

THE HORROR AT HILL STEAD

FOR ORIGINAL GAME RULES*

INTRODUCTION

This module is intended for experienced players with characters having from 4 to 8 levels of ability. Those having the minimum required levels (4th and 5th) will need to be part of a group of six to ten characters with the majority of those having the higher levels. Dwarves, and possibly even gnomes, will do well even having the lesser indicated levels; if you plan to allow the SR ranger class as an option for your players, these should not be less than 4th level at the start. Ideally, the group should contain at least one cleric and magic-user of 5th level or higher, with plenty of fighting men to hold back the attackers while the spell-casters discharge their spells.

Pitting characters within this range of levels against the monsters found in this adventure may be a challenge. But not all wandering adventurers are afraid of the unknown; while some are downright brash and arrogant, believing their abilities to be well above *normal* folk. Some are willing to risk it all for the glory and reward associated with defeating adversaries that others would turn tail and flee from at first glance. Having players in the group that mirror these traits will be an asset, allowing the others to get in and experience the highs and lows of such adventuring.

To provide more options* (and hopefully be enjoyable for the players), it is suggested that in addition to the 3 Core Books of the original game, that Supplement I (*Greyhawk*) be used regarding STR and DEX bonuses to fighters, the Paladin and Thief classes, along with the *Strategic Review* treatment on Rangers. The Referee should review all available sources and decide what to utilize as well.

ACKNOWLEDGEMENT

This product could not have been created if not for the pioneers that designed the principles and mechanics on which it depends. While its roots lay in miniature war-gaming, fantasy medieval role-playing derives from the works of various contributors; including: Gary Gygax, Dave Arneson, Rob Kuntz, Jim Ward, Steve Marsh, J. Eric Holmes, Tom Moldvay, Dave Cook, Frank Mentzer--names that most should be familiar with. But also involved in the evolution of this game have been Tim Kask, Paul (Jennel) Jaquays, Jeff Key, Alan Lucion, Bob Bledsaw, Bill Owen, Brian Blume, Mike Mornard and others too numerous to list. My thanks, to them.

NOTES TO THE DUNGEON MASTER

Reference above to the Supplement *Greyhawk* assumes that you might have, or will very quickly obtain, it. The product can be found on eBay fairly easily; prices vary according to condition, but are not beyond the reach of a modest allowance. Should this be impractical, you can resort to utilizing the same STR tables found in the *ADVANCED* Players Handbook (p.9, T.2)

It is assumed that your players will be running characters they have had for a length of time in order to reach the levels suggested. In which case they will have proven their mettle sufficiently to continue. For those that do not have such characters and require a '*build*', consider the following.

The creation of characters is critical regarding the success of a group of players to achieve their objectives. Experience reveals that characters with low scores (especially in hit points) usually fall victim to the challenges of a dungeon and need to be replaced. Characters die as a part of the process of adventuring--that's normal. Games die from a bad streak of luck, where poorly rolled scores contribute to the constant need to replace the fallen. How you deal with this is up to you, but the character generation system located in the *appendices* is recommended when considering such, and is the one used for the pre-rolled characters that are included in this product.

Lastly, it is not cheating, nor coddling the characters, to provide them--even at these levels--with some minor magical assistance. One Potion of Healing per character, supplied by the local temple, or a minor scroll of magic (containing a Magic Missile spell) from a local NPC --perhaps for a share of the booty recovered by the group--would be within reason, and might contribute to interaction between characters and residents of the base town in which you plan to begin the adventure.

GETTING STARTED

The characters begin the adventure having followed a road to a remote valley. The road comes to an end at the ruins of Hill Stead farm in a large field surrounded by a ring of woods(see map). Gossip and rumors may have sent them to investigate the disappearance of the steady folk, local farmers that have supplied the surrounding community for decades. Or you can arrange to have related kin hire the group to investigate why no one has heard from the village in weeks. Upon arriving they find nothing but the burnt and sundered remains of buildings, as well as partially buried bones. The carnage is many weeks old, and there is little left of what might have been human remains.

There are no set encounters in the ruins. Use the following table to determine random creature/s that might appear. Allow 3 checks per each day, with a 1 on d6 indicating that an encounter will occur.

Roll	Creature type(s) Encountered
d12	<u>Day/Night</u>
1-3	1-4 wild boar/1-6 wolves
4-7	1-2 giant hawks/1-2 black bear
9-11	1-3 rattle snakes/1-4 huge spiders
12	1-4 vultures/1-6 giant possum

None of the creatures above will possess any treasure.

Investigation of the area reveals a recently made trail leading east toward the woods. They must take the trail passing through these to solve the mystery; bones and bits of clothing can be seen along the way. Dark grey hills loom above the trees to the south. Large winged birds circle above riding the thermal currents, and occasional sounds of cawing and baying will be heard.

THE WOOD TRAILS (T1/T2)

Once the characters reach the edge of the forest they will be able to discern the trailhead (T1) that will take them through the woods. If they have decided to skirt the edge of the forest (going south along the edge of the woods) there is a 1 in d6 chance that they will spot the secondary trail (T2); this one is shorter and will take far less time. An elf will notice this one on a roll of 1-4. (See Wilderness map after full text.)

Travel along the longer route is more tedious, as the path winds its way through a wide section of the woods. It is also time consuming, taking the party at least one whole day to make the trip from end to end. But it is also the safer route(as described below). The shorter route is much quicker, but it is also guarded by ogres!

You should make at least 8 random encounter checks if the party is following the longer trail; consider 1 per hour as standard. Encounters are listed for day/night types, and you should note the time of day/night the characters attempt to pass through the forest. The shorter route has a Set encounter, along with 2 possible random ones.

RANDOM TRAIL ENCOUNTERS

T1 (roll d6; result of 1 indicates possible encounter--see below)

Roll	Creature type(s) Encountered
	<u>Day/Night</u>
1	1-3 wolves/giant spider
2-3	1-4 wild boar/2-12 stirges
4-5	2-8 giant ticks/1-2 owl-bear
6-7	1-4 giant skunks/1 carrion crawler
8-9	1-6 harpies/1-2 giant weasels
10	1-4 bugbear/1-4 giant owl
11	1-4 ogre/1-4 giant lizards
12	1-2 giants, hill/1 grizzly bear

Note that none of these creatures will be carrying treasure of any sort, and you must provide hp and information for each individual appearing.

T2 (for random encounters use table above, with 1-3 on a d6 indicating that an encounter has occurred. Do this only twice--once *before* the party has negotiated the "Set" encounter, and once sometime *following*). The route only takes about two hours to pass through the woods, given that one does not encounter anything along the way.

