

G2**SECOND OF 3 MODULES**

ADVANCED DUNGEONS & DRAGONS®



Dungeon Module G2

The Glacial Rift of The Frost Giant Jarl

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 second of a three-part expedition adventure which also employs DUNGEON MODULE G1 (STEADING OF THE HILL GIANT CHIEF) and DUNGEON MODULE G3 (HALL OF THE FIRE GIANT KING).

© 1978, TSR Games



TSR Games
POB 756
LAKE GENEVA, WI 53147





ICY PATHS
ICY LEDGES
PATH TO BOTTOM OF RIFT



BOTTOM OF RIFT
ELEVATION ON LEDGES

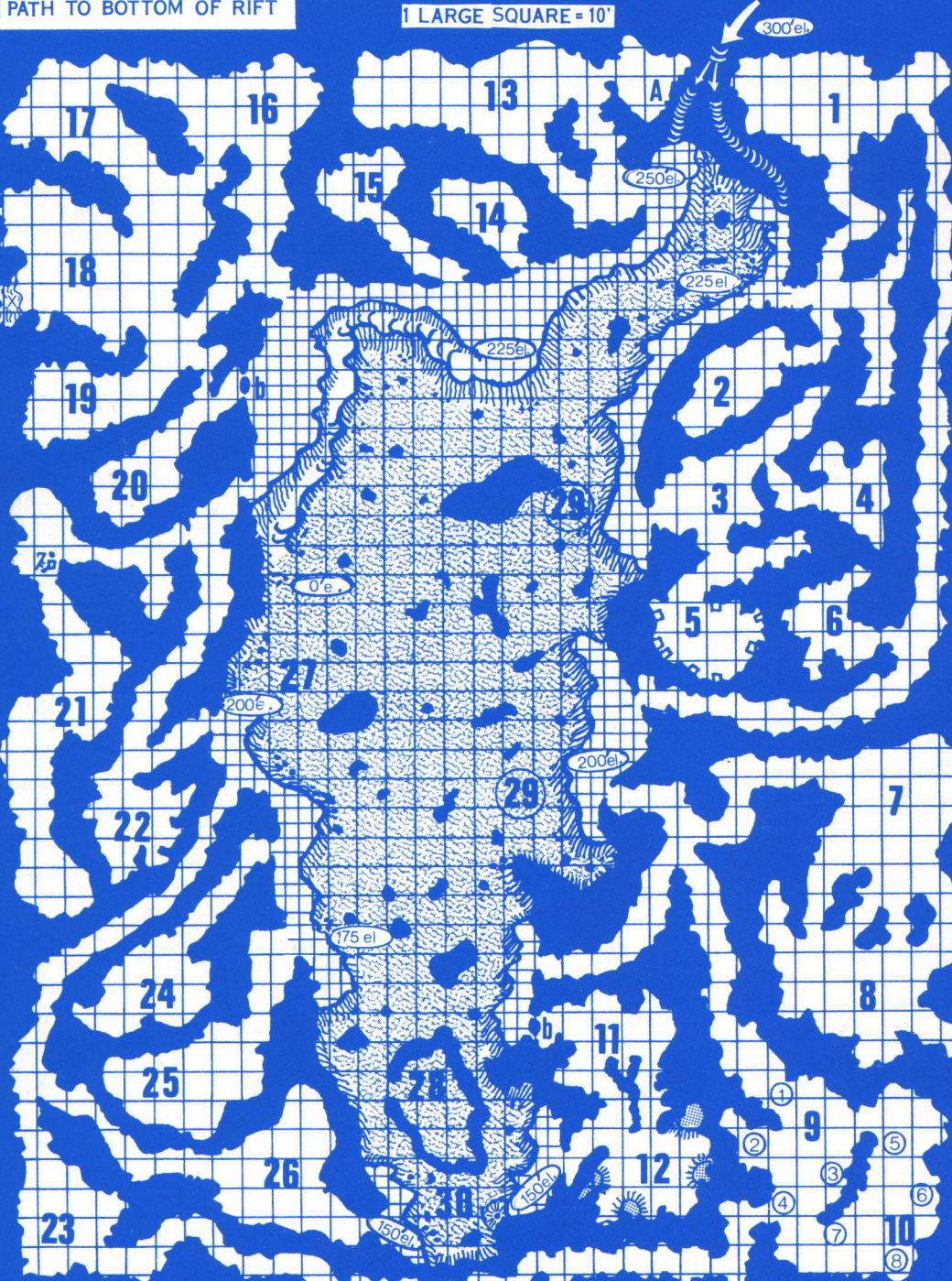


SMALL LEDGE
IN CAVE



SINK HOLE
RUNE MARK

1 LARGE SQUARE = 10'



Down to
Level #2

ADVANCED DUNGEONS & DRAGONS[®]



Dungeon Module G2 The Glacial Rift of The Frost Giant Jarl

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 second of a three-part expedition adventure which also employs DUNGEON MODULE G1 (STEADYING OF THE HILL GIANT CHIEF) and DUNGEON MODULE G3 (HALL OF THE FIRE GIANT KING).

©1978, TSR Games



TSR Games
POB 756
LAKE GENEVA, WI 53147

Distributed to the book trade in the
United States by Random House, Inc.
and in Canada by Random House of
Canada, Ltd.

PRINTED IN U.S.A.

ISBN 0-935696-09-1

Advanced Dungeons & Dragons

Dungeon Module #G2

The Glacial Riff of the Frost Giant Jarl

Background: Some dozens of leagues to the north and west of the STEADING OF THE HILL GIANT CHIEF (Module G1 of this series), amidst the tallest mountain peaks, is the stronghold of Grugnur, Lord of Frost Giants. As frost giants have been amongst those who have been in the reaving bands, the party is to deal with them as the hill giants have been dealt with. Death and destruction are to be meted out to the frost giants in the same measure they gave to the peoples below. Those members of the party who have participated in the raid upon the STEADING will know that their most important mission, however, is to garner intelligence as to what or who is behind the unholy alliance of hill, stone, frost, and possibly other types of giants as well. Any such information gained is to be delivered by the fastest means to the nobles sponsoring the expedition, while the party is to follow up clues in order to prosecute offenders. Any treasure taken is to be kept by the party; this is their reward for the perils they must face—and they are bound to face many in the weird ice caves and rocky caverns of the Jarl. The evil root is deeply grown here, far worse than among the hill giants.

