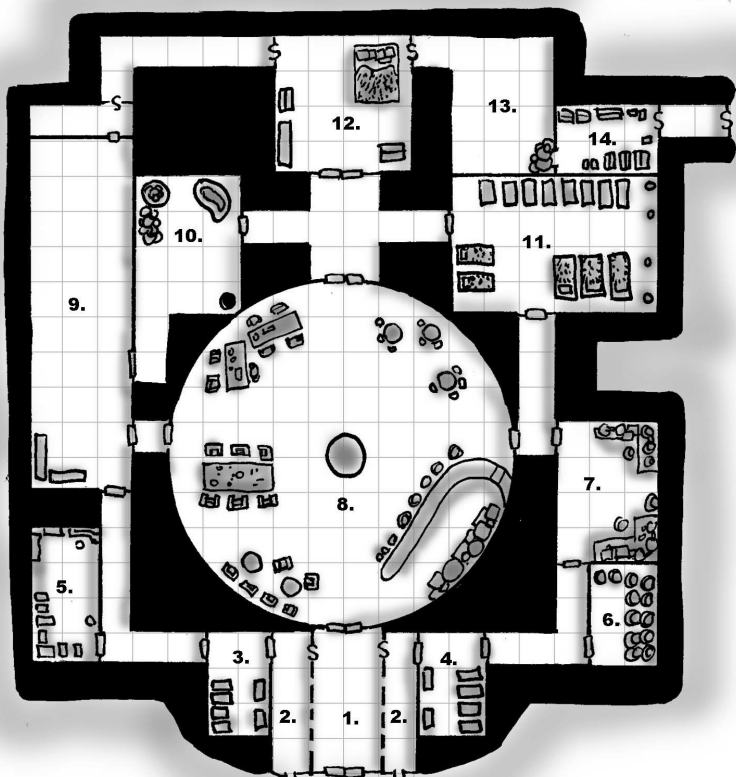
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secret party house of the hill giant playboy



Key:

1. Entry hall with arrow slits to 2.
2. 3 ogre guards each with poisoned arrows
3. Ogre guard room, 3 off duty
4. Ogre guard room 3 off duty plus captain
5. Goblin slave quarters/infirmary , 12 off duty/injured reserve
6. Keg storage w/guard slugbear
7. Kitchen and distillery, 12 on-duty goblin slaves
8. Main pleasure dome, party-goers +6 goblin servers, troll bartender
9. Games area 3 goblin attendants
10. Hot tub and privy, 2 goblin attendants
11. Guest bedroom
12. Lord Xordas' bedroom
13. Sanctum, work out room
14. Loot