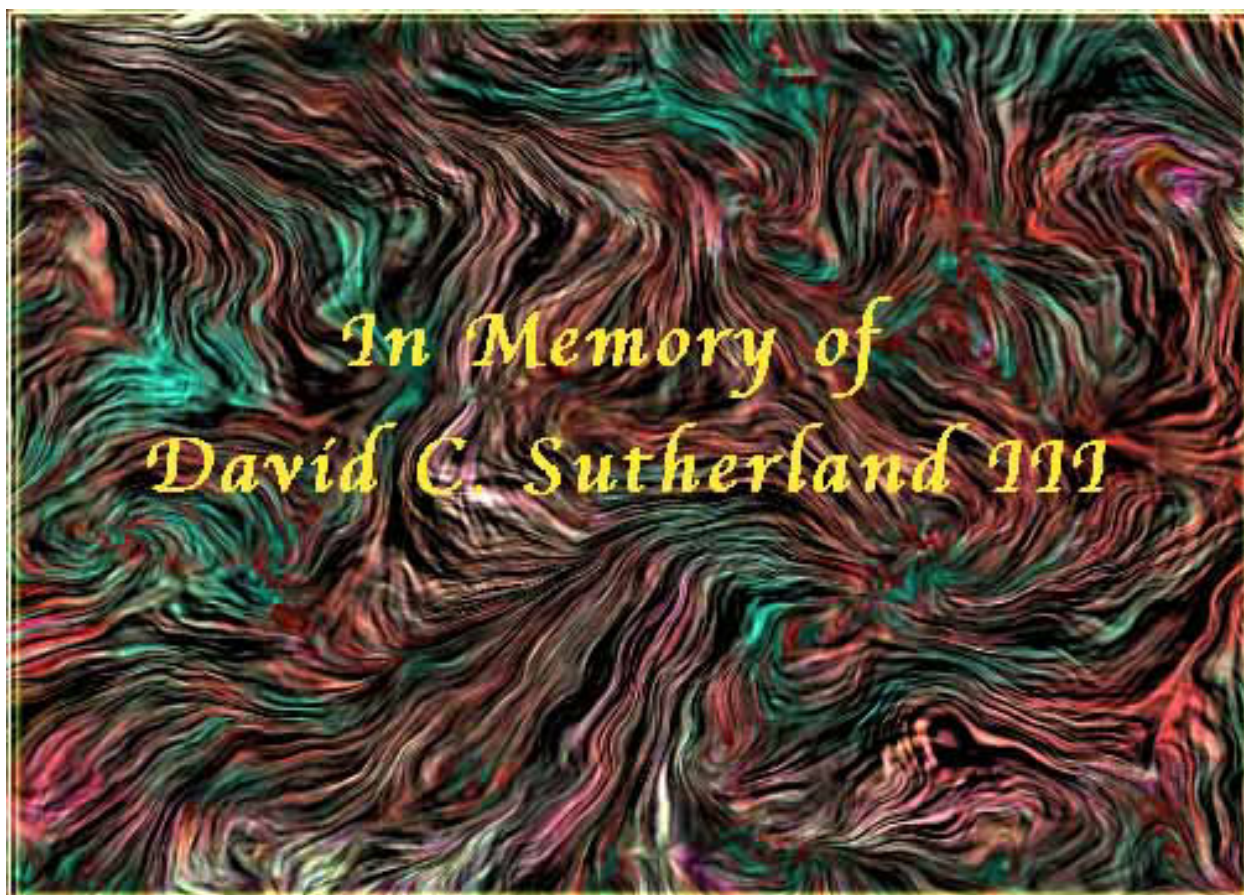




ERKME #10
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Alternate Picture for Maze of Zayene's Art Gallery

Author Note to GMs--Players read no further! This picture can either be substituted for those that occur in the original **Maze of Zayene Series**, Part #1, *Prisoners of the Maze*, the ART GALLERY encounter, or used as herein described in an adventure of your choosing.