CAUTION: Only strong and experienced characters should adventure into the Rift if the party is but 3 or 4 strong; 6th or 7th level characters are suggested only if they are of dwarven race or when the party numbers 5 or more characters (and several of these are of higher level). The optimum mix for a group is 9 characters of various classes, with an average experience level of at least the 9th, and each should have 2 or 3 magic items which are useful against giants. If the party is basically the same as adventured in the Steading of the Hill Giant Chief, they should be sufficiently strong and knowledgeable to expect reasonable success.

Start: It is assumed that the party has either followed a map obtained at the Steading, or used the magical chain found there, to arrive in the neighborhood of the Glacial Riff. If they spend a few hours searching the area, they will discover a hidden cave in which they can safely hide themselves, their mounts, equipment, and even treasure if they take minimum precautions with respect to keeping their hiding place secret, i.e. do not lead pursuers to the spot, make undue noise there, etc. In any event, the same search will also reveal the Rift. The thick arrow indicates the beaten path which the giants follow to enter the place. There are two icy ledges along either face of the Rift. Both slope slightly downward, with occasional high steps which combine to make the paths progress from 250' above the bottom of the Rift at their beginnings to about 150' above at their far ends to the south. The two paths are indicated by slender arrows. The dark outline is the Rift, and the openings along it are the entrances to the caves and tunnels in its face. Caves and caverns will be from 25' to 45' high, tunnels and passages will be from 20' to 30' ceiling height. The party may travel on the surface of the glacier/mountain (over the caves shown) to circumvent the whole Rift if they so desire. Ropes can be lowered to gain the ledges below—from 50' to about 150' depending on position. As the rim and the ledges are covered by ice and snow, each turn that the party is moving along them a die is to be rolled; 1 in 6 indicates a member of the party has slipped and fallen, and there is then a 3 in 6 chance that the character falling will continue to slip and slide over the edge. If the party is roped together, when 1 member slips over the edge, the next must be rolled for with a 2 in 6 chance of following. If more than half of the party goes over the edge, all fall. Each member falling to the bottom of the Rift takes 1 six-sided die of damage for every 10' falling distance, 10 dice maximum due to the cushioning effects of snow drifts.

The whole place is windy and very cold. Visibility atop the Rift is about 150'. The wind at the bottom of the Rift is worse still, and visibility there is only 30'. The floor of the Rift is a maze of snow and ice hillocks and mounds, with peaks of ice and rock thrusting up



here and there like fangs. Movement through this howling maze of cold is reduced to 50% of normal. Due to wind force and eddying currents, levitation or flying there will cause movement in a random direction equal to one-half the distance flown or levitated. (Use d8 to determine direction, 1 = north, 2 = northeast, 3 = east, etc.)

The map the party has shows only the entrance to the Rift, and they have no idea as to which path they should follow or what they will encounter (other than the certainty of frost giants). Other than a few traces of giant footprints, the ice and wind-driven snow hide all traces of who or what use the ledges to gain access to the caves. The party must learn for themselves what lies in store.

Notes For The Dungeon Master

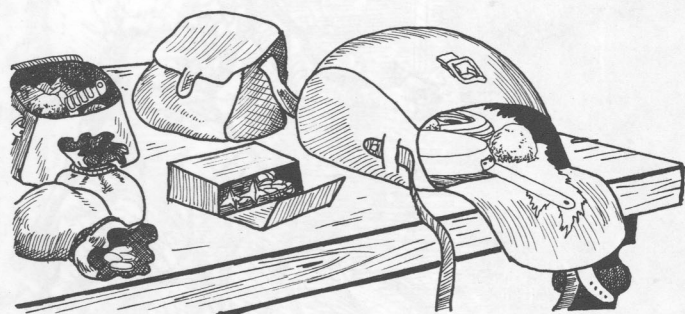
There is considerable information contained herein which is descriptive and informative with respect to what the players see and do. Note that this does not mean that you, the Dungeon Master, must surrender your creativity and become a mere script reader. You must supply considerable amounts of additional 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 checks for the giants should not normally be made.

If the party decides to retire between forays into the Rift, they may use their hidden cave as a base if they have seen to its provisioning. Of course, magic-users must have their spell books in order to regain spells used. When the party does retire to rest and recuperate, experience points should be awarded for treasure taken out and monsters slain.

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 shown in all three MODULES, 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 Areas (Caves and Riff Floor): The northern section of caves and caverns is basically formed from ice, with a few areas of rock here and there. In these areas a faint greenish light will make torches or similar lights unnecessary. Fireballs used in such areas will make the footing within the area of effect very slippery (slip and fall 2 in 6 per 10' moved). For from 2 to 5 turns after such magical fire is used, the area will also be filled with a thick fog which will reduce visibility to 5'. Boulders blocking movement require 3 persons of normal strength to move them, success being indicated by a 1 or 2, just as if a resisting door were being opened. Characters with 18 strength can move these boulders alone, but a 1 or 2 on a six-sided die is required for success. If they are co-operating with other party members to move them, then a 1 is added to the probability of success for each 18 strength character in the group attempting to move the boulder, i.e. if 2 of the 3 were 18 strength characters, the boulder is moved 4 in 6. If the party is on the floor of the Riff and fleeing from pursuing monsters, any change in direction by the party will entitle them to a die roll to determine if the monsters continue to follow, with 1 or 2 on a six-sided die indicating that pursuit continues, 3 through 6 meaning that they have successfully eluded the monsters. This is allowed due to the blizzard-like conditions in this area.



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:

Dice Roll	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 AREAS

Wandering Monsters:

Encounter occurs 1 in 12 (d 12), checking each turn.

- 2-5 yeti
- 1-3 frost giants
- 4-16 ogres
- 2-8 winter wolves

Note: *Wandering monsters are assumed to be creatures not shown on the matrices, and their appearance is simply chance, although they can reinforce existing monsters in an area if circumstances favor this action on their part.*

Encounter Areas et al.:

- "b" positions are large boulders.
 - GUARDROOM ICE CAVERN:** 4 frost giants (H.P.: 49, 47, 46, 44) lair in this place at all times to prevent any unauthorized use of the south passage. If any combat is going against them, one of their number will flee down this passage to give the warning of intruders to the guards at 9. and 10. There are 4 piles of hides, 4 giant sacks, and a pile of rocks and ice chunks for hurling. The guards will certainly hurl missiles if they are not immediately meleed. Their treasure is at 6. See also 2. hereafter.
 - GUARDROOM ICE CAVE:** 3 frost giants (H.P.: 50, 42, 41) on standby guard. If they hear noise from area 1. they will rush there to help, or if they are attacked they will raise a cry to bring the guards from 1. to aid them. There are 4 piles of sleeping skins, and 2 bags in the cave. Under the third pile of skins is a silver belt worth 1,600 g.p., one giant wears a jeweled chain on his wrist (3,000 g.p. necklace), and one sack holds 4,128 g.p. There is an ample supply of boulders and ice blocks at hand for hurling at opponents.
 - EMPTY ICE CAVE:** If loud noise is made herein, the ceiling of ice and icicles will collapse, inflicting 3-30 hit points of damage on each creature in the cave.
 - SMALL ICE CAVE:** Den of 5 winter wolves—a male, female, and 3 half-grown young (H.P.: 36, 31, 19, 18, 16). If the young are molested, the parents will fight at twice normal values. They have no treasure, although there is a litter of bones and the like in the place.
 - ICE CAVERN:** The giants have frozen 8 corpses of mutilated victims, standing them upright in blocks of transparent ice. Evidently these are meant to "frighten off" any trespassers. The bodies are obviously hacked and very dead, not merely frozen whole. Each of these corpses has some valuable item with it in the ice: 1) is dwarven with a (+1) battle axe, 2) is elven with a long case at its feet (cold wand with 16 charges), 3) is human and wears a jeweled belt (worth 7,000 g.p.), 4) is human and has a tube in its hands (a scroll of **protection from elementals**), 5) is dwarven and has a spilled pouch of (37 10 g.p. base value) gems at its feet, 6) is human and wears a **fire resistance ring**, 7) is half-elven and grasps a sack with a burst seam showing silvery coins (471 s.p.), and 8) is a human in gleaming armor (magic **armor of vulnerability**, -2 but appears as +2 until actually struck in combat). If a **fireball** is used to melt the ice blocks, all magic and jewelry will be destroyed. Lesser fires or chipping will cause melting or vibrations which have a 10% per block cumulative chance of causing the ceiling of ice and icicles to collapse and inflict 6-60 hit points of damage on each creature beneath.
 - ICE PROVISIONS CAVE:** There are various pieces of frozen meat, some bales of cloth, piles of hides, and a few odd boxes and barrels of foodstuffs here. The third barrel moved will reveal a hole with 3,000 g.p., 4 1,000 g.p. base value gems, and a cleric spell scroll with 1 **cure serious wounds** on it inside a silver tube worth 300 g.p.
 - CAVERN:** This natural rock cavern is covered with ice forma-

tions, so that unless the party pays particular attention, only the lack of the light which pervades the ice caves will make this place different from earlier caves and caverns. There are 4 (or more if ogres from the Steading survived, for they will also be here) big heaps of furry hides near the southeastern end of the place. They cover 4 ogres (H.P.: 24, 22, 21, 19) who await audience with the Jarl. Any noise will awaken them, and they will give the alarm to 8. and attempt to give the party the slip and warn the giants, too. Each ogre has from 100 to 400 g.p. and 1-4 100 g.p. base value gems.

8. **SOUTH CAVERN:** Ogre mercenaries serving Jarl Grugnur dwell here. There are currently 12 ogres (H.P.: 30, 28, 27, 2x26, 24, 3x23, 2x22, 20) here. All fight fiercely. Also in the place are 5 chests, 12 sacks, and 3 barrels, as well as many piles of the usual skins and hides used for beds. Chest #2 contains an ear collection, and #4 holds 1,300 c.p., 2,111 s.p., 792 e.p., and 5,300 g.p. Sack #9 contains 6 pieces of silver jewelry (100 to 600 g.p. value each) and 8 pieces of gold jewelry (200 to 800 g.p. value each). Barrel #1 contains skulls. Hidden under the 10th pile of skins are 2 **healing** potions and a gold armband with an inset ivory and amber bear (jewelry value 2,000 g.p.—damaged value 700 g.p.). The latter is a pass to the Jarl.

9.-10. **CAVERN GUARD COMPLEX:** Giants here are always alert. The position of each guard is shown by a circled number. These guards will co-operate and attempt to set up ambushes by the movement of those in area 9. eastwards to 10. via the north passage, while those at 10. move clockwise into area 9. to come into the rear of attacking forces.

9. 4 frost giants (H.P.: 55, 52, 46, 44). Each has his regular weapon plus 1 boulder at hand. There are plenty of additional boulders piled near guard positions one and four. These giants have no treasure.

10. 4 frost giants (H.P.: 59, 50, 45, 40). Each wears an armband exactly as described in 8. above. There are 8 bags piled into the corner at guard position eight, each holding 200 to 1,200 g.p. There is also a rock ledge at about 9' height which has a stone box on it; inside this box are 6 more armbands and a pouch of 21 base 100 g.p. value gems. The stone box will not be seen unless it is actively looked for by a creature within 5' able to view something that far off the ground.

11. **CAVE OF BONES:** This place is the disposal area for unwanted bodies and similar refuse which is tossed into the place by the various giants in the upper area. Although it certainly appears that there might be some treasure scattered amongst all the bones, there are only a few coins—1-6 each c.p., s.p., and g.p.—and some broken weapons, pottery shards, and the like. It takes 1 turn to search a 10' square area, and the toads from 12. below will come into the place to look for expected food when they hear noise. Roll each turn, giving a 1/6th greater chance per turn, with a 1 in 6 probability on the first turn.

12. **LOWER BONE CAVE:** This place also has many bones and skulls littering it, and it is the lair of 5 ice toads (H.P.: 37, 31, 26, 22, 19). These creatures feed on the leavings in area 11. They have but one treasure, a naturally shaped piece of reddish-purple amethyst (base value 5,000 g.p.) which resembles a toad. They have it on a protuberance in the middle of their cave, and it is worshipped by them as a god. The toads rest on small ledges from 8' to 12' above the cave floor, and they will hop down and savagely attack anything which touches it.

13. **ICE CAVERN:** This place is the home of a band of yeti who are scouts for the frost giants. 6 yeti are here (H.P.: 26, 25, 2x24, 23, 20) but have no treasure. The leader is at location A:

A. Yeti leader (H.P.: 31) with a neutral magic sword (+3 **frost** longsword) with no special intelligence. The leader fights with this weapon. He has a hoard of 11 ivory tusks (400 g.p. weight, 800 g.p. value each) under a mound of snow.