SET ENCOUNTER

Midway along the southern path (T2) there is a checkpoint where **3 male ogres** stand guard(HP:19,17,15) HD4+1 AC5 Dd6+2 M 90'/turn. If anything other than an ogre attempts to pass them they will confront and attack immediately. However, these 3 are particularly stupid, and if travelers openly display even a fake symbol of passage (a token or scroll authorizing them to do so), proclaiming that they are by invitation of the chief, and/or on some business of his, they will be allowed to continue on their way. These 3 are relieved every 12 hours by others with similar stats; and mental faculties.

With any encounter, there is a 1 in d6 chance that an **ogre-magi** will be present. This fellow will be wiser than his lesser kin, and not be duped by such tactics. He will have been sent to check-up on the guards, to make sure they are doing their duty. He might have on him a small amount of treasure in a sack made of human skin; consider 10-60 silver coins, 1-8 human teeth and perhaps some rotted ears for a snack as standard.

He is AC4, 5+2HD with 24 hp and moves 120'/turn. Like all ogre-magi, he can perform the following at will: **fly**, for 12 Turns; become **invisible**; **cause darkness** 10' radius; **poly-morph** into human form; **regenerate** 1hp/round. And once per day (each) can perform -- **Charm Person**, **Sleep**, **Assume Gaseous Form**, **Ray of Cold** (8HD strength).



INTO THE HILLS

Once the characters have exited the woods the trail continues to lead them southwest into the hills. The grade up the hill-trail is not steep enough to significantly inhibit movement; reduce all such to 3/4 normal. You can forego random encounters if you wish, allowing the characters to reach the object of their investigation. If you would prefer to include something, you may use the following generator: (roll a d8, with a result of 1-2 meaning that an encounter has occurred. The distance of such and any element of surprise is left to your determination.) No more than 3 should occur in the time required to reach their objective.

T2 Optional Random Encounters

Roll	Type of Encounter/ <u>Day/Night</u>
d8	
1	1 giant grizzly/1-6 dire wolves
2-3	1-4 ogres/2-8 stirges
4-5	1-8 bug bear/1 Umber hulk
6-8	1-2 Owl Bears/1 Will O' Wisp

None of these creatures will be carrying treasure of any sort, and you must provide hp and information for each individual appearing.

Upon reaching 7500' the trail forks(see map), with one part continuing on to the southeast, crossing the saddle between the peaks, and the other heading south before turning west. From this point there is a 1-4 in d6 chance of an elf seeing a cave opening in the face of the hill (see X on wilderness map) about 20 feet above the trail elevation. The opening to this

is small and prevents anything larger than a human from entering; thus it will serve the characters well as a base camp from which to continue their investigation, and a safe haven to flee to. (You can allow the party to automatically discover the cave.) Optionally, upon first entering the cave the characters can encounter either a **cave bear** hibernating, AC5 HD5+1 (24 hp) Move 120'/turn Attacks 3 Damage Claw/Claw, Bite (1-4/1-4, 1-6) or, a pack of 12 **Stirges** AC7 HD1 (1-6 hp ea.) Move 180'/turn Attacks 1 Damage 1-4 hp blood drain per round after initial hit, Attack as 4HD types (see Greyhawk supplement for description.) You can also assign a meager amount of treasure to be found if you wish.

Characters can retreat to this sanctum after forays into the abode of those responsible for the destruction of Hill Stead. At such times you can award experience points earned, and allow the characters to divide treasure as they desire. But after 2 such retreats to the cave the 3rd time will result in a party of ogres following them. From 2 to 7 of these brutes will lay-in-wait and ambush the characters upon their next exit from the cave. (If there are not enough ogres available to you for this purpose, assume that these are from returning hunting parties. Determine hp as desired.)

In addition to spotting the cave it is possible that the characters will be able to see some kind of artificial structure southwest of the fork. The chance for this is 1 in d6 per character, with elves having a 1-3 chance. It is within this that the villains responsible for the Hill Stead massacre will be found.



THE HIDEOUT & BACKGROUND

A band of large humanoids has set up residence on the hill overlooking the valley. Having fled their previous abode ahead of military actions aimed at them by the local nobles for atrocities against humans, the creatures escaped by climbing these hills.

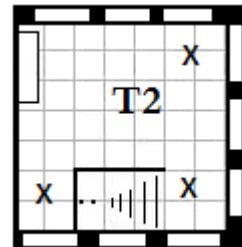
Led by a clan of ogre-magi having recently arrived in the region, the local ogre tribe expanded its raids upon the surrounding countryside, thus encroaching upon the civilizations of humanity. As their wanton attacks spread more death and destruction, it was inevitable that humans and their allies--dwarves, elves and hobbits, would respond with force. Such was the case, and why the ogres now reside in these hills.

Though they are now safe from the armies of civilization, they are also in the wilderness, far removed from their hunting grounds. Fortunately, they discovered a human settlement to the north in the valley below. At first they raided the village taking crops and livestock, but when these began to diminish in volume, the creatures began taking prisoners, both for food and as slaves or hostages; the latter having some connection to wealthy kin willing to bargain for their release. But the village of Hill Stead stood in a valley isolated from the outside world, and communication and exchange with the distant communities made such bargains difficult. Eventually, the village became too weak and small to sustain or defend itself, and finally fell to the needs of the ogres.

The characters, now--having come to the location for reasons said in the **Getting Started** portion--have discovered what could be the cause behind the destruction of Hill Stead. At this point they can do something about it. But what is their choice?

APPROACHING THE STRUCTURE

As they approach the artificial structure they will recognize it as being a two story *man-made* shelter quickly enough; certainly by within 1200 feet. As there is a modest amount of ground cover (bushes, boulders, or small trees) the party can remain unseen by the occupants of the structure if they approach with stealth. When within 300 feet they can easily identify 1 to 3 humanoid shapes in the windows of the upper story of the tower on the north side of the structure. These creatures/guards have a 1 in d6 chance of spotting the group when within 120 feet; 1 in d8 from 120 to 240 feet; and 1 in d10 from 240 to 360 feet away; if on horseback, they will easily be spotted as far away as 600 feet. If the party is spotted the guards will alert the others within and prepare to launch spears as intruders approach. Each guard (see X below) will have 6 throwing spears capable of reaching a distance of 90 feet and causing 1d10 damage; fortunately, they will strike at -2 to hit against all creatures. If attacked, consider them to be AC5, with 19, 16 and 13 hp.



Other than the main tower entrance on the north side, there is a hidden window on the second story on the south side. Exploring the perimeter of the building, an elf will spot this on a roll of 1-3 on a d10, and all others on a 1. This portal accesses area 23 on the upper level (see map later) and appears in the wall at this location at 24 feet above the ground.