Description: Upon viewing this the PCs see a 6' by 3' picture-frame of polished brass inlaid with many fiery symbols which if touched emit actual heat. Depicted on the canvas is a black background with a large efreet--lord-like--holding a gigantic scimitar in one hand and grasping a woman of scant dress--and who also wields a

short blade, or dagger--in his other. Before him and at ground level are two human figures confronting him: a fighter with a raised sword, liveried in green and having a shield of white emblazoned with 3 red diamonds and a blue bar dividing it horizontally; the other figure, a mage robed in blue, is casting a spell of some intensity aimed at the monster from his upheld left hand. The only indicator of an artist's signature appears in the lower right-hand corner, and then is only a stylized number "3".

(This immovable frame and its contents are highly magical but cannot be dispelled, nullified or damaged in any way except by a special magical injunction now only known to the great Tzunk himself, and perhaps contained in one of the many books of lore he once wrote or collected upon the legends of Brass...)

Upon touching the picture the scene animates, and the figures thereon move as if they were in real time. The efreet attacks, the woman attempts to break the monster's grip upon her, the mage completes his spell, and the fighter engages in sword play. The fight is on!

GMs can either adjudicate this fight by rolling the necessary stats and spells, noting the equipment as described below, and carrying forth the battle to an end; or, they may assign 3 of the adventuring party's players to role-play the NPCs in the picture whom are attacking the efreet. Their vital abilities need to be rolled, but as these are heroes of legend, none of these stats can be lower than 12 in any case, so reroll if those occur. The items they wield are all unique and are described below. The mage's spells are a mix of offensive and defensive ones.

Who Wins?

Depending on who wins the contest, use the following information:

1) The NPCs Win.

The efreet falls in combat and the NPCS are victorious!

Immediately after this a hand (of one of the surviving NPCs) reaches out from within the picture and hands the nearest PC one of their personal unique items as listed hereafter (GMs divide equally and dispense by a die roll). The NPCs then appear to move off the left edge of the picture and down some stairs with a brass railing... The picture is now but a blank, black canvas.

2) The Efreet Wins.

The NPCS fall before the ferocious onslaught of this legendary creature!

If the picture is thereafter touched, the efreet leaps from the canvas to battle the

party! The second fight is on! The Efreet's htk are all reset to full as rolled previously by the GM, with no damage apparent! If they beat the efreeti they can acquire its unique items.

NPCs

Name: Guldhaer

Class: Rogue/Thief of the 8th Step

LV: 8

Armor: As leather +2 (see Bracer of Entwynna)

Unique items:

“Nick”: A seemingly regular dagger, it actually confers a +3 attack and damage bonus vs. evil, has a 10% chance of a hit of causing double damage, and adds a+10% chance to back-stabbing attacks.

Bracer of Entwynna: A dull golden or bronze bracer legended to have been made a gift to the thief by a good naga, Entwynna. When worn the bearer can never be entangled or slowed. Where the bearer is confronted by regular or gigantic species of snakes the chance of them attacking him or her is lessened by a full third (33%--that is, if three targets are available, then on a d6 roll the bearer will be attacked only 1/6 of the time, with the remaining spread being apportioned to the other two available targets), but has no effect upon this routine if the bearer is the sole target in any case. When used in wrestling situations this provides a +2 chance to break locking holds (GMs must adjudicate). This bracer also confers an AC of leather armor +2.

Name: Rhadverte

Class: Super Hero of the 9th Blade

LV: 9

Armor: Platemail +3/Scud-Shield of Thyrd (see below for unique items)

Unique Items:

“Husker,” +4 longsword: Each successful hit increases damage done accumulatively by “1” pip to a maximum of +10 htk total. Once the +10 htk damage is dealt, the sword resets itself and starts from “1” and so builds damage again in the same way, and so forth.

Scud-Shield of Thyrd: Only one of this very unique item still remains in existence as it is legended that its two mates, created by the elven artificer Dah-Vade Thyrd, were lost to separate magical and natural debacles.

The shield provides a +3 defensive bonus. Its other unique abilities are outlined below:

White Main Surface: Reflects light-based blinding spells or powers 50% of the time, 20% of the time back upon the originator of these if they are in sight.