14. **MISTY ICE CAVE:** Escaping hot air from somewhere beneath filters into this place, making it full of damp, cold fog. The stuff cuts visibility to 3', and the floor is very slippery (with a 2 in 6 chance of falling). Check to see if the fall causes the fumbling and dropping of whatever the party has in hand. Dropped items (which are not too large) have a 1 in 4 chance of falling into a crack in the floor and dropping somewhere into the bowels of the earth, to be forever lost.
15. **ICE CAVE:** This is the den of 2 snow leopards (H.P.: 24, 19) which are the "hunting dogs" and pets of the yeti in area 13. These creatures lair on a ledge above the floor of the cave, and they will always attack intruders by surprise (1-3) or complete surprise (4-6). They have no treasure.
- 16-19. **BARRACKS CAVERN COMPLEX:** This area houses the band of frost giants currently readying for a raid into the lands of mankind and his associates. Each of the sub-areas have piles of hides for sleeping, a table and stools, and a few extra giant-sized weapons around, but there is no treasure except as indicated. All have club, spear, and 4 boulders to hurl.
 16. 4 frost giants (H.P.: 49, 46, 43, 39).
 17. 4 frost giants (H.P.: 48, 47, 42, 40).
 18. 6 frost giants (H.P.: 55, 52, 50, 3x45). At location "X" is a clear spring of water about 2½' deep, at the bottom of which are 278 clear rock crystals with a base value of 10 g.p. each.
 19. 4 frost giants (HP.: 51, 48, 44, 41).
20. **ICE STORAGE CAVE:** This place is full of large and small pieces of frozen meat, some of the chunks resembling parts of human and demi-human bodies . . .
21. **ICE CAVERN:** A rune of warning carved into the ice floor clearly shows that this place is to be shunned. (Any party member able to speak the language of frost giants, or if a **comprehend languages** spell or the like is available to the party, will immediately understand this as a dire warning!) Only 10' beyond the west bend of the cavern, the walls appear to be covered with old, rough ivory—it is full of brown mold. Mounds down the corridor appear to be the bony remains of various creatures, but the growth covers them, so no positive observation can be made. There is no treasure here.
22. **GUARD ICE CAVE:** 2 frost giants (H.P.: 49, 47), 1 watching at the cave mouth, 1 sleeping on a pile of hides. Each is armed, and there are 8 throwing boulders in the cave. They each have a sack, but neither have any treasure.
23. **GUARD CAVE:** 4 frost giants (H.P.: 48, 46, 44, 42). 1 giant watches down each passage while the other 2 sleep on heaps of skins. Each has his weapon and 4 boulders to hurl. There are 4 sacks in the cave but no treasure.
24. **VISITORS' CAVE:** 5 hill giants (H.P.: 40, 38, 37, 35, 34) are camped here awaiting a summons from the Jarl. The cave has 5 heaps of hides and 5 giant-sized bags. Bag #4 has a gold-inlayed skull with a report from the hill giant leader (Chief) to the Jarl inside. It is a pass to the Hall of King Snurre, also, and the biggest hill giant knows that they are bound south to the realm of the fire giants after seeing the Jarl so as to take a message to the fire giant King. Each hill giant wears a fur cloak worth 1,000 to 6,000 g.p.
25. **VISITORS' CAVE:** 5 stone giants (H.P.: 55, 52, 39, 46, 42) of very large size have come here to pay their respects to the Jarl and to see how well the frost giants are doing in their war on humankind. They will report their observations to other stone giants if they get the opportunity. They will fight only if attacked. Each has a weapon and 3 rocks handy. Amongst the 5 piles of skins in the cave is a jeweled crown worth 15,000 g.p. (9 gems worth 1,000 g.p. each, 2,000 g.p. worth of platinum) which they intend to give to the Jarl as a gift if he appears to be doing well.
26. **SPECIAL VISITORS' CAVE:** This location is warmed somewhat by volcanic activity, and it is lit by dim reddish light. In it are 3 fire

KEY TO THE LOWER AREAS AND JARL'S CAVERNS

Referee's Notes: This area is basically natural formations, with some rough-hewn connecting passages and enlargements made here and there. Passages are about 25' high, while the roofs of small caverns are 30' to 40' high, those of the large ones 45' to 60' tall. Light in this area comes from torches and cressets which are actually cages for fire beetles, the latter mostly in the part inhabited by the Jarl. Survivors of attacks on the level above will most likely make a stand in area 1, below or attempt to hide in area 3, below if weak and hotly pursued.

Wandering Monsters:

Encounter occurs 1 in 10 (d 20), check each turn.

1. 4 frost giant guards making the rounds
2. 3-12 ogres on an errand for the Jarl
3. 3 frost giantesses and 3 ogre servants out for a walk
4. 1 frost giant and 2-5 winter wolves searching for possible intruders (ONLY IF PARTY IS KNOWN TO BE AROUND)

Encounter Areas et al.:

b. "b" positions are large boulders.

1. **GRAND ENTRY CAVERN:** This place is obviously meant to be impressive, as its walls bear carvings of battle and hunting scenes in bas-relief. These carved scenes show giants slaying enemies, hunting dragons and other fearsome monsters, and so on. Torches burn at intervals along its length. **Note: the boulder closing the passage to the west is well concealed and looks much like the normal cavern walls, so treat it as a hidden door.**
2. **VAULTED CAVERN:** The noise of moving the boulder which closes the place off from the rest of the complex will awaken the 2 white dragons kept herein. A **large, ancient** male (56 hit points) rests atop a heap of treasure: 72,000 s.p., 17,320 e.p., 2,966 p.p., 8 silver boxes filled with ivory (weight 3,000 g.p. each, value 4,500 g.p. ivory, 1,500 g.p. each per box), 1 alabaster statue (4,000 g.p. value), 7 white marble statues of no great worth, a scattering of 1,900 1 g.p. base value gems, 11 pewter serving pieces of small worth, 24 various weapons (a +2 dagger amongst them), 9 shields, 8 suits of armor (including a silvered set of black +3 chainmail), 27 urns of small value, and 61 bottles and flasks which have no value except for 1 which holds poison, 1 which is a potion of **fire resistance**, and another 2 which hold potions of **diminution** and **polymorph (self)**. He is directly against the portion of rock which splits the entry to the lair into a north passage and an east passage, and he will surprise intruders on a 3 in 6 basis. His mate (H.P.: 42) is at A.
 - A. This location is a ledge with a cave-like recess, the whole being about 30' above the floor of the cavern. On the ledge a **medium-sized, very old** female dragon, the mate of the ancient male, hides and watches to see who enters the place. Frost giants bearing treasure to dump on the pile are the only acceptable intruders, for all feeding is done personally by the Jarl and his wife who bring tender morsels to their pets. The female dragon will fly silently to the aid of the male, surprising opponents 4 in 6. She hides 12 1,000 g.p. base value gems (8 opals and 4 diamonds).
3. **STORAGE CAVE:** The place contains some remnants of carcasses, a few broken boxes with provisions which are spoiled, some split sacks containing moldering grain, casks of wine turned to vinegar, and stove-in ale barrels.
4. **DESERTED CAVERN:** There are broken items of giant furniture here and there—tables, benches, stools, chairs. Burned out torches are in wall cressets. There are 3 skeletons of frost giants plainly visible near the center of the cavern. 4,000 g.p. are scattered around these bones, and a man-sized +1 shield also lies nearby. The monsters at B location will attack any creatures.