The building is made of timber taken from the forest below, fashioned into walls by lacing rope between each pole to create wall sections. Mud fills the gaps and smoothes out the depressions between each timber and has to be regularly repaired. Walls are roughly identical in depth (1' for the interior sections and 2' for outer/bearing walls), and height (16'). Door and window dimensions appear on the map (to follow); the latter are not covered, and allow wind and easy access into and out of the structure.

Attempting to set fire to the structure will take time. While the mud and timber tends to dry over time, enough rain falls on it and the surrounding hills to keep it somewhat resistant to spark. If the characters decide to set the place ablaze, it should take at least one full turn to do so, with but a 1 in d6 chance of succeeding. If successful, then spreading of the blaze will take 1 full turn per 30 square feet for the first thirty minutes; doubling that rate in each half hour thereafter.

If the place is set ablaze, the occupants will become aware of their dilemma quickly; a roll of 3 in d6 after the first full turn the fire is going will indicate their awareness, and that they will rush about searching for the location of the threat. Use common sense in situations such as this, and do not allow the characters to burn the building down around the ogres; or have the creatures stand around dumbfounded wondering what to do.

GROUND LEVEL ENCOUNTER KEY

Wandering Encounters in Main Corridor (#2)

- 1:12 ("1" on a d12) per hour spent between mid-night and dawn.
- 1:10 ("1" on a d10) per hour spent between mid-morn and noon.
- 1:8 ("1" on a d8) per hour spent between noon and dusk.
- 1:6 ("1" on a d6) per hour spent between dusk and mid-night.

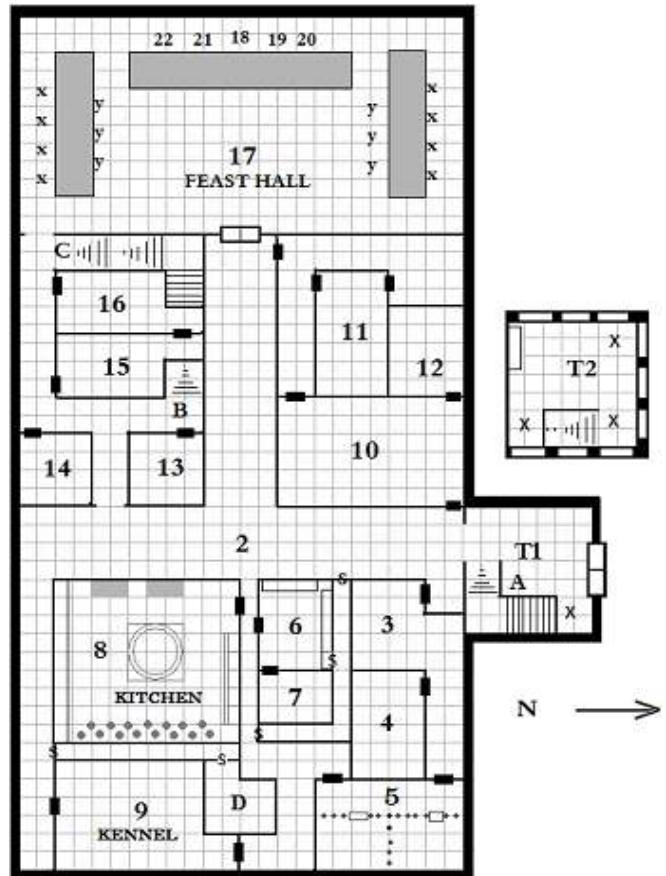
1. 1-2 ogre guards going to/from feast hall(17) to tower(1 or T2).
2. 1-4 female ogres going from kitchen(8) to feast hall.
3. 1-3 dire wolves in north-south corridor(2).
4. 1-2 female ogres going to cellars from kitchen..
5. 1-6 ogre young in east-west corridor(2) sneaking about.
6. 1-3 dire wolves going from cellars to kennel(9) or vice versa.

Note: any creature slain during a wandering encounter will not be present in a Key location. In addition, none will be in possession of treasure when encountered.

T1. TOWER ENTRANCE An **ogre guard** is always on duty at this location (see X on map to follow). This creature will always have 19 hp regardless of which individual is on duty at the time. That said, during the day it is likely the guard will be less attentive, knowing his comrades on the floor above are at their post. Thus, there is a 1 in d6 chance he will be asleep when characters attempt entry here. Stairs (A) lead up to a second story 14 feet above this, of identical dimensions. Immediately upon accessing this room, characters will be overwhelmed by the stench within the building.

T2.TOWER 2ND STORY 3 **ogre guards** are stationed in the 2nd story room of this at all times (see previous section on "approaching the structure." If not killed before the characters enter the lower chamber it is possible they will hear intruders force their way through the bolted doors. If such is the case they will rush down the stairs to eliminate intruders.

2. GREAT CORRIDOR At 20 feet wide this long, upside down T-shaped hallway is the main thoroughfare of the lower level. Check wandering encounter table while characters negotiate this.



3. ARMORY The main portion of this room is the northern 20 by 25 foot square area; a 10 foot wide corridor exits this going east (see map). This chamber is full of tools of war; great battle axes, spears and clubs line the walls, standing/leaning; roughly 3 dozen of each. Huge shields 4 foot across are stacked in piles about the place; about 45 of them, 15 to a stack. If detect magic is used by the characters, they will discover there is a dagger(invisible) with its blade stuck in one of the rafters in the ceiling 14' above. How it got there is a mystery, and the ogres are not aware of its presence. While it is magical, with a bonus +1 to hit, and +2 to damage vs. ogres and giants, it is cursed; the first person to use it in combat will become possessive of it, not wishing to let it out of his or her grasp or sight to the point of being schizophrenic about it. (You should play this out as you see fit, to whatever ends you determine.)

4. QUARTERS From 4 to 7 **ogre males** will be present upon entering this room. (HP: 19, 18, 17, 16, 15, 14, 13) AC5 DAM 1d6+2 Either they have just completed their time of guard duty, or have returned from a hunting trip; in either case they are somewhat tired, and a bit lethargic, and will react slowly at first. If the characters enter with stealth, there is a 3 in d6 chance they will catch the creatures by surprise. Being the brutes they are, they will attempt to kill and/or capture intruders, and one will only rush for aide if it appears the invaders are dominating the melee; and if one can actually exit the room. There are 7 bunks in the chamber, with each having a sack beneath per occupant, containing 10-60 sp in each.

