

G1-2-3 AGAINST THE GIANTS

CONVERSION GUIDE

Introduction: In 1981, TSR published the module named “Against the Giants” with the module code “G1-2-3”. It was written by Gary Gygax and illustrated by David C. Sutherland III, David A. Trampier, Jeff Dee, David S. La Force, Erol Otis, and Bill Willingham. It consisted of a 32 page booklet and two cover folders containing maps. The material was previously published in 1978 as three separate adventures; G1 Steading of the Hill Giant Chief, G2 The Glacial Rift of the Frost Giant Jarl, and G3 Hall of the Fire Giant King. This conversion guide allows DMs to run the original module with 5th Edition rules and provides reference sheets for encounters.

An adventure for five or six 7th – 12th level characters

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Sample file

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Introduction

To use this conversion guide you will need a copy of “G1-2-3 Against the Giants”, originally available in hard-copy and now for sale in Digital format at www.dndclassics.com.

This document gives DMs advice to convert the module to the latest 5th Edition rules and guidance on preparing the adventure. A list of encounters provide a quick in-game reference. Most creatures refer to stat blocks in the D&D 5e Monster Manual. A few creatures have full stat blocks in the Special Creatures section at the end of this conversion guide.

Page listings may refer to abbreviations: MM (Monster Manual), CR (Challenge rating), and DMG (Dungeon Master Guide). All other page number refer to the locations in the original 'Against the Giants' module. Key text is in **bold** for easy scanning. Magic items are noted in *italics*.

Find more information about this and other early edition conversions at www.classicmodulestoday.com.

Reference Sheet

For convenience, there are Reference Sheets at the end of this document which summarize the key information you'll need during the game onto concise sheets. After reading this document, all you'll need to run the game is the original module, the Monster Manual, the Reference Sheet, and optionally any notes or visuals you've prepared.

Adventure Summary

The characters are hired or otherwise tasked to investigate attacks by giants. The attacks seem to be much more organized than normal, and occurring on a much larger scale. It is suspected there is a motivating power behind the attacks, and stalwart adventurers are needed to root out the source while the civilized lands prepare to defend themselves.

The only lead comes from scouts who have located a wood fortress, a steading, built by a large tribe of hill giants. The characters are to investigate the steading for clues, and if given a chance, remove the hill giant leadership with deadly force. The adventurers aren't expected to finish off all the giants by themselves, because killing the leaders should be enough to disorganize and scatter them.

The adventurers are to continue following what clues they discover, returning only when the trail runs cold or the source of the threat has been removed.

Converting to the Realms

This brief guide outlines a few thematic changes and additions to bring “Against the Giants” into the Forgotten Realms world of Faerûn.

The drow houses of Menzoberranzan are always scheming to attain more power and bring more glory to Lolth's name in order to better their position amongst the hierarchy of the dark elves.

House Druu'giir had long been one of the lesser ranked nobles houses of Menzoberranzan, despite its prominence as the second largest mercantile house in the city (second only to House Baenre), and being unusually blessed with males talented in arcane magic. During the Silence of Lolth, the clergy of the house had a crisis of faith, and turned to Elemental Evil as a substitute. Lest they be found out and annihilated, they kept up the facade and trappings of worshipping the Spider Queen. The house has not only successfully pulled off the ruse, but has risen in ranks thanks to the power granted by Elemental Evil, and now stands as the 10th house in the city.

The ambition of House Druu'giir has grown with their ranking and recently the decision was made to establish worship of Elemental Evil on the surface to attract more followers and use them for the house's benefit. The ultimate goal is no less than breaking off from Menzoberranzan and Lolth both, and starting a new drow city where Elemental Evil is the official religion, and House Druu'giir will rule unopposed.

To this end Eclavdra, a drow priestess and emissary of House Druu'giir, has been approaching the giant tribes and clans. She has offered the wealth and direct support of the drow to the giants, if they set aside their quarrels and feuds and organize into a single force united against humans, elves, and the other small folk of the Realms.

The agreement the giants have forged with the drow allow them to keep all the lands they take, as well as half the wealth they loot. The other half of the loot, as well as slaves, find their way to the drow of House Druu'giir, thus bolstering their status in Menzoberranzan. When House Druu'giir has acquired enough wealth and magic from the giant raids, they will finally be able to leave Menzoberranzan, and found a new city where House Druu'giir and Elemental Evil rule supreme.

NOTE: The conclusion of this module is a direct lead-in to D1-2 Descent into the Depths of the Earth, and D3 Vault of the Drow, in which the House Druu'giir storyline continues.