giant messengers (H.P.: 60, 58, 55) who have delivered their message and are about to depart for their own land. There are 3 huge piles of furs and skins in the place, a rude table, a bench, 3 stools, a large brazier, and 3 sacks, each with 3,000 g.p. plus the usual contents. The strongest fire giant carries a token of the Jarl's fealty to King Snurre, a solid silver statue of a bear, rampant, with topaz eyes (500 g.p. each) and ruby fangs (8 gems worth 500 g.p. each) worth 6,000 g.p. (silver is worth 100 g.p.). The statue is carried in a bag at his belt.

27. **WINTER WOLF PACK:** This wild pack of 7 animals (H.P.: 39, 33, 30, 29, 28, 26, 25) is encouraged to roam the place by the frost giants. They have no treasure.
28. **SNOW COVERED DOME OF ICE:** This formation has been caused by the creature which lairs inside, a remorhaz 30' long (H.P.: 58) which has recently moved into the rift. A number of skeletons are around its icy den, one of a human with a **ring of 3 wishes** on its bony finger and a bastard sword (+2 **giant slayer**, no special intelligence, align to suit the party if desired, otherwise it is Lawful Good). If the monster is destroyed by heat (**fireball, lightning, wall of fire**, fire elemental, etc., the treasures are lost—destroyed or sunk into the ice and non-recoverable).
29. **WHITE PUDDING:** Note that there are 2 of these monsters, 1 at each place 29 is shown on the map. They are simply white colored variants of the usual black pudding. 1 has 77 hit points, the other 66.
30. Ice-coated sink hole around 12' diameter and 100' deep which gives access to level #2, area 2.



- A. Frost giant skeleton half buried under stone rubble: The clear indication here is that the giant was attempting to flee north for escape from the cave-in of a passage south (behind the rubble) but he failed to make it and was killed by falling rock. One of the giant skeletal hands clutches an iron tube with a map which shows the GRAND ENTRY CAVERN, area 2. as a storage place, area 3., area 4. as the "GREAT HALL OF THE JARL", and a passage south (where the rubble is) which supposedly leads to various barracks rooms, the Jarl's private chamber, and a treasure room, the passage going 60' south and then leading to a complex of 10 caves and caverns. Of course, this is a ruse, cleverly laid by those who motivate the giants . . .
- B. 6 ice toads (H.P.: 35, 31, 25, 22, 17, 16). They are very hungry, and if any creatures come near they will seek to kill and devour them.
5. ENTRANCE CAVERN: This is the actual entrance to the Jarl's complex. It is always guarded by 2 large frost giants (H.P.: 62, 60) with weapons and boulders. 1 will fight while the other sounds a great iron horn hung on iron chains from above. The horn requires 1 full round to reach, and another round to wind. No treasure here.
6. EMISSARIES' CAVERN: 5 ogre-magi (H.P.: 34, 2x29, 27, 26) recently arrived from the Lord of their kind. They have had audience with the Jarl, and after a special wassail to be held on the morrow they will depart for home with a treaty scroll. This scroll is signed (a special mark) by the Jarl and offers the Lord of Ogre-Magi 100,000 g.p. value in gems, plus whatever loot his minions garner, if they will join the war upon mankind in this territory. Each monster bears a pouch with 10 500 g.p. gems (tokens from the Jarl). A small iron casket holds a gift to the Lord of Ogre-Magi—a trick box with 18 plates of platinum (100 g.p. value each), 18 plates of electrum (10 g.p. value each), and 18 plates of silver (2 g.p. value each). They slide in secret combination to open a small magical **box of holding**. (Although the container is but ten inches long, by six inches wide, by four inches deep, it will hold 3 cubic feet of material, or 3,000 g.p. weight, whichever is the lesser). The box opens by sliding plates on the left, then the top, then the right end in platinum, electrum, silver order on each end, the reverse on the top. If any plate which slides is moved out of order, a tiny poisoned pin will punch through the member holding the box (hits any armor class on 12 or better, -4 on poison saving throw). The box contains 2,000 g.p. and 2 potions (**frost giant control** and **cloud giant strength**). The leader of the group wears a **necklace of fireball missiles** (5 missiles of 7, 2x5, and 2x3 hit dice respectively) and he will not hesitate to use it. The positions of the ogre-magi are indicated by circled numbers.
7. GUEST CAVERN: A torchlit, tapestried place, with skins and hides covering the floor, and a bed heaped with pelts. There is a chest, a bag, a table, 2 chairs, and a small cabinet here. The cloud giant (H.P.: 70) who is the current guest has just agreed to join the Jarl as his chief henchman. The chest holds 11,000 g.p., and the giant wears a silver belt set with ivory and gems (1 1,000, 2 500, 4 100, and 12 50 g.p. base value gems).
8. PRISON CAVERN: Several torches light the place dimly. A storm giantess (H.P.: 94) who is comely to those of her ilk (and is strong and fights as if she were a male) is chained on the north wall with huge manacles at wrists and ankles. A fur rug in the middle of the place bears a table and 2 chairs. Upon the table are heaps of food on golden platters (500 p.p. each x 6), in silver bowls (100 g.p. each x3), and 2 huge flagons of ivory set with gems (6 gems each, base value 100 g.p.) set to tantalize her into submitting to the Jarl's will and becoming his leman. This durance vile makes her a friend to any who rescue her, although evil characters will cause this aid to be of brief duration.
9. SERVANTS' QUARTERS CAVERN: 16 ogres (H.P.: 30, 28, 27, 2x25, 24, 2x21, 3x19, 18, 2x17, 16, 14) dwell here at the present time. They each have their own pile of hides and rags for sleeping, a wooden box for their goods, a peg for their outer garment, and a sack. Each ogre has from 1 to 100 each s.p., e.p., and g.p. in his box or bag. They serve the Jarl willingly and fight fiercely.
10. ANTECAVERN: 4 frost giant guards (H.P.: 51, 48, 44, 43) are alert here at all times. Each has a club, spear, and throwing boulder at hand. They will shout to alert the guards to the south if intruders enter their area. They have no treasure.
11. GREAT CAVERN HALL OF THE JARL: This is where all the special functions and feasts take place. Various tables and benches now line the east and west walls—pushed out of the way until a time of need. Caged fire beetles dimly illuminate the place, and it appears completely deserted, for guard posts A. and B. are more than 30' above the floor and hidden in dark shadow.
- A. & B. Each of these ledges holds a watchful frost giant (H.P.: 53) armed with a ballista (hits as a frost giant, 3-18 h.p. damage vs. man-sized targets, 5-30 vs. larger) which he can fire once per round. Each has 4 spear-missiles for his ballista, 2 boulders, and his club. Neither has any treasure.
12. AUDIENCE ALCOVE AND THRONE DAIS: A huge ivory and bone throne, decorated with skulls, silver, and gems rests at the back of the place (6,000 s.p. weight of silver, 40 10 g.p., 20 50 g.p., 10 100 g.p., 5 500 g.p., 3 1000 g.p. and 1 5,000 g.p. gems). Behind it is a white dragon hide, and before it is the skin of a huge polar bear. An alabaster table and 3 ivory stools are to the forefront of the throne, the seats of the Jarl's lieutenants. It is unlit and empty now.
13. GUARD AREA: 2 frost giants (H.P.: 56, 52) look east and west at all times. They have clubs and 2 boulders each. If an intruder is seen, they will sound a large gong on the north wall. They have no treasure.
14. KITCHEN CAVE COMPLEX: 3 fire giantesses (H.P.: 46, 42, 40) and 4 ogres (H.P.: 25, 22, 20, 17) are in the west spur roasting a horse over the natural fire pit there and otherwise readying the Jarl's food. Various food and furniture and utensils are about the main room and the east arm. Amidst heaped foodstuffs to the north are 4 human captives in a cage, being saved for a feast. They are not fighters or otherwise useful, nor will they bring any ransom, but they can warn the party of what lies in the areas 15, 16, and 17.
15. WEAPONS CAVE: Here are stored 62 throwing rocks, 16 shields, 29 spears, 10 clubs, and 9 helmets, all of frost giant size. There are also 9 battle axes which the giants can hurl, and a chainmail shirt of giant size.
16. COMMON QUARTERS CAVERN: There are 1 male (H.P.: 49), 12 giantesses (H.P.: 40, 39, 4x38, 4x35, 34, 32) and 9 young (H.P.: 24, 21, 20, 3x19, 18, 16, 14) about the place. There are bed piles of skins and hides, a few stools, 11 large boxes, 5 chests, and many pegs with 14 capes and 9 bags hanging from them. Under the 9th box is a hole with 19,560 g.p. in it. If the male is killed, the others will not fight unless they are also attacked.
17. KENNEL CAVE: The Jarl's hunting pack of 4 huge polar bears are kept here. There are 2 males (H.P.: 41, 39) and 2 females (H.P.: 36, 33), the males with jeweled collars with 8 100 g.p. base value gems, the females' collars having 6 such gems each. Treat these huge animals as cave bears for attack purposes. They are very quiet, surprising 4 in 6, and will attack immediately.
- 18.-19. CAVERNS OF THE CARLS: These large caverns provide quarters for the frost giant gentry. There is a cot, chest, chair or stool, and several hides and skins for each inhabitant. They are lit by torches and a few fire beetles. There are many pegs holding cloaks, capes and bags along the walls. 4 huge lockers, 3 hampers, and 6 wardrobes are in various places. Each male giant in the place has 2,000 to 8,000 g.p. plus his armband (as described in 8. of the upper level). Each female has 1,000 to