5. CELL BLOCK This large room is actually divided into two caged inner chambers with a walkway running the full length of it(see map). A key ring that will open both doors hangs on a wood dowel in the center of the west

wall at about 8 feet off the floor. Used in the past to house prisoners being ransomed, the two cells now reveal a much bleaker picture; the northern cell contains skeletal remains of a former Hill Stead villager whose ransom was never met, while the southern cell holds 4 starving humans—also villagers—awaiting their demise in the kitchen at the hands of ogre matrons. (You may create as much back story about them and their predicament as you desire; adding *hooks* that tie them to the characters themselves, or having them divulge other information that you think will interest the characters. You *can* have one or more of the survivors be related to those that may have hired the characters to find their missing kin; in which case, releasing them and getting them safely away and back to their family should be the main objective.) Treat the prisoners all as 0-level types, having 1-4 hp each, with AC9. The only knowledge of the building's interior they might have is of the entry (T1), a brief part of corridor (2), and the narrow hallway that runs east between the kitchen(8) and store rooms(6/7) before being incarcerated in the cell block.

6/7 STORE ROOMS These chambers are filled with barrels and boxes, clay pots and sacks; 2 cabinets of shelves stand against the west and north walls holding the small vessels, while larger ones stand on the floor. Some contain wild roots and edibles, with the barrels full of dirty water, rancid wine, or salted or smoked meats; these latter being the remains of slaughtered prisoners from the village. There is nothing suitable for human consumption. A small hidden door at the back of the north shelf(see map) allows passage to a secret hallway beyond. (This requires a standard and successful search in order to find and negotiate.) There is a 1 in d6 chance per hour spent within each (or either) room that a group of 7 **giant rats** will appear, looking for a quick snack. They are AC9, 1/2HD (HP: 3,3,2,2,1,1,1) and have no treasure.

8. KITCHEN This is a huge chamber, lined with shelves from ceiling to floor along the north and south walls, with tables against the west, and barrels standing on the floor along the east wall. A 15 foot square section of the center of the floor is covered with stones, while a device suspends cooking pots that hang above a log fire beneath them. From 3 to 6 **ogre matrons** (roll a d4+2 to determine the number appearing) are present, preparing meals. They are AC6, 4+1HD (HP: 16,10,11,12,14,13) and will use frying pans and butcher knives to protect themselves, doing 1d6 damage if successful. If they are surprised the characters will have one round to act before the ogres attempt to sound the alarm, shouting and calling for help. One will attempt to get out the door as well; this will take place on the third round after the characters enter the room. Once/if the matrons begin calling for help, there is a 1 in d6 chance per round that aid will arrive from areas 4 or 9, unless the occupants there have already been eliminated. If such is the case, the odds of their screams being heard are reduced to 1 in d10 per round. If such should occur, use random encounters 2, 3 and 4 from the previous table to determine if something should respond to their calls. If the matrons believe they have no other choice they will attempt to surrender; but they will not be very informative, and attempt to flee and/or call out for help at the first opportunity. They have no treasure.

9. KENNEL Upon entering this chamber the stench of canine excrement and urine will immediately overwhelm the characters. The place is littered with bones, rotted chunks of meat, fur, and flea infested sleeping mats for the animals. **12 dire wolves** are housed here when not in service.

As these creatures are not easily found in any of the early editions of the rules (not appearing until the 1977 AD&D Monster Manual, in fact) it can be assumed that you are intended to create the details for such beasts. Even

their first mention in the Greyhawk supplement offers only the type of damage they do (bite) and the amount (1-8)...and nothing else! You may use the following to assist you in running the adventure. HP: 7,13,11,5,8, 4,10,11,10,6,5,12. If any are killed as wandering encounters, remove them from this roster.



Wolf, Dire AC7 HD 2+1 Move 120'/turn ATK 3 (claw/claw/bite) DAM 1-4/1-4, 1-8* On a bite attack roll of 20 a dire wolf has locked its jaws on—and will continue crushing down upon its victim, doing an automatic 1-6 hp damage per round. When doing so it can perform no other actions, is treated as AC9, and must be killed before it will release its prey.

Note: if the matrons from the kitchen are yelling for help these beasts will attempt to rush to the location of the screams. A dog-door (a 4'x4' section) in the lower half of the south door is usually not locked and will allow them to exit easily. If it is locked (1 on a d6) they will pummel the door with their shoulders and scratch at it, baying all the while, attempting to knock it free. This requires a roll of 1 on a d6 per turn. Once out of the kennel, it will take 2 rounds for the animals to reach the kitchen door.

D. SECRET CHAMBER Only the ogre-magi lord and his 1st wife know of this chamber. Hidden within is part of his great treasure: 3 chests, each containing 2,000 CP and 2,000 SP. Among the silver is a magic **Ring of Delusion** that makes the wearer see gold for silver, silver for copper! It can only be removed via a *Remove Curse* spell cast upon the wearer.

10. QUARTERS From 7 to 12 (roll d6+6) **female ogres** will be present when characters enter the chamber. The room is equipped with enough beds, vanities and wardrobes to accommodate the total possible. Females can only have a maximum of 5 hp per die, resulting in a total of 21 possible, with a median of 11. They share the same AC (5) as their male counterparts, but only do 1 d6 damage if they succeed in striking an opponent. Those encountered have the following HP: 21,18,20,15,12,10, 14,18,7,13,16,16. Note: any females slain as wandering encounters can be deducted from the maximum possible given here. Being the lesser type of ogre within the building, they possess no treasure.

11. DORMITORY 15 **young male ogres**, half to three-quarters the size of the adults are housed here. Not being mature, they can only generate up to 4 per die for hit points, allowing them a maximum of 17, and median of 9. They have an AC6, and can do 1d6 damage with their fists, or a club or similar device at hand. These noisy creatures will not immediately flee at the sight of human intruders; believing themselves to be superior, they will attempt to bully and pummel the characters until one of them is seriously wounded. At such a time they will attempt to flee and seek adult help. HP: 13,11,11,10,11,13,16,14,16,10,17,12,10,14,14.

12. NURSERY 7 **young female ogres** room here and help the matrons attend the 5 infants kept here as well. Like their kin above, they are half adult size, but only generate up to 3 per die for hit points, giving them a maximum of 13 and median of 7. Not as brash as their male brothers and cousins, they will shrink back when confronted by invaders, attempting to protect the infants if possible. They are AC6, and do but 1d6-1 damage with a weapon if they have one at hand (use your own judgment as to what qualifies as such.) HP: 12,12,11,10,9,9,9. (Infants are non-combatant.)

Note: when 1-6 ogre young are encountered as wandering monsters and slain, deduct those from the totals given above for 11/12, reducing the figures between the males and females as you see fit.

13. QUARTERS, GUEST A pair of **hill giants** are currently using the room as guests of the ogre-magi lord. The male has 36 hp and his female, 30. Both are treated as AC4, doing 2-12 hp damage per successful strike. This couple has come to seek employment, having heard that the ogre-magi lord has established a well defended abode. They are not committed to him yet, and can possibly be swayed by a persuasive offer from another someone else. Their personal wealth is comprised of 3,000 GP they keep in a sack hidden among their belongings beneath their bunk. They will likely be found in the feast hall (17) at meal times--positions 21 & 22; in the ogre-magi lord's private parlor discussing business (upper level, #27) on a 1 in d6; here in their quarters, 2-5 on a d6; or checking out the pets in the kennel--6 on a d6.