Three Red Diamonds: These provide a limited fire protection/absorption for up to 15 htk/diamond symbol, and they glow a deep and vibrant red color when they are initially exposed to flame attacks and for 10 turns thereafter (treat the glow as if a *faerie fire* spell was at work upon the shield for that time). For each 15 htk fire damage absorbed in this manner, a single diamond becomes dull red and thereafter emits no light; and when all are dimmed the light is expelled completely. The fire absorption is rendered useless for a 24 hour period when this happens but automatically renews its protective qualities in full after that elapsed time.

Blue, Horizontal Bar: Once per day the wielder of the shield can will the blue bar to harden into a gun-metal colored shard which adds a +4 (accumulative) defensive bonus for as many rounds as the wielder has Wisdom (Ws) points. In addition to this the wearer suffers 1/2 damage from melee attacks, except where the opponent is twice his or her size whereupon the shield-bearer suffers full damage in those instances. This strange metal, it is legended, fell from the sky in a ball of raging fire which split the ground; and Dah-Vade soon located a shard from the larger piece which had fallen and later magically sculpted it into the shield. Other tales abound about this strange metal shard, that it attracts or repels lightning, for instance, but such are indeed legends unproven to this day...

Name: The Blue Mage

Class: Supreme Sorcerer of the 9th Order

LV: 9

Spells: Offensive and Defensive; if randomly rolled, all generated fire spells are substituted for lightning or cold spells instead and of the same level (50/50).

Unique Items:

Robe of the Cyclop's Eye: Emblazoned on the front of this robe is a large, green, open eye staring balefully ahead. When touched by the wearer, the eye emits a faint greenish light which strikes beings directly in front of him or her and up to 10 feet beyond (two ranks) with a paralyzing fear (saves applicable at -2). There is a 20% chance that those so affected are immobilized with fright for 1-3 movement rounds. They may take no actions to attack or flee and defend by slow, instinctive reactions at -10. The eye can only emit this beam attack twice daily.

Wand of Lightning Strike: When used in melee this slim, iron wand acts as a +4 weapon (dagger) to hit/damage. It contains 30 charges and upon striking, the user may elect to use one of its charges to send a burst of volatile energy into the target for 1-10 additional htk of damage. This particular wand is immune to lightning or electrical-based attacks and also confers a +1 to SRs to those *holding* it vs. same. The wand may be fully recharged when outside under a full moon while casting a lightning bolt upon it. Recharging this item in other ways is problematical and possibly dangerous.

Monsters

Name: The Efreet Lord, Garash-Nar

LV: 12

Armor (Type): Chainmail & Shield (+4 for Baldric...)

Special Attacks/Abilities: Yes

Unique Items:

Giant Scimitar of Flame: This long, broad-bladed weapon does an initial 2-12 htk plus an additional 1-6 htk of flame damage per hit.

Baldric of Reflection: This gold baldric has a 20% chance of reflecting spells or melee attacks cast upon the creature, to a total of 3 per day. It increases the monster's AT by +4.

Upon using its third reflection the horned head near its base sighs, breathing out a slow gas (SR vs. poison at -1) affecting attackers in a 10 radius area centered upon the efreeti. This is a defensive measure built into the item. The horned head is hinged and openable, and searching it will discover a magical powder contained in a packet (if used black, otherwise a dull red color).

This powder is what reacts to the baldric's discharging magic to burn and emit the slow gas. GMs must adduce within their campaign settings the availability of this powder and have adventurers interested in procuring some search it out. One application costs no less than 2,000 gold pieces, but could cost more depending on availability. Each packet is good for a one-time use of the slow gas.

Amulet of Nar: About the neck of the monster is a gold amulet with a cameo of a female efreet. This is a non-magical artifact of the house NAR. If returned to the house this family will congratulate those who bested in open combat their relative and will reward its return with a boon of no less than 10-20 thousand gold pieces and a single magic item of lesser stature (GMs be wily here). This reward could instead be substituted for information about one legend of the Plane of Fire which, depending on the complexity of the inquiry, takes 2-9 days for the family Nar to deliver. This information may be useful for discovering facts about ancient magics or treasure or adventuring locales, for instance, depending on each GMs fancy.