4,000 g.p. The young have no treasure:

18. 9 males (H.P.: 58, 2x55, 53, 50, 2x49, 48, 46) and 11 females (H.P.: 43, 2x40, 39, 5x38, 36, 33) with 8 young (H.P.: 24, 2x21, 3x20, 18, 15).
19. 3 males (H.P.: 61, 57, 52) and 4 females (H.P.: 40, 37, 34, 32) with 5 young (H.P.: 25, 22, 18, 17, 14).



20. JARL'S ANTECAVERN AND TROPHY HALL: The western sprue of the cavern is a private audience hall, with pelts and skins on the walls and floors, a table, and 4 chairs. On the end wall hang 2 normal shields, a **heavy crossbow of speed**, 2 normal two-handed swords, and a pair of huge ivory tusks of no value. Some worthless scrolls are on the table. There are 3 chairs and 2 tables in the western area, the trophy hall, which has actual rugs upon its floor. On the south wall are a cave bear pelt, a su-monster hide, a wyvern skin, a rack from a giant stag, the teeth and claws of an umber hulk, giant scorpion claws, the horn of a woolly rhino, a pair of mammoth tusks, a pair of mastodon tusks, a normal bow and a quiver with 16 normal arrows, a giant boar head, a griffon skin, 2 shields (#2 is +2), a dwarven skull with an iron crown (no value), 2 crossed spears and a flail (all normal), a tapestry (worth 1,875 g.p.), a case of crossbow bolts (11 +2 bolts and 14 normal bolts), the wings of a giant eagle, a great axe (normal), a suit of plate mail (normal) of human size, 2 walrus tusks (1 is actually an ivory covered **iron horn of valhalla**), a normal shield, a suit of dwarven splint mail (normal), a tapestry (worthless), a shedu head, a huge iron mace (normal), a giant lynx pelt, the jaws from a subterranean lizard, a suit of elven plate mail (+2), a normal shield, a light crossbow, and a tapestry (500 g.p. value). **Note: If the magic shield is taken down it releases a spear trap which fires straight ahead, hitting on 5 or better, and causing 3-18 h.p. of damage; if the walrus tusks are touched, the shedu skull will scream "ALARUM! ROBBERS!" in frost giant until it is smashed to pieces.** Some worthless furs and tapestries hang on the short north walls. There are several unlit braziers around, and both sections of the cavern are illuminated by caged fire beetles. There are well-worn steps, each about 3' rise, at the eastern end of the place. Thick leathery hides screen the cavern from area 21.