14. QUARTERS, GUEST A **stone giantess** is presently using this room. She has 34 hp, AC4 and does 2-12 damage. She is actually a spy, sent by her own master to see what the status of things are with the ogre-magi lord and his entourage. Word has reached the stone giant chief that a band of ogres has decimated the local countryside, and he doesn't want the activity to be blamed on his people. Thus, Sa-Lee has arrived, pretending to be *attracted* to the powerful ogre-magi lord and his accomplishments.

She will not divulge her secret to the characters casually; if she feels they can possibly assist her in her goals, or her them, she might *throw-in* with them at the last moment. She spends most of her time in the harem on the 2nd floor (#26) or in chambers with the ogre-magi lord (#27), or in the feast hall at meal times (#17). Having been within the keep for over a week, she knows the ground floor very well, all of the second story except the secret rooms, and cellar areas 1, 2 and 3; which she will inform the party of, if a good will is established. She will not openly attack the characters unless she is under the direct observation of the ogre-magi lord or his first wife; even then, she will *pull* her punches, landing no more than 2 hp damage per strike. (You must play her with cunning and resourcefulness. She is on a mission, yet can become a great ally to the characters if done right.) She has no personal treasure; having brought and presented a gem worth 1,000 GP to the first wife of the ogre-magi.



B. STAIRS DOWN Just what they appear to be.
C. STAIRS UP Just the same, except going up.

15/16. QUARTERS 7 **Male ogres** occupy each of these rooms but only 1-4 will be present unless it is meal time; if such is the case all 4 will be at the feast hall (#17) in positions X. If it is not meal time, then from 1 to 4 may be encountered within. If you determine that not all of the ogres are present, those not indicated as being in the room will be out on a hunting party in the wilderness. In all cases, you must keep track of time, and where the ogres are. HP: 11,23,16,12 . There are enough sleeping mats strewn about the floor to accommodate all of them, and each will have his own sack of stash; such might include 1-8 human teeth,10-120 CP, 10-60 SP.

17. FEAST HALL This grand chamber is huge, with an open ceiling a full 36 feet above the floor above the floor. There are 5 windows in the north and south walls between the 27 to 34 foot range (see map, upper level) that allow light into the chamber. Meals are held here, and sometimes gala events. The chamber will thus either be filled with diners and merrymakers, or empty save for a few females doing their duties, or young ones playing games of hide and seek; there will always be a wolf or two about in search of scraps. It is thus critical that you establish the time the characters first enter or reenter the building, and how long they spend exploring. For when they enter this chamber, their timing will directly indicate how occupied they will find it to be.

The 3 conditions of occupancy are as follows.

Meal Time

Nontu-Tantuas, ogre-magi lord (#18) See upper level #29
Lady Tantuas, first wife/ogre-magi (#19) See upper level #27
Hill Giants, guests--(#21-22) 36 hp, 30 hp AC4 D 2-12
Stone Giantess, visitor--(#20) 34 hp AC4 D 2-12
1-2 Ogre-magi males/guards, See upper level balcony #25
8 Ogre males, (X) See area 15/16
6 Ogre-magi females, (Y) See upper level #26
3 Dire wolves. See area #9--kennel

Should the characters launch an all-out assault on the ogre-magi lord and his guests during mealtime, you will have to determine all actions taken by the creatures, using the full force of their abilities and skills. The behavior of some (the giants for example) have been briefly suggested previously. If the characters are caught attempting to enter unnoticed and sneak about you must have the occupants react accordingly. Note: the ogre-magi males/guards are stationed on the balcony overlooking this hall and have it under keen observation during mealtime.

All ogre-magi possess the following abilities: Move 120'/turn; perform the following at will: **fly**, for 12 Turns; become **invisible**; **cause darkness** 10' radius; **poly-morph** into human form; **regenerate** 1hp/round. And once per day (each) can cast **Charm Person**, **Sleep**, **Assume Gaseous Form**, **Ray of Cold** (8HD strength).

Pre-/Post Meal Time

- 1-4 ogre females, See area #10
- 1-6 young ogre males, See area #11
- 1-4 young ogre females, See area #12
- 1-3 dire wolves, See area #9--kennel

Activity will begin to occur approximately 11-20 rounds before the meal is served, and cleanup will continue for an equal amount of time thereafter. This mostly consists of the female ogres setting or clearing the tables, young ogres looking for a quick snack ahead of time, or looking for some scraps after; the latter including the dire wolves sniffing about.

Should characters encounter the above during these times there will be an initial 1-2 rounds of confusion by the ogres(not so the wolves) during which the characters can react first. A standard initiative roll will occur immediately when encountering the wolves. You should handle melee combat as required, accounting for the ogres to behave as they have more or less been depicted in previous parts of the text.

It is to your advantage to have this area (#17) well thought out and prepared before the players' characters reach the chamber. If it is *empty* when they arrive, before a meal, during a meal or after a meal may depend much on the characters' actions and movements as they explore the building. *Time*, therefore, is something to keep a strict eye on.

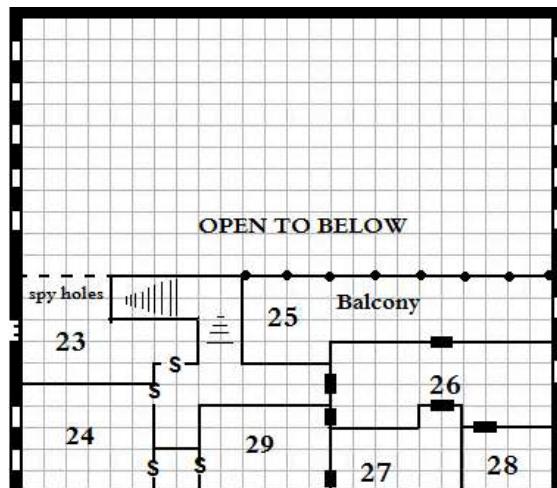
UPPER LEVEL ENCOUNTER KEY

Wandering encounters upon this level will only occur as the occupants are passing down or up the stairs as they make their way to the feast hall. Common sense will assist you in establishing that at a certain time almost all occupants will be in their quarters asleep; you should know when that occurs and the time frame of it. Otherwise, a roll of 1 on a d6 might indicate that an encounter of some type has occurred. At which point, you should draw from the listed areas those that with which this is the case.