Fyre-Fugit Ring: This ornately crafted gold ring allows the wearer to redirect fire spells or powers aimed at its wearer back upon the initiator of these 3 times daily. Once daily, this redirection can be followed-up with a time fugue, allowing the wearer to appear right before his attacker just after the redirected spell impacts. In these cases an immediate melee attack against the defender is allowed. The ring is too large to be wielded by medium-sized creatures, but if a jeweler is sought out to reduce its size, there is a 50% chance that he can affect the size change without ruining the innate magic. Otherwise the ring's magic is permanently destroyed. Its scrap could be sold for 50 gold pieces.



Memories of David

(Rob Kuntz's Personal Memories of DCS III)



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I first met David Sutherland when in 1975 a select crew from TSR drove to Minnesota to visit with the esteemed Professor M.A.R. Barker. Dave personally showed me around Minneapolis/St. Paul, took me to Uncle Hugo's bookstore, pointed me to the Clark Ashton Smith and H. P. Lovecraft books there, and we later joked and talked and ate some food downtown. A great first start to a friendship which was to build for years after he finally arrived in Lake Geneva to work for TSR.

David fit right in with the Lake Geneva crowd, like Mike Carr, Ernie Gygax, and myself, and of course Dave Arneson, to say the least. We would at times game together when David was not involved interfacing with EGG over the Empire of the Petal Throne project, or otherwise being tasked to draw the many wonderful illustrations which now survive him. I spent many hours in the studio at Williams & Marshall street whereat he and David Trampier, his counter-part in illustration, worked very long hours to produce the images we can all now appreciate for their many values. I even critiqued their artwork when they asked me to, but nothing but praise, I assure you, was forthcoming as I was truly a fan of both.

David also DMed his own D&D game for me personally, a treat when I could get him to do so, as he was so busy. To my knowledge there were no other

participants in Lake Geneva who also played in it. My character was an elf. David had me roll dice to determine his background, and I rolled exceptionally well and was elevated in station from the start to that of a prince, albeit one lower on the totem pole, as there were brothers before me in the pecking order for the crown. He assigned me two elven retainers as my personal guards and off I went into a fantastic landscape created by David's equally fantastic imagination. In fact his hand drawn pencil and ink maps were enough to make me appreciative of my own lacks and were an inspiration for me to do better in that regard. On these maps David noted the major areas such as kingdoms, cities, towns and strange fortresses but left them unnamed, however he kept many master sheets with names and histories of all of these, all quite detailed, plus information regarding movements of armies, events in his world, and notable rumors, both local and continental--in all a very well realized and detailed world which immediately made me appreciative of its many superlative qualities and its conceptual depth.

You could always see David at the local cons (GENCON or Winter Fantasy) getting into his Tekumel miniatures games--he literally had a dozen or more people clamoring to play in these at every con, and he would run them daily, so as to allow those who missed the first to have a stab at later ones. He created scaled topography from scratch and utilized his love for Professor Barker's world, transferring it through his artistic sense to the game table. The tiered road system, fortifications, and other monuments both large and small, were created and displayed for the enjoyment of all fans, with David, ever smiling and encouraging, being the biggest fan of all.

And that was the guiding post of David's personality, the type of human he was: Good humored, positive, encouraging, hard working, ever helpful--just an all around good soul, with an actual twinkle to his eye and an infectious laugh (some say "cackle" and sometimes "snicker") which got you going. A charming man with no ill will towards anyone--you could not help but like him and intensely so.

Outside of his art, outside of the worlds he helped create or created himself, outside of his long involvement in the industry, and most certainly outside of the material things which David really didn't take much heed of, what we have left if that is all for a moment stripped away was a great person in all respects, one who in his unselfish and committed regard for others not only wrought us images, but for the likes of many who knew his company, brought us an intense joy of being alive.

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