21. JARL'S PRIVATE CAVERN: The forepart of this area is filled with a huge table, 4 chairs, 3 wardrobes, 5 chests, 5 trunks, and 7 coffer. The walls are hung with heavy tapestries and various pelts and skins, all of no particular worth. The Jarl (H.P.: 80) sits at the table in his chain jack, with a huge shield (+1, +4 vs. missiles) nearby (AC 1 with his shield, 2 without), his sword (+4 two-handed) at his hip, and a platinum drinking horn set with 8 gems (1,000 g.p. value each, jewelry value 9,000 g.p.) in his hand. Across the table is his "Lady" (H.P.: 70), with a cloak of sabretooth tiger hide about her, an iron mace at her hip, and a gold flagon set with 8 gems (500 g.p. value each, jewelry value 6,000 g.p.) in her hand. Grugnur fights as a cloud giant with respect to damage (6-36, +4 for the sword), she fights as a fire giant in all respects (5-30 hit points of damage per successful hit, AC 4). There are 2 huge winter wolves (H.P.: 40, 37) crouching under the table, and these pets will note even invisible intruders due to their keen sight, hearing, and sense of smell. All the various containers in the room contain clothing and useless items except as follows: chest #2 holds 3,800 p.p.; chest #5 has 15,570 g.p.; box #4 has a covering of old socks but underneath them are 8 potions (**speed, extra-healing, delusion, storm giant strength, poison, oil of slipperiness, healing, human control**); coffer #2 has 9 pieces of jewelry (1,000 to 10,000 g.p. value each); coffer #6 has a contact poison on it and holds 198 gems (104 50 g.p., 51 100 g.p., 36 500 g.p., 6 1,000 g.p., and 1 5,000 g.p. base value).

The eastern portion of the cavern is partially screened off by hangings. There is a huge bed, a small table, a chair, 2 stools, a chest, a trunk, and various odds and ends of clothing, armor, and weapons here and there. The walls are hung with pelts and rugs of no worth. The lid of the trunk has a secret drawer in it which contains 6 parchment scrolls in tubes: #1 is worthless, #2 is a **curse scroll**, #3 is a map to the HALL OF THE FIRE GIANT KING, #4 is a **protection from magic scroll**, #5 is a scroll of gibberish with **explosive runes** on it, and #6 is a scroll with two spells—9th level spells **crystal brittle**, which will turn any one metal item touched by the magic-user to brittle crystalline substance (even something as large as an iron golem!); and **energy drain**, a spell which enables the magic-user to touch an enemy and drain two life energy levels (just as a vampire does). These tubes will be taken by the Jarl if he is forced to flee and has time to get them.

- A. Behind the wall hangings on the eastern portion of the north wall is a hidden escape tunnel. It is a natural passage about 1 mile long which turns south and exits at the base of the mountain/glacier area, out of sight of any near the rift. The alcove to the northwest appears empty, but if it is examined with care there is a 1 in 6 chance per person examining the area that they will note a thick iron bar protruding from the wall at about 10' above the floor. The bar moves downward and transports whatever or whoever is standing on the floor of the alcove to a spot some 50' distant from the entrance to Snurre's Hall (the Hall of the Fire Giant King). An apparently empty ledge along the southwest wall is the resting place of an iron box, totally invisible, and strongly locked. Unless a special magic (**true seeing/sight spell, gem of seeing, etc.**) is available to the party, it is detectable only 1 in 6, with but 1 chance for any party, for the magic on the chest is strong and it does not radiate **any** magic or clue. The box contains poison gas which will form a cloud 30' per side, and any within it must save versus poison at -3 (the contents are to be taken to the fire giant's stronghold and given as gifts to the powers behind the uprising). In the iron box are: a **hammer of thunderbolts**, a **pearl of wisdom**, a set of 8 small jars of pigments (**Nolzur's Marvelous Pigments**), a **ring of invisibility**, and a **wand of paralysis**.

THIS ENDS THE EXPEDITION TO THE GLACIAL RIFT OF THE JARL.