23. SECRET ROOM Only **Nontu-Tantuas**, the first wife, and the ogre-magi guards know how to access this chamber. It is used mostly by the latter during non-mealtimes in order to observe the chamber below without exposing themselves. The holes in the wall are about 28 feet above the floor of the hall below, and so hidden that even an elf will have but a 1 in d10 chance of spotting them from below; all others a 1 in d12. Even then they cannot be entered, being only 6 inches in diameter. Two large bunks stand against the east wall of the room, with a huge footlocker beneath. These are used by the guards, taking turns so that one is always on duty. Only the usual standard items will be found in the footlockers; nothing of value.

As previously mentioned, there is a *hidden* window on the second story of the south side. Exploration of the building here might reveal its presence in the wall at this location at 24 feet above the ground. An elf will spot this on a roll of 1-3 on a d8, and all others on a 1.

24. TREASURE CHAMBER Several secret doors access this room, but only the **Nontu-Tantuas** knows how to manipulate them. This requires a standard *find/detect Secret Doors* and **Open Doors** by the characters. Once inside they will find all the booty this group has amassed from its victims. 2 large chests (4'Wx3'Dx6'L) stand against the west wall. #1 contains 4,000 CP and 6,000 SP; #2 contains 6,000 SP and 2,000 GP. Laying beneath the coins in #2 is a **+1 Sword/+2 vs. Lycanthropes**, wrapped in a bear's hide. Both are locked with large crude iron devices. These may be *picked* and *opened* by a **thief**, or *smashed* by striking each with a force from a blunt weapon causing a total of 12 points of damage before they fall away. A small coffer (2'Wx1'Dx3'L) sits on the floor at the south wall between the two windows. Inside it are 5 gems (1x10 GP, 1x50 GP, 2X100 GP, 1x1,000 GP); 3 pieces of jewelry (1x6,000 GP, 2x7,000 GP, 1x10,000 GP); a **Wand of Fear** (w/57 c.); **Potion of Animal Control**; and a wooden scroll case with a **scroll of 3 spells** (Remove Curse, Cure Serious Wounds, and Raise Dead). Three wooden dowels are set in the east wall (at heights of 7 to 10 feet), five feet apart. Suspended upon these is an item: (1) **Carpet of flying**; (2) **Girdle of Giant Strength**; (3) **Wizard's robe**.



25. BALCONY This platform looks down upon the feast hall. It is 18 feet above the feast hall floor, with a 6 foot railing with posts every 10 feet. It can only be accessed via the harem (#26) on the upper level. As already stated, this location will be manned by 2 ogre-magi guards during all meal times. Each has 4 large spears they can toss, as well as 2 throwing axes and knives. HP: 19,16. They will fight with missiles and remain in position to protect any females on the upper level, before jumping to below.

They have all the abilities of ogre-magi as well as their combat skills; but they will only jump to the floor below if (1) the situation is dire and / or **Nontu-Tantuas** summons them, or (2) there is no one other than themselves on the upper level when combat breaks out. In melee they are AC4, Move 120'/turn, and do 1d12 damage per successful strike.

26. HAREM 6 **ogre-magi** females reside here. HP: 16,18,24,13,16,22. The room contains a bed for each, along with a footlocker beneath, and 3 dressing tables with matching wardrobes. The furnishings are superior to those of the ogre females on the lower floor, and the chamber is kept better. This group will be either here, or at the feast hall for the most part. They are not very aggressive (being recreational servants of the master and his first wife) and are more likely to flee and/or surrender to threat from anything showing enough force. Each has a small jewelry box they keep on their vanity that contains typical female items used for primping and such. If taken prisoner they will divulge all they know about their lord's activities in the area: he raids villages and takes human prisoners! (Surprise!)

27. PRIVATE PARLOR This chamber serves **Nontu-Tantuas** as an office for conducting business, and holding meetings with visitors. There are maps tacked across the east wall depicting many different scenes and locations; the valley where Hill Stead farms stood is one such locale, but there are others the characters will be unfamiliar with. (You can use these as clues for other locations and adventures you may wish to design.) A large bear pelt is stretched across a 10 foot section of the north wall; it is worth 500 GP on the open market. A large table and 5 chairs stand in the center of the room; cluttered in atop this in piles are 1,500 CP, 1750 SP, 750 GP, a tiara with 3 set pearls worth 10,000 GP (each pearl being worth 500 GP), and a dozen human-sized books--all but one with their pages torn out or burnt. The one having survived thus far is a magic-user's spell book that contains the following spells: *Light, Read Magic, Sleep; Invisibility, Wizard Lock, ESP, Knock; Dispel Magic, Fire Ball, Infravision, Slow; Charm Monster, Dimension Door.*

28. QUARTERS, 1ST WIFE This is the private chamber of the Lady **Kontu-Tantuas**. HP: 25 Like the others of her gender she is not known to be aggressive; if she must be, treat her as AC5, doing 1d10 damage from any blunt object she can employ. She also posses all the usual ogre-magi abilities. An oversized stuff bed fills the northeast section of the room, with her vanity and wardrobes standing against the west wall. These latter are filled with typical female items for enhancing one's appearance; none will be of any value to characters, and all are oversized. The 1st wife will be here or in the harem when not in the feast hall. She refuses to be aware of her lord's activities outside the building, and thus knows little to nothing that might be of use to the characters. She is a frivolous creature, pampered by her status and exploitive of it.

29. QUARTERS, OGRE-MAGI LORD. This is the inner sanctum of the ogre-magi lord, **Nontu-Tantuas**. A particularly mean spirited creature that feels trapped in a new land and longs to go home. Brought to this realm ages ago as a curiosity-show exhibit, he remembers little of those early years due to the continuous drugging he was kept under in order to chastise the use of his natural abilities. How he escaped he does not clearly recall; perhaps someone set him free. All he knows is that once he was free, he intended never to be taken captive again. And since that time he has taken his revenge on any and all humans, spreading death and destruction where ever he was, and in whatever direction he took.

Eventually he settled here, as described earlier in the *Background*. He intends to stay, until his lust for revenge is quenched, or he is dead!

Nontu-Tantuas is an unusually large and strong ogre-magi, standing 12 feet in height, and doing a d10 damage with his fists or 1d12 with his favored weapon--a 6' long Japanese Katana. He is normally AC4, but wears special-made leather armor with metal-plating giving him an AC 3 when he has time to prepare for battle; the armor is too large for anyone smaller than him to wear. With 33 hp he can stand in battle if need be; though he prefers using his innate abilities to weaken his enemies before the need to enter combat arises. **Nontu-Tantuas** is an evil, wicked being. He will give to quarter and delights in inflicting pain upon smaller beings--humans especially. There is no bargaining with him, for he values only power and control--his own!

His quarters are surprisingly sparse--a large stuffed bed covered with giant bear pelts (3 of them, worth 100-1000 gp each), a chest of drawers, a giant-sized chair and a footlocker beneath the bed. He keeps his treasure at a secret location (#24). Only he knows of the secret passage leading south from his room to his stash.

Nontu-Tantuas will be in the feast hall (#17) at meal times, and often spends time on the balcony (#25) thinking of his next raid. But he is as equally likely to be in the harem (#26) or his office (#27), so it is up to you to determine his location at the moment the characters enter the building, and during the course of the time they spend exploring it.

Note: the creatures previously described are not frozen at the spots in which they are located. It is your responsibility to breathe life into them, granting them movement as shaped by their daily routines, needs and so on. Should the characters be discovered and the alarm sounded, you will have to coordinate all those you think would respond to the situation and have them act accordingly.

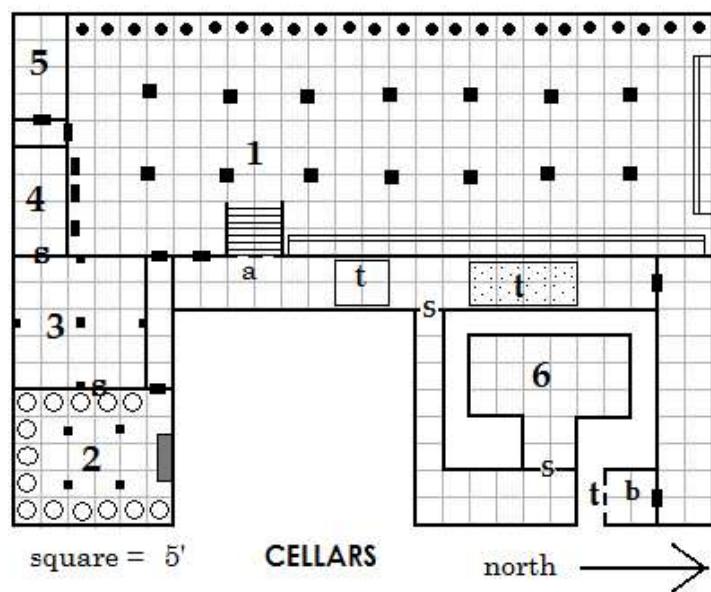
CELLAR LEVEL ENCOUNTER KEY

1. MAIN CELLAR A large chamber that almost runs the entire width of the floor above. Two-foot square pillars 12 feet in height support the ceiling; the place is usually avoided by the ogre-magi, while the shorter ogre being 9 to 10 feet tall have enough clearance to walk upright. Shelves line the north and east walls from floor to ceiling, hold clay pots, metal urns and boxes containing a variety of sundry items the ogre matrons use in the cooking of meals. 24 small casks of foul tasting water stand along the west wall, as 3 wooden chests stand in the southeastern corner, filled with dozens of ogre size cutlery. The floor is hard packed dirt, but topped with impacted stones the size of pebbles up to fist size rock; making for an uneven surface and slow movement. It is common for as many as 14 to 36 **giant rats** to be in this chamber at any given time. While they are only a mere nuisance to the ogres, in large numbers they could be a threat to the characters. Treat them as 1-1 HD, AC9 and biting for 1-4 damage. They will flee if faced with fire (such as torches).

2. LARGE ROOM There are 14 large barrels stacked against the east, south and west walls of this chamber. Each is either half filled (1-3 on a d6), three-quarters filled (4-5 on a d6) or full (6 on a d6); those that are full weighing 300 pounds. They contain wine stolen on raids from the village of Hill Stead. All are drinkable. Hidden behind a barrel at the west wall is a secret door into another chamber (3). Allow all characters a check to see if the door is discovered. A tall wardrobe stands against the north wall. 2 doors that meet in the center are stuck shut but can be forced open. The wardrobe is 9 feet tall and 4 feet wide; the doors 7 feet tall, 4 feet wide. Inside is a giant spider, 1HD, 5 hp AC8 Dam. 1 bite/Save vs. poison, or die! A **Bag of Holding** in the bottom of the wardrobe contains 1 CP.

3. LARGE ROOM Accessed via the secret door in the east wall, this chamber is empty. If searched, another secret door in the west wall *may* be located, leading to another, smaller chamber.

4. SECRET ROOM What appears to be something wrapped in cloth lays on the floor at the west end of this room. If picked up, the object will feel like a sword. A Detect Magic spell cast will reveal the item is, indeed, magical. Unfortunately, it is cursed! Whomsoever first touches it will never be rid of it unless a Dispel Magic is cast upon the victim while holding it. At such a time, anyone else touching or holding the weapon is not subject to the curse; only the original holder, as long as he's/she's alive. The sword will immediately begin speaking when held, spouting loud and obnoxious insults at any dwarf or hobbit within 10 feet. If there is no demi-human within range, it will sing the lyrics of sea shanties passing the time. It is silent only when placed in a scabbard, but whenever the possessor of it enters combat, the weapon will instantly appear in his or her hand, singing at the top of its lungs, until it is placed in the scabbard again. The good news is, it is a **+2 sword!** Why was it put here? One of **Nontu-Tantus**' troops picked the item up on a raid long ago. Finding the item to be too annoying/distressing, it was put here.



5. EMPTY ROOM You can place an encounter here if you wish, or an item you'd like the characters to discover.

BEHIND THE STAIRS Through the first door south of the stairs is a long hallway going south to north. Two traps lay ahead (north), but can be avoided if the characters discover the hidden panels within the back of the stairwell (a); these are located 7 feet up the wall from the floor. A check for secret doors is needed to locate these; the last creature to manipulate the levers within the wall had nicked its finger before, and a thin trail of blood left a faint streak down the wall beneath the panels. If this clue leads the characters to tap upon the wall they will hear a hollow sound at each spot. Behind each panel is a compartment 2 feet high by 1 foot wide and 1 foot deep; inside is a lever that must be lifted up to defuse the trap mechanisms ahead, or lowered to set them; the levers will be either up (1-2) or down (3-6) on a d6 when encountered. The southern lever controls the traps in the hallway to the north; the northern lever controls the trap located at (b).

THE TRAPS The first trap going north is a pit 20 feet deep. Anyone that falls into this will suffer 2d6 dice of damage. The second one is a ceiling trap, where the section shown (see map) falls down from above, striking anyone within each 5 foot square with from 1-5 rusted spikes, with each causing 1 point of damage. The physical damage caused by this trap is not a major concern; what is are the rusted spikes, as each one that pierces a victim has a 5% chance of infection by blood poisoning. If such should occur, the victim must make a Save vs. Poison (per spike), or will begin to suffer the effects of this after one day. This type of poisoning slowly reduces the victim's health (1 hp) per day cumulative thereafter, until it is cured/removed, or death results. The last trap (b) is located at the end of the east-west corridor shown on the map. Opening the door will release a volley of 4-16 spikes (2-8 from each orifice) causing similar damage as those previously described. Anyone standing in the doorway will be struck by any number of these missiles, but if a DEX check is made, he or she may successfully dodge half of the projectiles. (Roll DEX or less on a d20.) A hobbit is subject to only 1-4 projectiles, a dwarf or elf, 2-8.