BOULDERS



TAPESTRIES

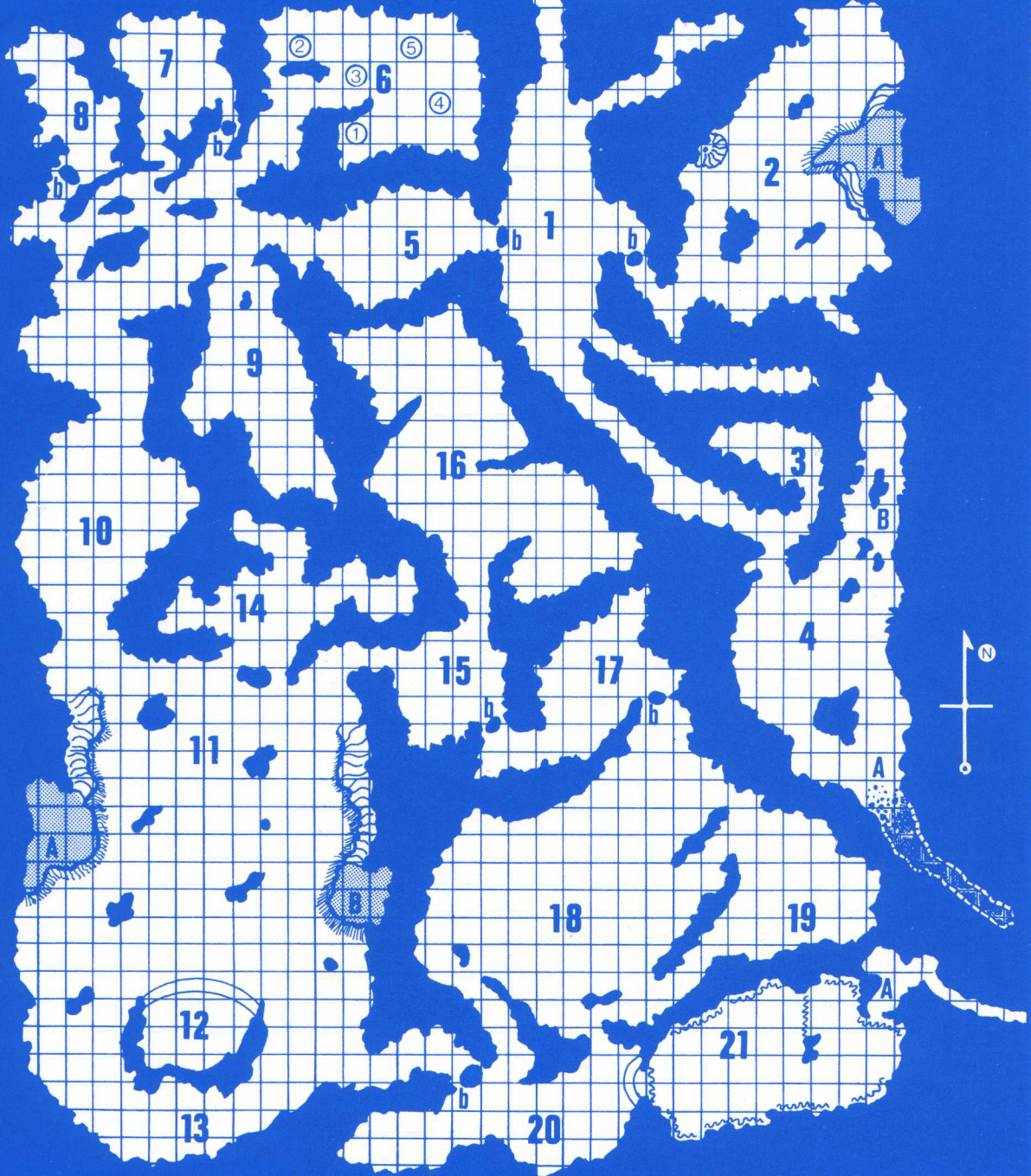
STEPS

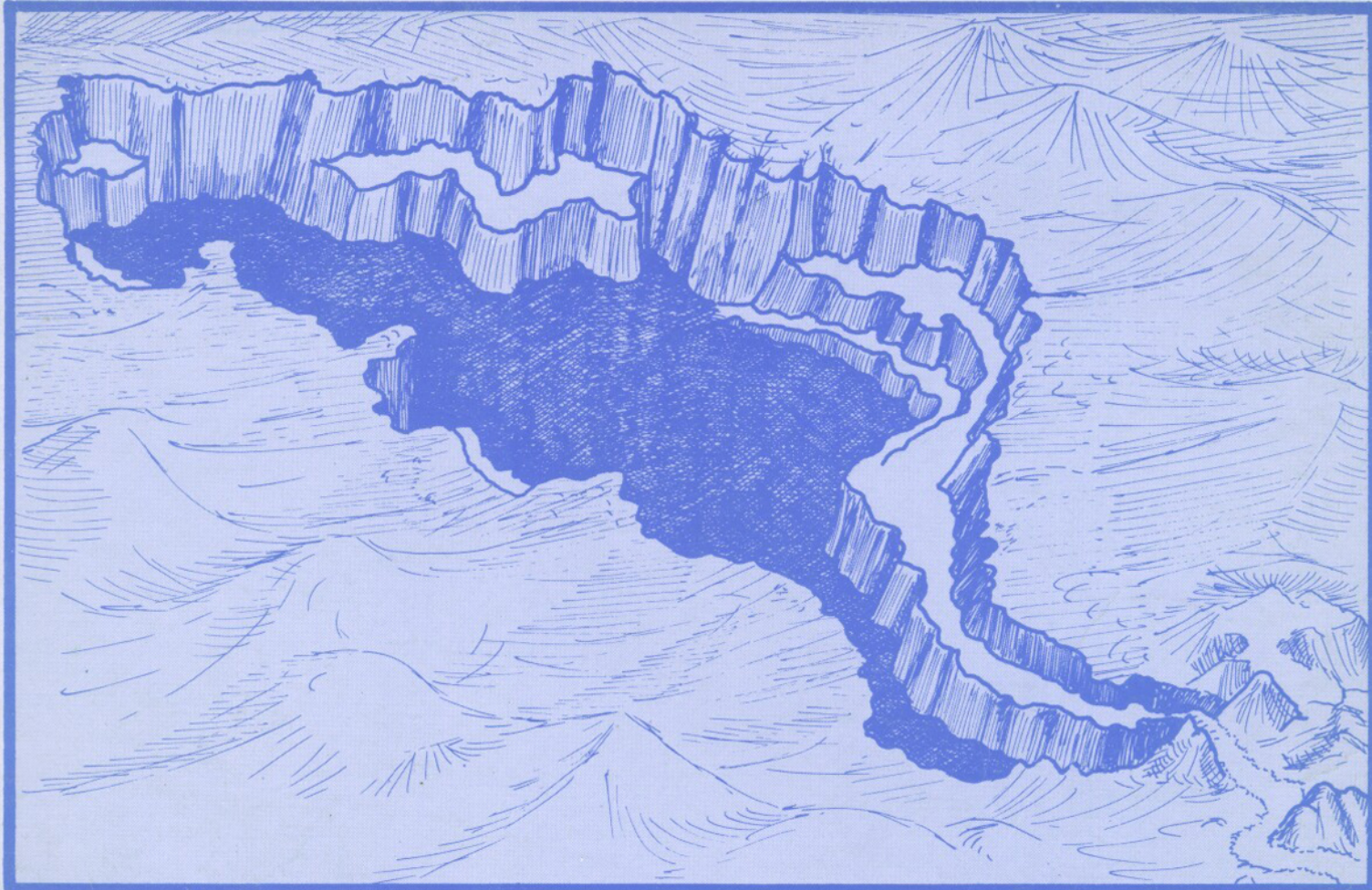


SMALL LEDGES IN CAVERNS

NATURAL ROCK STAIRS

BLOCKED PASSAGEWAY





This item is only one of the many popular playing aids for DUNGEONS & DRAGONS produced by TSR Hobbies, Inc. Other D & D accessory items currently available include:

Dungeon Geomorphs, Set One (Basic Dungeon)	\$2.49
Dungeon Geomorphs, Set Two (Caves & Caverns)	\$2.49
Dungeon Geomorphs, Set Three (Lower Dungeon)	\$2.49
Outdoor Geomorphs, Set One (Walled City)	\$3.49
Monster & Treasure Assortment, Set One (Levels One to Three)	\$2.49
Monster & Treasure Assortment, Set Two (Levels Four to Six)	\$2.49
Monster & Treasure Assortment, Set Three (Levels Seven to Nine)	\$2.49
D & D Character Record Sheets Pad	\$2.98

The entire selection of this series of Dungeon Modules for Advanced DUNGEONS & DRAGONS is comprised of the following items:

Dungeon Module G1 (Steading of the Hill Giant Chief)	\$4.49
Dungeon Module G2 (Glacial Rift of the Frost Giant Jarl)	\$4.49
Dungeon Module G3 (Hall of the Fire Giant King)	\$4.98

Other releases of additional items relating to D & D are planned for the future.

TSR Hobbies publishes a complete line of fantasy, science fiction, and historical games and rules. A complete catalog on the entire selection of TSR items is available for \$2.00 from TSR Hobbies, POB 756, Lake Geneva, WI 53147.