6. TOMB **Nontu-Tantus** had this chamber constructed secretly when the building was being erected and the cellars dug; only he and the diggers know of it, and the latter are dead within. A secret passage is the only access to it, and a secret door must be passed to enter the chamber. Inside is a stone sarcophagus, sized to fit him alone. Along the walls are the corpses of those that dug the chamber, slain by **Nontu-Tantus** to keep it secret. The stone receptacle is lined with fine silks, feathers and fur from animals. The rectangular lid is heavy, requiring a successful Open Doors check by at least 3 characters working together to slide it away; embedded across the top are 13 gemstones (12 worth 1,000 GP each, and 1 cursed! You must determine the effect/s of this.)

THIS ENDS THE ADVENTURE OF **THE HORROR OF HILL STEAD**

Written and Designed by rc pinnell
Art by del teigeler

AFTERWORD

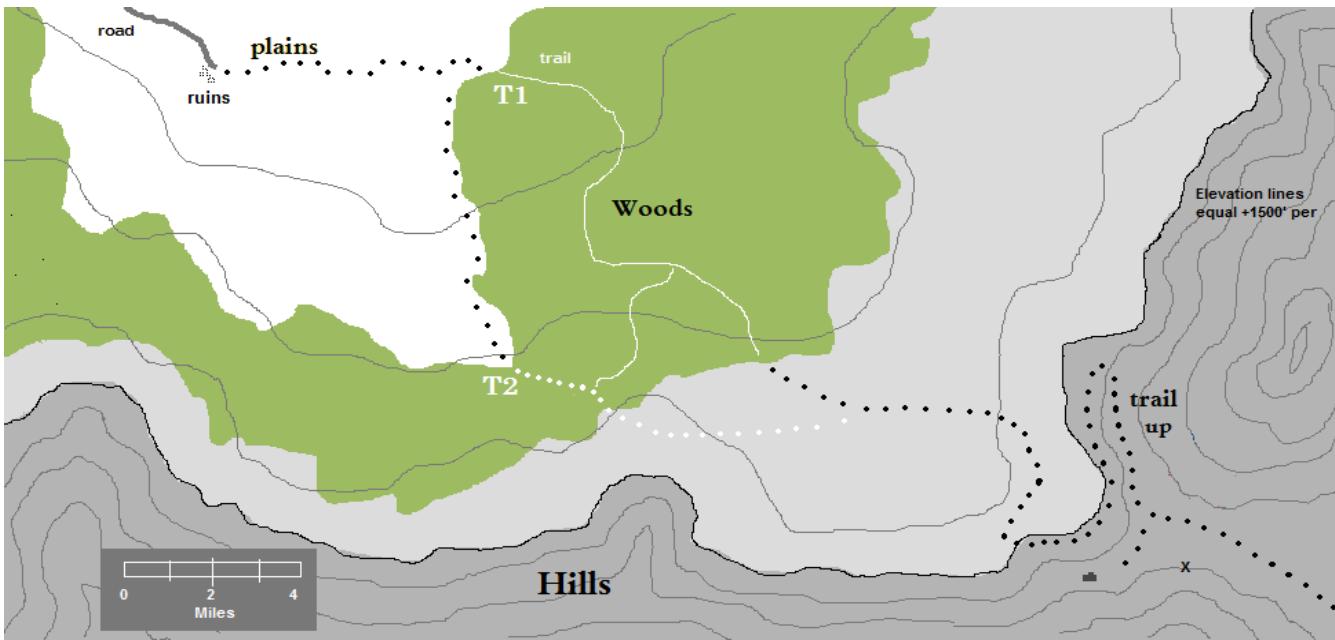
This is the second project that artist Del Teigeler and I have worked on together. *Ice Maidens of the Frozen Horn* being the first. His participation has multiplied the quality of these adventures beyond words. It is my hope that we have, at least, one more adventure, together.

The **Greyhawk** name is used without permission of the owners, Wizards of the Coast, as a reference only under the terms of Fair Use.

FOR MORE ABOUT THE ARTIST

You may contact the artist behind the wonderful illustrations in this product by going to:

Del Teigeler, Illustrator
mavfire@gmail.com
mavfire.deviantart.com
mavfire.blogspot.co



APPENDICES

CHARACTER GENERATION

Characters should be generated using the standard 3d6 for non-prime requisite abilities. For prime requisites (STR, I, W, D) I recommend using a d12+6, which will generate results of 7 to 18.

PREGENERATED CHARACTERS

FIGHTING MEN	Level(s)	HP	STR	I	W	C	D	CH	ARMOR	AC
1. Human	7	42	16	9	10	13	15	10	+1 chain mail, shield	4
2. Human (Paladin*)	6	36	15	10	13	13	12	17	plate armor, +1 shield	2
3. Human	6	37	15	12	14	15	10	12	+1 leather, shield	7
4. Dwarf(also T6)	6	40	17	10	12	16	11	10	chain mail, +1 shield	4
MAGIC-USERS										
5. Human	6	10	12	17	10	10	13	14	none	9***
6. Elf(also FM4)	5	18	16	17	9	12	13	13	elf chain mail, shield	4
CLERICS										
7. Human	6	22	14	12	16	13	13	15	chain mail, +2 shield	4
8. Half-elf(also FM5/MU5**)	4	21	16	15	14	12	11	12	leather, shield	6
THIEVES										
9. Hobbit	8	24	10	12	9	13	16	14	+1 leather	7

* Per Greyhawk rules. ** Per Greyhawk rules. *** receives +1 defensive bonus just as armor due to magic ring of protection.

For magic-users (including elf types) use the INT table in Greyhawk (p.8) to determine the min/max amount of spells the character may know. You will have to prepare their spell books ahead of time, per character, by choice or random means.

Clerics(including half-elf types) are free to choose their spells at the beginning of each day.

Distribute the following magic among the characters as you wish; or have the players roll dice to determine order of choice and allow them to pick, in order, until all the items are gone.

+1 sword	10 magic arrows (+1)	Scroll/Protection vs. Undead
+1 mace	Potion of Giant Strength	Wand of Magic Detection (22C.)
+1 dagger	Potion of Speed	Staff of Healing
+2 hammer	Potion of Healing(x6)*	Boots of traveling and leaping
+1 sword/Locating objects ability	*(can be divided)	